

# DDEITEM

## Applies to

Edit box, edit line.

## Description

The specification of the DDE field, and part three of the DDE three-level hierarchy. A string identifying a unit of data that a server can pass to the client during a transaction.

## Usage

*existingprop* = **Set\_Property** (*objectname*, "DDEITEM", *item*)

*serviceitem* = **Get\_Property** (*objectname*, "DDEITEM")

## Remarks

Values passed in Set\_Property:

Value	Description
<i>Item</i>	Name of an item within the topic to be initiated by the server.

## Returns

Values returned by both Get\_Property() and Set\_Property():

Value	Description
<i>serviceitem</i>	Current service item, if any.
<i>Existingprop</i>	Name of current item, when Set_Property was run.

Each DDE server-capable application has an interpretation for the item value. The interpretation of an item is completely dependent upon the server application. Refer to your server application, for more details.

When DDEITEM is set, the system will check to see whether DDESERVICE and DDETOPIC are also set (non-null values). If so, the system will terminate any existing connection, and will attempt to establish a DDE link for the specified Service/Topic/Item combination.

## See also

[DDESERVICE property](#), [DDETOPIC property](#).