

DRAWTEXT

Applies to

Bitmap controls (check box and push-button).

Description

Specifies whether the value contained in the HELPTEXT property is displayed as text on the screen or as balloon help.

Usage

value = **Get_Property** (*objectname*, "DRAWTEXT")

The structure of the DRAWTEXT property (returned from Get_Property and Set_Property and passed to Set_Property) specifies whether to draw the text on the control or not, and is so, where to draw it on the control:

Value	Description
<1>	True causes the text to drawn on the control; false displays balloon help (Tool Tips) instead.
<2>	(optional) X coordinate to draw the text at, within the bitmap control.
<3>	(optional) Y coordinate to draw the text at, within the bitmap control.

value = **Set_Property**(*objectname*, "DRAWTEXT", Flag[: @FM:X:@FM:Y])