

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