

# MISC

## Applies to

All controls.

## Description

Returns or sends a string of user-defined data. This string can be used for any purpose you choose, and stays with the specified control until replaced by another string.

## Usage

*miscdata* = **Get\_Property** (*objectname*, "MISC")

*existingprop* = **Set\_Property** (*objectname*, "MISC", *miscdata*)

## Remarks

Values passed in Set\_Property:

Value	Description
<i>miscdata</i>	Any string of data, including system delimiters.

To store your own information as a property, you have two choices: you can use the MISC property, or, you can make up your own property name and prefix it with "@". The advantage of the MISC property is that you can view it in the debugger.

Menu items do not have a MISC property. Instead of using the MISC property for menu items, store the information using a window @-property named after the menu item. For example, in a MENU event, to store information relevant to the particular menu item:

```
Prop = "@": CtrlEntID  
Set_Property(@window, Prop, SomeData)
```

## Returns

Values returned by both Get\_Property and Set\_Property:

Value	Description
<i>Miscdata</i>	Any previously set string of data.
<i>existingprop</i>	Existing user-defined data , when Set_Property was called.