

# DTHANDLE

## Applies to

Edit tables.

## Description

Returns the underlying handle of the datatable object.

## Usage

*dtHandle* = **Get\_Property** (*edittableCtrl*, "DTHANDLE")

## Returns

The **HANDLE property** returns a non-null , non-zero number if the window or control exists, making it easy to check if a window or control has been closed (or destroyed).

## See Also

[GetMenu\(\) function](#), [HANDLE property](#)

## Example

```
edittable = @window:".TABLE_1"  
Handle = Get_Property(edittable,"DTHANDLE")
```