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:

<table>
<tr><th>Parameter</th><th>Description</th></tr>
<tr><td>ApplyFormatTo</td><td>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>
</td></tr>
</table>

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)
```