## **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])