

CANUNDO

Applies to

Edit line, edit box, combo box, edit table.

Description

If an action that can be undone has been performed against the control, CANUNDO returns true.

Syntax

status = **Get_Property** (*objectname*, " **CANUNDO** ")

Remarks

To undo an action, use the Send_Message function with the UNDO message. The CANUNDO property is used only with Get_Property.

Returns

Boolean value. True if the last operation against the control can be undone.

See also

[Send_Message\("UNDO"\)](#)