

User Defined Properties - @ Properties

Applies to

All controls

Description

User defined variables to store control-specific data, such as the number of times a button was clicked. If you prefix the name of a property with the at sign (@), the property is a user-defined property. There is no limit to the number of user defined properties.

Usage

value = **Get_Property**(*objectname*, '@*propertyname*')

retval = **Set_Property**(*objectname*, '@*propertyname*', *value*)

Example

```
/* In the CLICK event of BUTTON_SEARCH, increment the user-defined @COUNTER property each time the button was
clicked. Display the number of clicks in the edit line EL_COUNTER. */

cntr = Get_Property(@window : '.BUTTON_SEARCH', '@COUNTER')
cntr += 1
retval = Set_Property(@window : '.BUTTON_SEARCH', '@COUNTER', cntr)
retval = Set_Property(@window : '.EL_COUNTER','DEFPROP','The search button was clicked ' : cntr: ' times.')
```

See Also

[CLICK event](#)