

# SETCHARFORMAT

## Description

Used to set selected text's character format within an Edit Box control

## Applies to

Edit Box Control

## Syntax

```
Status = Send_Message(CtrlEntID, "SETCHARFORMAT", ApplyFormatTo, CharFormat)
```

## Parameters

Parameters are as follows:

Parameter	Description										
ApplyFormatTo	An integer value determining where the format should be applied. <table><tr><th>Value</th><th>Description</th></tr><tr><td>0</td><td>Default</td></tr><tr><td>1</td><td>Selection</td></tr><tr><td>2</td><td>Word</td></tr><tr><td>4</td><td>All</td></tr></table>	Value	Description	0	Default	1	Selection	2	Word	4	All
Value	Description										
0	Default										
1	Selection										
2	Word										
4	All										

CharFormat	an @FM-delimited array of character formats All of these items are only set only if there is a value in the field (or value). If the field (or value) is empty, then that characteristic does not change.	
	CharFormat<1>	Effects Flags
	CharFormat<1,1>	Boolean Bold
	CharFormat<1,2>	Boolean Italic
	CharFormat<1,3>	Boolean Underline
	CharFormat<1,4>	Boolean Strike Out
	CharFormat<1,5>	Boolean Protected
	CharFormat<1,6>	Boolean Link
	CharFormat<1,7>	Boolean Auto Color
	CharFormat<2>	Integer Size
	CharFormat<3>	Integer Offset
	CharFormat<4>	Integer Color
	CharFormat<5>	Integer Character Set
	CharFormat<6>	Integer Pitch And Family
	CharFormat<7>	String Face Name
	CharFormat<8>	Integer Weight
	CharFormat<9>	Integer Spacing
	CharFormat<10>	Integer Back Color
	CharFormat<11>	Integer Lcid
	CharFormat<12>	Integer Style
	CharFormat<13>	Integer Kerning
	CharFormat<14>	Integer Underline Type
	CharFormat<15>	Integer Animation
	CharFormat<16>	Integer Revision Author

Return value

If successful returns a 1, otherwise returns a null.

Example

```

Declare function Send_Message

Red = 255
Green = 255 * 256
Blue  = 255 * 65536
//ApplyFormatTo = 0      // Default
    ApplyFormatTo = 1    // Selection
//ApplyFormatTo = 2      // Word
//ApplyFormatTO = 4      // All

// All of these items are only set only if there
// is a value in the field (or value).  If the field
// (or value) is empty, then that characteristic
// does not change.

// CharFormat<1>          // Effects Flags

// CharFormat<1,1> = Boolean  // Bold

```

```

// CharFormat<1,2> = Boolean    // Italic
// CharFormat<1,3> = Boolean    // Underline
// CharFormat<1,4> = Boolean    // Strike Out
// CharFormat<1,5> = Boolean    // Protected
// CharFormat<1,6> = Boolean    // Link
// CharFormat<1,7> = Boolean    // Auto Color
// CharFormat<2>    = Integer    // Size
// CharFormat<3>    = Integer    // Offset
// CharFormat<4>    = Integer    // Color
// CharFormat<5>    = Integer    // Character Set
// CharFormat<6>    = Integer    // Pitch And Family
// CharFormat<7>    = String     // Face Name
// CharFormat<8>    = Integer    // Weight
// CharFormat<9>    = Integer    // Spacing
// CharFormat<10>   = Integer    // Back Color
// CharFormat<11>   = Integer    // Lcid
// CharFormat<12>   = Integer    // Style
// CharFormat<13>   = Integer    // Kerning
// CharFormat<14>   = Integer    // Underline Type
// CharFormat<15>   = Integer    // Animation
// CharFormat<16>   = Integer    // Revision Author

// Create some test text
x = Set_Property(@window:'.EDIT_AREA', 'TEXT', "This is a test...")

// Select "is a"
x = Set_Property(@window:'.EDIT_AREA', 'SELECTION', 6:@fm:4)

// Make the "is a" bold and blue
CharFormat = ''
CharFormat<1,1> = '1'
CharFormat<4>    = Blue
x = Send_Message(@window:'.EDIT_AREA', 'SETCHARFORMAT', ApplyFormatTo, CharFormat)

// Reset the cursor back to the beginning
x = Set_Property(@window:'.EDIT_AREA', 'SELECTION', 1:@fm:0)

```