

NEXT

Applies to

Interactive controls.

Description

With [Get_Property\(\)](#), returns the next object in the tab order. With [Set_Property\(\)](#), sets the next object in the tab order. The reference point is from the specified control.

Use this property to dynamically restructure the tabbing order.

Usage

nexttab = **Get_Property** (*objectname*, "NEXT")

existingprop = **Set_Property** (*objectname*, "NEXT", *nexttab*)

Remarks

Values passed in Set_Property():

Value	Description
<i>objectname</i>	Control name to be next in the tab chain.

Returns

Values returned by both Get_Property and Set_Property:

Value	Description
<i>nexttab</i>	Name of control that is next in the tab chain.
<i>existingprop</i>	Next tab control, when Set_Property was called.

See also

[PREVIOUS](#) property

Example

```
/* This code, placed in any of the event handlers on the current control, will skip the next control in the tab
order. */
nextCtrl = Get_Property(CtrlEntId, "NEXT")
theCtrlAfterNext = Get_Property(nextCtrl,"NEXT")
existingprop = Set_Property(CtrlEntId,"NEXT", theCtrlAfterNext)
```