HANDLE

Applies to

All controls, except menus. For a window menu, call GetMenu() to get its handle.

Description

Windows handle for the object.

Usage

Get_Property() returns integer window handle of an object.

Set_Property() is not used.

Remarks

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(), DTHANDLE property, Microsoft Windows SDK