

# System\_Object

The SYSTEM object code is contained in a file called PMProp2.cpp in the PM\_SysProperty function. What should be SYSTEM methods are actually implemented as services in the Utility function.

|                   |
|-------------------|
| SYSTEM properties |
| BLOCK_EVENTS      |
| COUNTER           |
| CHARMAP           |
| CURSOR            |
| DRAGSOURCE        |
| EXITCODE          |
| FOCUS             |
| HOLD_EVENTS       |
| IDLEPROC          |
| MODAL             |
| NO_OF_DELIMITERS  |
| PREVFOCUS         |
| QUERYEND          |
| RECEIVER          |
| SIZE              |
| THEMED            |
| UTF8              |
| VISIBLE           |
| VERSION           |