

RichTextBox Control

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbobjRichEditC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbobjRichEditX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Properties":"vbobjRichEditP"} {ewc  
HLP95EN.DLL,DYNALINK,"Methods":"vbobjRichEditM"} {ewc HLP95EN.DLL,DYNALINK,"Events":"vbobjRichEditE"}  
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbobjRichEditS"}
```

The **RichTextBox** control allows the user to enter and edit text while also providing more advanced formatting features than the conventional **TextBox** control.

Syntax

RichTextBox

Remarks

The **RichTextBox** control provides a number of properties you can use to apply formatting to any portion of text within the control. To change the formatting of text, it must first be selected. Only selected text can be assigned character and paragraph formatting. Using these properties, you can make text bold or italic, change the color, and create superscripts and subscripts. You can also adjust paragraph formatting by setting both left and right indents, as well as hanging indents.

The **RichTextBox** control opens and saves files in both the RTF format and regular ASCII text format. You can use methods of the control (**LoadFile** and **SaveFile**) to directly read and write files, or use properties of the control such as **SelRTF** and **TextRTF** in conjunction with Visual Basic's file input/output statements.

The **RichTextBox** control supports object embedding by using the **OLEObjects** collection. Each object inserted into the control is represented by an **OLEObject** object. This allows you to create documents with the control that contain other documents or objects. For example, you can create a document that has an embedded Microsoft Excel spreadsheet or a Microsoft Word document or any other OLE object registered on your system. To insert objects into the **RichTextBox** control, you simply drag a file (from the Windows 95 Explorer for example), or a highlighted portion of a file used in another application (such as Microsoft Word), and drop the contents directly onto the control.

The **RichTextBox** control supports both clipboard and OLE drag/drop of OLE objects. When an object is pasted in from the clipboard, it is inserted at the current insertion point. When an object is dragged and dropped into the control, the insertion point will track the mouse cursor until the mouse button is released, causing the object to be inserted. This behavior is the same as Microsoft Word.

To print all or part of the text in a **RichTextBox** control use the **SelPrint** method.

Because the **RichTextBox** is a data-bound control, you can bind it with a **Data** control to a Binary or Memo field in a Microsoft Access database or a similar large capacity field in other databases (such as a TEXT data type field in SQL Server).

The **RichTextBox** control supports almost all of the properties, events and methods used with the standard **TextBox** control, such as **MaxLength**, **MultiLine**, **ScrollBars**, **SelLength**, **SelStart**, and **SelText**. Applications that already use **TextBox** controls can easily be adapted to make use of **RichTextBox** controls. However, the **RichTextBox** control doesn't have the same 64K character capacity limit of the conventional **TextBox** control.

Distribution Note To use the **RichTextBox** control in your application, you must add the RICHTX32.OCX file to the project. When distributing your application, install the RICHTX32.OCX file in the user's Microsoft Windows SYSTEM directory. For more information on how to add a custom control to a project, see the *Programmer's Guide*.

DisableNoScroll Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproDisableNoScrollC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproDisableNoScrollX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproDisableNoScrollA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproDisableNoScrollS"}

Returns or sets a value that determines whether scroll bars in the **RichTextBox** control are disabled.

Syntax

object.**DisableNoScroll** [= *boolean*]

The **DisableNoScroll** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>Boolean</i>	A <u>Boolean expression</u> specifying whether or not the scroll bars are enabled, as described in Settings.

Settings

The settings for *boolean* are:

Setting	Description
False	(Default) Scroll bars appear normally when displayed.
True	Scroll bars appear dimmed when displayed.

Remarks

The **DisableNoScroll** property is ignored when the **ScrollBars** property is set to 0 (None). However, when **ScrollBars** is set to 1 (Horizontal), 2 (Vertical), or 3 (Both), individual scroll bars are disabled when there are too few lines of text to scroll vertically or too few characters of text to scroll horizontally in the **RichTextBox** control.

FileName Property (RichTextBox Control)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproFileNameRTFC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproFileNameRTFX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbproFileNameRTFA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproFileNameRTFS"}
```

Returns or sets the filename of the file loaded into the **RichTextBox** control at design time.

Syntax

object.**FileName**

The *object* placeholder represents an object expression that evaluates to an object in the Applies To list.

Settings

You can only specify the names of text files or valid .RTF files for this property.

Find Method

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthFindC;vbproBooksOnlineJumpTopic"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbmthFindX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbmthFindA"}
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthFindS"}

Searches the text in a **RichTextBox** control for a given string.

Syntax

object.**Find**(*string*, *start*, *end*, *options*)

The **Find** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>string</i>	Required. A <u>string expression</u> you want to find in the control.
<i>start</i>	Optional. An integer character index that determines where to begin the search. Each character in the control has an integer index that uniquely identifies it. The first character of text in the control has an index of 0.
<i>end</i>	Optional. An integer character index that determines where to end the search.
<i>options</i>	Optional. One or more constants used to specify optional features, as described in Settings.

Settings

The setting for *options* can include:

Constant	Value	Description
rtfWholeWord	2	Determines if a match is based on a whole word or a fragment of a word.
rtfMatchCase	4	Determines if a match is based on the case of the specified string as well as the text of the string.
rtfNoHighlight	8	Determines if a match appears highlighted in the RichTextBox control.

You can combine multiple options by using the **Or** operator.

Remarks

If the text searched for is found, the **Find** method highlights the specified text and returns the index of the first character highlighted. If the specified text is not found, the **Find** method returns -1.

If you use the **Find** method without the **rtfNoHighlight** option while the **HideSelection** property is **True** and the **RichTextBox** control does not have the focus, the control still highlights the found text. Subsequent uses of the **Find** method will search only for the highlighted text until the insertion point moves.

The search behavior of the **Find** method varies based on the combination of values specified for the *start* and *end* arguments. This table describes the possible behaviors:

Start	End	Search Behavior
Specified	Specified	Searches from the

Specified	Omitted	specified start location to the specified end location. Searches from the specified start location to the end of the text in the control.
Omitted	Specified	Searches from the current insertion point to the specified end location.
Omitted	Omitted	Searches the current selection if text is selected or the entire contents of the control if no text is selected.

Find Method Example

This example finds a string in a **RichTextBox** control based on a word entered in a **TextBox** control. After it finds the specified string, it displays a message box that shows the number of the line containing the specified word. To try this example, put a **RichTextBox** control, a **CommandButton** control and a **TextBox** control on a form. Load a file into the **RichTextBox**, and paste this code into the General Declarations section of the form. Then run the example, enter a word in the **TextBox**, and click the **CommandButton**.

```
Private Sub Command1_Click()  
    Dim FoundPos As Integer  
    Dim FoundLine As Integer  
    ' Find the text specified in the TextBox control.  
    FoundPos = RichTextBox1.Find(Text1.Text, , , rtfWholeWord)  
  
    ' Show message based on whether the text was found or not.  
  
    If FoundPos <> -1 Then  
        ' Returns number of line containing found text.  
        FoundLine = RichTextBox1.GetLineFromChar(FoundPos)  
        MsgBox "Word found on line " & CStr(FoundLine)  
    Else  
        MsgBox "Word not found."  
    End If  
End Sub
```

GetLineFromChar Method

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthGetLineFromCharC;vbproBooksOnlineJumpTopic"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbmthGetLineFromCharX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbmthGetLineFromCharA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthGetLineFromCharS"}

Returns the number of the line containing a specified character position in a **RichTextBox** control.

Syntax

object.**GetLineFromChar**(*charpos*)

The **GetLineFromChar** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>charpos</i>	Required. A long integer that specifies the index of the character whose line you want to identify. The index of the first character in the RichTextBox control is 0.

Remarks

You use the **GetLineFromChar** method to find out which line in the text of a **RichTextBox** control contains a certain character position in the text. You might need to do this because the number of characters in each line of text can vary, making it very difficult to find out which line in the text contains a particular character, identified by its position in the text.

GetLineFromChar Method Example

This example finds a string in a **RichTextBox** control based on a word entered in a **TextBox** control. After it finds the specified string, it displays a message box that shows the number of the line containing the specified word. To try this example, put a **RichTextBox** control, a **CommandButton** control and a **TextBox** control on a form. Load a file into the **RichTextBox**, and paste this code into the General Declarations section of the form. Then run the example, enter a word in the **TextBox**, and click the **CommandButton**.

```
Private Sub Command1_Click()  
    Dim FoundPos As Integer  
    Dim FoundLine As Integer  
    ' Find the text specified in the TextBox control.  
    FoundPos = RichTextBox1.Find(Text1.Text, , , rtfWholeWord)  
  
    ' Show message based on whether the text was found or not.  
  
    If FoundPos <> -1 Then  
        ' Returns number of line containing found text.  
        FoundLine = RichTextBox1.GetLineFromChar(FoundPos)  
        MsgBox "Word found on line " & CStr(FoundLine)  
    Else  
        MsgBox "Word not found."  
    End If  
End Sub
```

SelHangingIndent, SelIndent, SelRightIndent Properties

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelHangingIndentC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelHangingIndentX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelHangingIndentA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelHangingIndentS"}

Returns or sets the margin settings for the paragraph(s) in a **RichTextBox** control that either contain the current selection or are added at the current insertion point. Not available at design time.

Syntax

object.**SelHangingIndent** [= *integer*]

object.**SelIndent** [= *integer*]

object.**SelRightIndent** [= *integer*]

The **SelHangingIndent**, **SelIndent**, and **SelRightIndent** properties syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>integer</i>	An integer that determines the amount of indent. These properties use the scale mode units of the Form object containing the RichTextBox control.

Remarks

For the affected paragraph(s), the **SelIndent** property specifies the distance between the left edge of the **RichTextBox** control and the left edge of the text that is selected or added. Similarly, the **SelRightIndent** property specifies the distance between the right edge of the **RichTextBox** control and the right edge of the text that is selected or added.

The **SelHangingIndent** property specifies the distance between the left edge of the first line of text in the selected paragraph(s) (as specified by the **SelIndent** property) and the left edge of subsequent lines of text in the same paragraph(s).

These properties return zero (0) if the selection spans multiple paragraphs with different margin settings.

SelHangingIndent, SelIndent, SelRightIndent Properties Example

This example selects all the text in a **RichTextBox** control, then sets both the left and right indents to create margins. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **TextBox** control on a form. Load a file into the **RichTextBox**, and paste this code into the General Declarations section of the form. Then run the example.

```
Private Sub Command1_Click()  
    Dim Margins As Integer  
    Margins = CInt(Text1.Text)  
    With RichTextBox1  
        .SelStart = 1  
        .SelLength = Len(RichTextBox1.Text)  
        .SelIndent = Margins  
        .SelRightIndent = Margins  
    End With  
End Sub
```

LoadFile Method

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthLoadFileC;vbproBooksOnlineJumpTopic"} {ewc
HLP95EN.DLL,DYNALINK,"Example":"vbmthLoadFileX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies
To":"vbmthLoadFileA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthLoadFileS"}

Loads an .RTF file or text file into a **RichTextBox** control.

Syntax

object.LoadFile *pathname*, *filetype*

The **LoadFile** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>pathname</i>	Required. A <u>string expression</u> defining the path and filename of the file to load into the control.
<i>filetype</i>	Optional. An integer or constant that specifies the type of file loaded, as described in Settings.

Settings

The settings for *filetype* are:

Constant	Value	Description
rtfRTF	0	(Default) RTF. The file loaded must be a valid .RTF file.
rtfText	1	Text. The RichTextBox control loads any text file.

Remarks

When loading a file with the **LoadFile** method, the contents of the loaded file replaces the entire contents of the **RichTextBox** control. This will cause the values of the **Text** and **RTFText** properties to change.

You can also use the **Input** function in Visual Basic and the **TextRTF** and **SelRTF** properties of the **RichTextBox** control to read .RTF files. For example, you can load the contents of an .RTF file to the **RichTextBox** control as follows:

```
Open "mytext.rtf" For Input As 1  
RichTextBox1.TextRTF = Input$(LOF(1), 1)
```

LoadFile Method Example

This example displays a dialog box to choose an .RTF file, then loads that file into a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **CommonDialog** control on a form. Paste this code into the General Declarations section of the form. Then run the example.

```
Private Sub Command1_Click()  
    CommonDialog1.Filter = "Rich Text Format files|*.rtf"  
    CommonDialog1.ShowOpen  
    RichTextBox1.LoadFile CommonDialog1.FileName, rtfRTF  
End Sub
```

BulletIndent Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproNumberingIndentC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproNumberingIndentX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproNumberingIndentA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproNumberingIndentS"}

Returns or sets the amount of indent used in a **RichTextBox** control when **SelBullet** is set to **True**.

Syntax

object.**BulletIndent** [= *integer*]

The **BulletIndent** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>integer</i>	An integer that determines the amount of indent. These properties use the scale mode units of the Form object containing the RichTextBox control.

Remarks

The **BulletIndent** property returns **Null** if the selection spans multiple paragraphs with different margin settings.

SaveFile Method

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthSaveFileC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbmthSaveFileX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbmthSaveFileA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthSaveFileS"}
```

Saves the contents of a **RichTextBox** control to a file.

Syntax

object.**SaveFile**(*pathname*, *filetype*)

The **SaveFile** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>pathname</i>	Required. A <u>string expression</u> defining the path and filename of the file to receive the contents of the control.
<i>filetype</i>	Optional. An integer or constant that specifies the type of file loaded, as described in Settings.

Settings

The settings for *filetype* are:

Constant	Value	Description
rtfRTF	0	(Default) RTF. The RichTextBox control saves its contents as an .RTF file.
rtfText	1	Text. The RichTextBox control saves its contents as a text file.

Remarks

You can also use the **Write** function in Visual Basic and the **TextRTF** and **SelRTF** properties of the **RichTextBox** control to write .RTF files. For example, you can save the highlighted contents of a **RichTextBox** control to an .RTF file as follows:

```
Open "mytext.rtf" For Output As 1
```

```
Print #1, RichTextBox1.SelRTF
```

SaveFile Method Example

This example displays a dialog box to choose an .RTF file to which you will save the contents of a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **CommonDialog** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click()  
    CommonDialog1.ShowSave  
    RichTextBox1.SaveFile CommonDialog1.FileName, rtfRTF  
End Sub
```

SelAlignment Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelAlignmentC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelAlignmentX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelAlignmentA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelAlignmentS"}

Returns or sets a value that controls the alignment of the paragraphs in a **RichTextBox** control. Not available at design time.

Syntax

object.SelAlignment [= *value*]

The **SelAlignment** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>value</i>	An integer or constant that determines paragraph alignment, as described in Settings.

Settings

The settings for *value* are:

Constant	Value	Description
	Null	Neither. The current selection spans more than one paragraph with different alignments.
rtfLeft	0	(Default) Left. The paragraph is aligned along the left margin.
rtfRight	1	Right. The paragraph is aligned along the right margin.
rtfCenter	2	Center. The paragraph is centered between the left and right margins.

Remarks

The **SelAlignment** property determines paragraph alignment for all paragraphs that have text in the current selection or for the paragraph containing the insertion point if no text is selected.

To distinguish between the values of **Null** and 0 when reading this property at run time, use the **IsNull** function with the **If...Then...Else** statement. For example:

```
If IsNull(RichTextBox1.SelAlignment) = True Then
    ' Code to run when selection is mixed.
ElseIf RichTextBox1.SelAlignment = 0 Then
    ' Code to run when selection is left aligned.
...
End If
```

SelAlignment Property Example

This example uses an array of **OptionButton** controls to change the paragraph alignment of selected text in a **RichTextBox** control, but only if text is selected. The indices of the controls in the array correspond to settings for the **SelAlignment** property. To try this example, put a **RichTextBox** control and three **OptionButton** controls on a form. Give all three of the **OptionButton** controls the same name and set their **Index** property to 0, 1, and 2. Paste this code into the Click event of the **OptionButton** control. Then run the example.

```
Private Sub Option1_Click(Index As Integer)
    If RichTextBox1.SelLength > 0 Then
        RichTextBox1.SelAlignment = Index
    End If
End Sub
```

SelBold, SelItalic, SelStrikethru, SelUnderline Properties

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelBoldC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelBoldX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelBoldA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelBoldS"}

Return or set font styles of the currently selected text in a **RichTextBox** control. The font styles include the following formats: **Bold**, *Italic*, ~~Strikethru~~, and Underline. Not available at design time.

Syntax

object.**SelBold** [= *value*]
object.**SelItalic** [= *value*]
object.**SelStrikethru** [= *value*]
object.**SelUnderline** [= *value*]

The **SelBold**, **SelItalic**, **SelStrikethru**, and **SelUnderline** properties syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>value</i>	A <u>Boolean expression</u> or constant that determines the font style, as described in Settings.

Settings

The settings for *value* are:

Setting	Description
Null	Neither. The selection or character following the insertion point contains characters that have a mix of the appropriate font styles.
True	All the characters in the selection or character following the insertion point have the appropriate font style.
False	(Default) None of the characters in the selection or character following the insertion point have the appropriate font style.

Remarks

These properties behave like the **Bold**, **Italic**, **Strikethru**, and **Underline** properties of a **Font** object. The **RichTextBox** control has a **Font** property and therefore the ability to apply font styles to all the text in the control through the properties of the control's **Font** object. Use these properties to apply font styles to selected text or to characters entered at the insertion point.

Typically, you access these properties by creating a toolbar in your application with buttons to toggle these properties individually.

To distinguish between the values of **Null** and **False** when reading these properties at run time, use the **IsNull** function with the **If...Then...Else** statement. For example:

```
If IsNull(RichTextBox1.SelBold) = True Then
    ' Code to run when selection is mixed.
ElseIf RichTextBox1.SelBold = False Then
    ' Code to run when selection is not bold.
...
End If
```

SelChange Event

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbevtSelChangeRichEditBoxC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbevtSelChangeRichEditBoxX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbevtSelChangeRichEditBoxA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbevtSelChangeRichEditBoxS"}
```

Occurs when the current selection of text in the **RichTextBox** control has changed or the insertion point has moved.

Syntax

Private Sub *object*_**SelChange**([*index As Integer*])

The SelChange event syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>index</i>	An integer that uniquely identifies a control if it's in a control array.

Remarks

You can use the SelChange event to check the various properties that give information about the current selection (such as **SelBold**) so you can update buttons in a toolbar, for example.

SelChange Event Example

This example checks the size of the current selection to see if the menu commands for cutting or copying text to the Clipboard should be enabled. To try this example, put a **RichTextBox** control and three **Menu** controls on a form to create a menu with commands to cut and copy. Paste this code into the SelChange event of the **RichTextBox** control. Then run the example.

```
Private Sub RichTextBox1_SelChange()  
    If RichTextBox1.SelLength > 0 Then  
        EditCutMenu.Enabled = True  
        EditCopyMenu.Enabled = True  
    Else  
        EditCutMenu.Enabled = False  
        EditCopyMenu.Enabled = False  
    End If  
End Sub
```

SelCharOffset Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelCharOffsetC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelCharOffsetX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelCharOffsetA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelCharOffsetS"}

Returns or sets a value that determines whether text in the **RichTextBox** control appears on the baseline (normal), as a superscript above the baseline, or as a subscript below the baseline. Not available at design time.

Syntax

object.**SelCharOffset** [= *offset*]

The **SelCharOffset** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>offset</i>	An integer that determines how far the characters in the current selection or that following the insertion point are offset from the baseline of the text, as described in Settings.

Settings

The settings for *offset* are:

Setting	Description
Null	Neither. The selection has a mix of characters with different offsets.
0	(Default) Normal. The characters all appear on the normal text baseline.
Positive integer	Superscript. The characters appear above the baseline by the number of twips specified.
Negative integer	Subscript. The characters appear below the baseline by the number of twips specified.

Remarks

To distinguish between the values of **Null** and 0 when reading this property at run time, use the **IsNull** function with the **If...Then...Else** statement. For example:

```
If IsNull(RichTextBox1.SelCharOffset) = True Then
    ' Code to run when selection is mixed.
ElseIf RichTextBox1.SelCharOffset = 0 Then
    ' Code to run when selection is all on the baseline.
...
End If
```

SelCharOffset Property Example

This example uses a scroll bar to move selected text above or below the baseline. The minimum and maximum amount of offset is established by the font size of the text within the **RichTextBox** control. To try this example, put a **RichTextBox** control and a **VScrollBar** control on a form. Paste this code into the Change event of the **VScrollBar** control. Then run the example.

```
Private Sub VScroll1_Change ()
    VScroll1.Max = RichTextBox1.SelFontSize
    VScroll1.Min = -(VScroll1.Max)
    RichTextBox1.SelCharOffset = VScroll1.Value
End Sub
```

SelColor Property

```
{ewc HLP95EN.DLL,DYNALINK,"See Also": "\vafctQBColor;\vafctRGB;vbproBooksOnlineJumpTopic;vbproSelColorC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example": "vbproSelColorX": 1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To": "vbproSelColorA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics": "vbproSelColorS"}
```

Returns or sets a value that determines the color of text in the **RichTextBox** control. Not available at design time.

Syntax

object.SelColor [= *color*]

The **SelColor** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>color</i>	A value that specifies a color, as described in Settings.

Settings

The settings for *color* are:

Setting	Description
Null	The text contains a mixture of different color settings.
RGB colors	Colors specified in code with the RGB or QBColor functions.
System	Colors specified with the system color constants in the Visual Basic object library in the Object Browser. The color of the text then matches user selections for the specified constant in the Windows Control Panel.

Remarks

If there is no text selected in the **RichTextBox** control, setting this property determines the color of all new text entered at the current insertion point.

SelColor Property Example

This example displays a color dialog box from a **CommonDialog** control to specify the color of selected text in a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **CommonDialog** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click()  
    CommonDialog1.ShowColor  
    RichTextBox1.SelColor = CommonDialog1.Color  
End Sub
```

SelfFontName Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelfFontNameC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelfFontNameX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelfFontNameA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelfFontNameS"}

Returns or sets the font used to display the currently selected text or the character(s) immediately following the insertion point in the **RichTextBox** control. Not available at design time.

Syntax

object.**SelfFontName** [= *string*]

The **SelfFontName** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>string</i>	A <u>string expression</u> that identifies a font installed on the system.

Remarks

The **SelfFontName** property returns **Null** if the selected text contains different fonts.

SetFontName Property Example

This example displays a font dialog box from a **CommonDialog** control to specify font attributes of selected text in a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **CommonDialog** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click ()
    CommonDialog1.Flags = cdlCFBoth
    CommonDialog1.ShowFont
    With RichTextBox1
        .SetFontName = CommonDialog1.FontName
        .FontSize = CommonDialog1.FontSize
        .SelBold = CommonDialog1.FontBold
        .SelItalic = CommonDialog1.FontItalic
        .SelStrikethru = CommonDialog1.FontStrikethru
        .SelUnderline = CommonDialog1.FontUnderline
    End With
End Sub
```

SelFontSize Property

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelFontSizeC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproSelFontSizeX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbproSelFontSizeA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelFontSizeS"}
```

Returns or sets a value that specifies the size of the font used to display text in a **RichTextBox** control. Not available at design time.

Syntax

object.**SelFontSize** [= *points*]

The **SelFontSize** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>points</i>	An integer that specifies the size in points of the currently selected text or the characters immediately following the insertion point.

Remarks

The maximum value for **SelFontSize** is 2160 points.

In general, you should change the **SelFontName** property before you set the size and style attributes. However, when you set TrueType fonts to smaller than 8 points, you should set the point size to 3 with the **SelFontSize** property, then set the **SelFontName** property, and then set the size again with the **SelFontSize** property.

Note Available fonts depend on your system configuration, display devices, and printing devices, and therefore may vary from system to system.

The **SelFontSize** property returns **Null** if the selected text contains different font sizes.

SelfFontSize Property Example

This example displays a font dialog box from a **CommonDialog** control to specify font attributes of selected text in a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommandButton** control, and a **CommonDialog** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click ()
    CommonDialog1.Flags = Both
    CommonDialog1.ShowFont
    With RichTextBox1
        .SelFontName = CommonDialog1.FontName
        .SelFontSize = CommonDialog1.FontSize
        .SelBold = CommonDialog1.FontBold
        .SelItalic = CommonDialog1.FontItalic
        .SelStrikethru = CommonDialog1.FontStrikethru
        .SelUnderline = CommonDialog1.FontUnderline
    End With
End Sub
```

SelBullet Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelNumberingC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelNumberingX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelNumberingA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelNumberingS"}

Returns or sets a value that determines if a paragraph in the **RichTextBox** control containing the current selection or insertion point has the bullet style. Not available at design time.

Syntax

object.SelBullet [= *value*]

The **SelBullet** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>Value</i>	An integer or constant that determines the bullet style of the paragraph(s), as described in Settings.

Settings

The settings for *value* are:

Setting	Description
Null	Neither. The selection spans more than one paragraph and contains a mixture of bullet and non-bullet styles.
True	The paragraphs in the selection have the bullet style.
False	(Default) The paragraphs in the selection don't have the bullet style.

Remarks

Use the **SelBullet** property to build a list of bulleted items in a **RichTextBox** control.

To distinguish between the values of **Null** and **False** when reading this property at run time, use the **IsNull** function with the **If...Then...Else** statement. For example:

```
If IsNull(RichTextBox1.SelBullet) = True Then
    ' Code to run when selection is mixed.
ElseIf RichTextBox1.SelBullet = False Then
    ' Code to run when selection doesn't have bullet style.
...
End If
```

SelBullet Property Example

This example changes the state of a **CheckBox** control on a form to show the bullet status of selected text in a **RichTextBox** control. To try this example, put a **RichTextBox** control and a **CheckBox** control on a form. Paste this code into the SelChange event of the **RichTextBox** control. Then run the example.

```
Private Sub RichTextBox1_SelChange()  
    If IsNull(RichTextBox1.SelBullet) = True Then  
        Check1.Value = vbGrayed  
    ElseIf RichTextBox1.SelBullet = True Then  
        Check1.Value = vbChecked  
    ElseIf RichTextBox1.SelBullet = False Then  
        Check1.Value = vbUnchecked  
    End If  
End Sub
```

SelPrint Method

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthSelPrintC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbmthSelPrintX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbmthSelPrintA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthSelPrintS"}
```

Sends formatted text in a **RichTextBox** control to a device for printing.

Syntax

object.SelPrint(*hdc*)

The **SelPrint** method syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>hdc</i>	The <u>device context</u> of the device you plan to use to print the contents of the control.

Remarks

If text is selected in the **RichTextBox** control, the **SelPrint** method sends only the selected text to the target device. If no text is selected, the entire contents of the **RichTextBox** are sent to the target device.

The **SelPrint** method does not print text from the **RichTextBox** control. Rather, it sends a copy of formatted text to a device which can print the text. For example, you can send the text to the **Printer** object using code as follows:

```
RichTextBox1.SelPrint(Printer.hDC)
```

Notice that the **hDC** property of the **Printer** object is used to specify the device context argument of the **SelPrint** method.

Note If you use the **Printer** object as the destination of the text from the **RichTextBox** control, you must first initialize the device context of the **Printer** object by printing something like a zero-length string.

SelPrint Method Example

This example prints the formatted text in a **RichTextBox** control. To try this example, put a **RichTextBox** control, a **CommonDialog** control, and a **CommandButton** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click()  
    CommonDialog1.Flags = cdlPDReturnDC + cdlPDNoPageNums  
    If RichTextBox1.SelLength = 0 Then  
        CommonDialog1.Flags = CommonDialog1.Flags + cdlPDAllPages  
    Else  
        CommonDialog1.Flags = CommonDialog1.Flags + cdlPDSelection  
    End If  
    CommonDialog1.ShowPrinter  
    Printer.Print ""  
    RichTextBox1.SelPrint CommonDialog1.hDC  
End Sub
```

SelTabCount, SelTabs Properties

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelTabCountC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelTabCountX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelTabCountA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelTabCountS"}

Returns or sets the number of tabs and the absolute tab positions of text in a **RichTextBox** control. Not available at design time.

Syntax

object.**SelTabCount** [= *count*]
object.**SelTabs**(*index*) [= *location*]

The **SelTabCount** and **SelTabs** properties syntaxes have these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>count</i>	An integer that determines the number of tab positions in the selected paragraph(s) or in those paragraph(s) following the insertion point.
<i>index</i>	An integer that identifies a specific tab. The first tab location has an index of zero (0). The last tab location has an index equal to SelTabCount minus 1.
<i>location</i>	An integer that specifies the location of the designated tab. The units used to express tab positions are determined by the scale mode of the Form object or other object containing the RichTextBox control.

Remarks

By default, pressing TAB when typing in a **RichTextBox** control causes focus to move to the next control in the tab order, as specified by the **TabIndex** property. One way to insert a tab in the text is by pressing CTRL+TAB. However, users who are accustomed to working with word processors may find the CTRL+TAB key combination contrary to their experience. You can enable use of the TAB key to insert a tab in a **RichTextBox** control by temporarily switching the **TabStop** property of all the controls on the **Form** object to **False** while the **RichTextBox** control has focus. For example:

```
Private Sub RichTextBox1_GotFocus()  
    ' Ignore errors for controls without the TabStop property.  
    On Error Resume Next  
    ' Switch off the change of focus when pressing TAB.  
    For Each Control In Controls  
        Control.TabStop = False  
    Next Control  
End Sub
```

Make sure to reset the **TabStop** property of the other controls when the **RichTextBox** control loses focus.

SelTabCount, SelTabs Properties Example

This example sets the number of tabs in a **RichTextBox** control to a total of five and then sets the positions of the tabs to multiples of five. To try this example, put a **RichTextBox** control and a **CommandButton** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click()  
    With RichTextBox1  
        .SelTabCount = 5  
        For X = 0 To .SelTabCount - 1  
            .SelTabs(X) = 5 * X  
        Next X  
    End With  
End Sub
```

SeIRTF Property

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":vbproBooksOnlineJumpTopic;vbproSeIRTFC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":vbproSeIRTFX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":vbproSeIRTFA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":vbproSeIRTF5"}
```

Returns or sets the text (in .RTF format) in the current selection of a **RichTextBox** control. Not available at design time.

Syntax

object.**SeIRTF** [= *string*]

The **SeIRTF** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>string</i>	A <u>string expression</u> in .RTF format.

Remarks

Setting the **SeIRTF** property replaces any selected text in the **RichTextBox** control with the new string. This property returns a zero-length string ("") if no text is selected in the control.

You can use the **SeIRTF** property along with the **Print** function to write .RTF files.

SelRTF Property Example

This example saves the highlighted contents of a **RichTextBox** control to an .RTF file. To try this example, put a **RichTextBox** control and a **CommandButton** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click ()
    Open "mytext.rtf" For Output As 1
    Print #1, RichTextBox1.SelRTF
    Close 1
End Sub
```

Span Method

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthSpanC;vbproBooksOnlineJumpTopic"} {ewc
HLP95EN.DLL,DYNALINK,"Example":"vbmthSpanX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbmthSpanA"}
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthSpanS"}

Selects text in a **RichTextBox** control based on a set of specified characters.

Syntax

object.Span *characterset*, *forward*, *negate*

The **Span** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>characterset</i>	Required. A <u>string expression</u> that specifies the set of characters to look for when extending the selection, based on the value of <i>negate</i> .
<i>forward</i>	Optional. A <u>Boolean expression</u> that determines which direction the insertion point moves, as described in Settings.
<i>negate</i>	Optional. A Boolean expression that determines whether the characters in <i>characterset</i> define the set of target characters or are excluded from the set of target characters, as described in Settings.

Settings

The settings for *forward* are:

Setting	Description
True	(Default) Selects text from the current insertion point or the beginning of the current selection forward, toward the end of the text.
False	Selects text from the current insertion point or the beginning of the current selection backward, toward the start of the text.

The settings for *negate* are:

Setting	Description
True	The characters included in the selection are those which do not appear in the <i>characterset</i> argument. The selection stops at the first character found that appears in the <i>characterset</i> argument.
False	(Default) The characters included in the selection are those which appear in the <i>characterset</i> argument. The selection stops at the first character found that does not appear in the <i>characterset</i> argument.

Remarks

The **Span** method is primarily used to easily select a word or sentence in the **RichTextBox** control.

If the **Span** method cannot find the specified characters based on the values of the arguments, then the current insertion point or selection remains unchanged.

The **Span** method does not return any data.

Span Method Example

This example defines a pair of keyboard shortcuts that selects text in a **RichTextBox** control to the end of a sentence (CTRL+S) or the end of a word (CTRL+W). To try this example, put a **RichTextBox** control on a form. Paste this code into the KeyUp event of the **RichTextBox** control. Then run the example.

```
Private Sub RichTextBox1_KeyUp (KeyCode As Integer, Shift As Integer)
    If Shift = vbCtrlMask Then
        Select Case KeyCode
            ' If Ctrl+S:
            Case vbKeyS
                ' Select to the end of the sentence.
                RichTextBox1.Span ".?!:", True, True
                ' Extend selection to include punctuation.
                RichTextBox1.SelLength = RichTextBox1.SelLength + 1
            ' If Ctrl+W:
            Case vbKeyW
                ' Select to the end of the word.
                RichTextBox1.Span " ,;:.?!", True, True
        End Select
    End If
End Sub
```

TextRTF Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproTextRTFC"} {ewc
HLP95EN.DLL,DYNALINK,"Example":"vbproTextRTFX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies
To":"vbproTextRTFA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproTextRTFS"}

Returns or sets the text of a **RichTextBox** control, including all .RTF code.

Syntax

object.TextRTF [= *string*]

The **TextRTF** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>string</i>	A <u>string expression</u> in .RTF format.

Remarks

Setting the **TextRTF** property replaces the entire contents of a **RichTextBox** control with the new string.

You can use the **TextRTF** property along with the **Print** function to write .RTF files. The resulting file can be read by any other word processor capable of reading RTF-encoded text.

TextRTF Property Example

This example saves the entire contents of a **RichTextBox** control to an .RTF file. To try this example, put a **RichTextBox** control and a **CommandButton** control on a form. Paste this code into the Click event of the **CommandButton** control. Then run the example.

```
Private Sub Command1_Click ()
    Open "mytext.rtf" For Output As 1
    Print #1, RichTextBox1.TextRTF
    Close 1
End Sub
```

Upto Method

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthUptoC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbmthUptoX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbmthUptoA"}  
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbmthUptoS"}
```

Moves the insertion point up to, but not including, the first character that is a member of the specified character set in a **RichTextBox** control.

Syntax

object.Upto(*characterset*, *forward*, *negate*)

The **Upto** method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>characterset</i>	Required. A <u>string expression</u> that specifies the set of characters to look for when moving the insertion point, based on the value of <i>negate</i> .
<i>forward</i>	Optional. A <u>Boolean expression</u> that determines which direction the insertion point moves, as described in Settings.
<i>negate</i>	Optional. A Boolean expression that determines whether the characters in <i>characterset</i> define the set of target characters or are excluded from the set of target characters, as described in Settings.

Settings

The settings for *forward* are:

Setting	Description
True	(Default) Moves the insertion point forward, toward the end of the text.
False	Moves the insertion point backward, toward the start of the text.

The settings for *negate* are:

Setting	Description
True	The characters not specified in the <i>characterset</i> argument are used to move the insertion point.
False	(Default) The characters specified in the <i>characterset</i> argument are used to move the insertion point.

Upto Method Example

This example defines a pair of keyboard shortcuts that moves the insertion point in a **RichTextBox** control to the end of a sentence (ALT+S) or the end of a word (ALT+W). To try this example, put a **RichTextBox** control on a form. Paste this code into the KeyUp event of the **RichTextBox** control. Then run the example.

```
Private Sub RichTextBox1_KeyUp (KeyCode As Integer, Shift As Integer)
    If Shift = vbAltMask Then
        Select Case KeyCode
            ' If Alt+S:
            Case vbKeyS
                ' Move insertion point to the end of the sentence.
                RichTextBox1.Upto ".?!:", True, False
            ' If Alt+W:
            Case vbkeyW
                ' Move insertion point to the end of the word.
                RichTextBox1.Upto " .?!:", True, False
        End Select
    End If
End Sub
```

RichTextBox Control Constants

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbcstRichTextBoxC;vbproBooksOnlineJumpTopic"}

Appearance Property

Constant	Value	Description
rtfFlat	0	Flat. Paints without visual effects.
rtfThreeD	1	(Default). 3D. Paints with three-dimensional effects.

Find Method

Constant	Value	Description
rtfWholeWord	2	Determines if a match is based on a whole word or a fragment of a word.
rtfMatchCase	4	Determines if a match is based on the case of the specified string as well as the text of the string.
rtfNoHighlight	8	Determines if a match appears highlighted in the RichTextBox control.

Loadfile, Savefile Methods

Constant	Value	Description
rtfRTF	0	(Default) RTF. The file loaded must be a valid .RTF file (LoadFile method) or the contents in the control are saved to an .RTF file (SaveFile method).
rtfText	1	Text. The RichTextBox control loads any text file (LoadFile method) or the contents in the control are saved to a text file (SaveFile method).

Mousepointer Property

Constant	Value	Description
rtfDefault	0	(Default) Shape determined by the

rtfArrow	1	object. Arrow.
rtfCross	2	Cross (cross-hair pointer).
rtfIbeam	3	I Beam.
rtfIcon	4	Icon (small square within a square).
rtfSize	5	Size (four-pointed arrow pointing north, south, east, and west).
rtfSizeNESW	6	Size NE SW (double arrow pointing northeast and southwest).
rtfSizeNS	7	Size N S (double arrow pointing north and south).
rtfSizeNWSE	8	Size NW, SE.
rtfSizeEW	9	Size E W (double arrow pointing east and west).
rtfUpArrow	10	Up Arrow.
rtfHourglass	11	Hourglass (wait).
rtfNoDrop	12	No Drop.
rtfArrowHourglass	13	Arrow and hourglass.
rtfArrowQuestion	14	Arrow and question mark.
rtfSizeAll	15	Size all.
rtfCustom	99	Custom icon specified by the Mouselcon property.

Selalignment Property

Constant	Value	Description
rtfLeft	0	(Default) Left. The paragraph is aligned along the left margin.
rtfRight	1	Right. The paragraph is aligned along the right margin.
rtfCenter	2	Center. The paragraph is centered between the left and right margins.

Scrollbars Property

Constant	Value	Description
rtfNone	0	(Default) None.
rtfHorizontal	1	Horizontal scroll bar

rtfVertical

2

only.

Vertical scroll bar only.

rtfBoth

3

Both horizontal and
vertical scroll bars.

Supported RTF Codes

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbconSupportedRtfCodesC;vbproBooksOnlineJumpTopic"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbconSupportedRtfCodes;vbconSupportedRtfCodesS"}

The **RichTextBox** control recognizes the following RTF (Rich Text Format) codes. All other RTF codes are ignored by the control when loading text.

RTF Code	Description	RTF Code	Description
-	OptionalHyphen	objcropl	CropLeft
\n	EndParagraph	objcropr	CropRight
\r	EndParagraph	objcropt	CropTop
_	NonBreakingHyphen	objdata	ObjectData
	FormulaCharacter	object	Object
~	NonBreakingSpace	objemb	ObjectEmbedded
ansi	CharSetAnsi	objh	Height
b	Bold	objicemb	ObjectMacICEmbedder
bin	BinaryData	objlink	ObjectLink
blue	ColorBlue	objname	ObjectName
bullet	ANSI Character 149	objpub	ObjectMacPublisher
cb	ColorBackground	objscalex	ScaleX
cell	Cell	objscaley	ScaleY
cf	ColorForeground	objsetsize	ObjectSetSize
colortbl	ColorTable	objsub	ObjectMacSubscriber
cpg	CodePage	objw	Width
deff	DefaultFont	par	EndParagraph
deflang	DefaultLanguage	pard	ParagraphDefault
deftab	DefaultTabWidth	pc	CharSetPc
deleted	Deleted	pca	CharSetPs2
dibitmap	PictureWindowsDIB	piccropb	CropBottom
dn	Down	piccropl	CropLeft
dy	TimeDay	piccropr	CropRight
emdash	ANSI Character 151	piccropt	CropTop
endash	ANSI Character 150	pich	Height
f	FontSelect	pichgoal	DesiredHeight
fbidi	FontFamilyBidi	piccalex	ScaleX
fchars	FollowingPunct	piccaley	ScaleY
fcharset	CharSet	pict	Picture
fdecor	FontFamilyDecorative	picw	Width
fi	IndentFirst	picwgoal	DesiredWidth
field	Field	plain	CharacterDefault
fldinst	FieldInstruction	pmmetafile	PictureOS2Metafile
fldrslt	FieldResult	pn	ParaNum
fmodern	FontFamilyModern	pnindent	ParaNumIndent
fname	RealFontName	pnlvblt	ParaNumBullet
fnil	FontFamilyDefault	pntext	ParaNumText
fontemb	FontEmbedded	pntxta	ParaNumAfter

fontfile	FontFile	pntxtb	ParaNumBefore
fonttbl	FontTable	protect	Protect
footer	NullDestination (Footer)	qc	AlignCenter
footerf	NullDestination (Footer, first)	ql	AlignLeft
footerl	NullDestination (Footer, left)	qr	AlignRight
footerr	NullDestination (Footer, right)	rdblquote	ANSI Character 34
footnote	NullDestination (footnote)	red	ColorRed
fprq	Pitch	result	ObjectResult
froman	FontFamilyRoman	revauth	RevAuthor
fs	FontSize	revised	Revision
fscript	FontFamilyScript	ri	IndentRight
fswiss	FontFamilySwiss	row	Row
ftch	FontFamilyTechnical	rquote	ANSI Character 39
ftcn	NullDestination (Footnote cont.)	rtf	Rtf
ftnsep	NullDestination (Footnote separ)	rtlch	RightToLeftChars
ftnsepc	NullDestination (Footnote cont. separ)	rtldoc	RightToLeftDocument
green	ColorGreen	rtlmark	DisplayRightToLeft
header	NullDestination (Header)	rtlpar	RightToLeftParagraph
headerf	NullDestination (Header, first)	sec	TimeSecond
headerl	NullDestination (Header, left)	sect	EndSection
headerr	NullDestination (Header, right)	sectd	SectionDefault
horzdoc	HorizontalRender	strike	StrikeOut
hr	TimeHour	stylesheet	StyleSheet
i	Italic	sub	Subscript
info	DocumentArea (Info fields)	super	Superscript
intbl	InTable	tb	TabPosition
lang	Language	tc	NullDestination (Table of contents)
lchars	LeadingPunct	tx	TabPosition
ldblquote	ANSI Character 34	ul	Underline
li	IndentLeft	uld	UnderlineDotted
line	SoftBreak	uldash	UnderlineDash
lquote	ANSI Character 39	uldashd	UnderlineDashDotted
ltrch	LeftToRightChars	uldashdd	UnderlineDashDotDotted
ltrdoc	LeftToRightDocument	uldb	UnderlineDouble
ltrmark	DisplayLeftToRight	ulhair	UnderlineHairline
ltrpar	LeftToRightParagraph	ulnone	StopUnderline
mac	CharSetMacintosh	ulth	UnderlineThick
macpict	PictureQuickDraw	ulw	UnderlineWord
margl	MarginLeft	ulwave	UnderlineWave
marglsxn	SectionMarginLeft	up	Up
margr	MarginRight	v	HiddenText
margrsxn	SectionMarginRight	vertdoc	VerticalRender

min	TimeMinute	wbitmap	PictureWindowsBitmap
mo	TimeMonth	wbmbitspixel	BitmapBitsPerPixel
nocwrap	NoWordBreak	wbmplanes	BitmapNumPlanes
nooverflow	NoOverflow	wbmwidthbytes	BitmapWidthBytes
nosubersub	NoSuperSub	wmetafile	PictureWindowsMetafile
nowwrap	NoWordWrap	xe	NullDestination (index entry)
objautlink	ObjectAutoLink	yr	TimeYear
objclass	ObjectClass	zwj	ZeroWidthJoiner
objcropb	CropBottom	zwnj	ZeroWidthNonJoiner

Locked Property (RichTextBox Control)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproReadOnlyOC"} {ewc
HLP95EN.DLL,DYNALINK,"Example":"vbproReadOnlyOX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies
To":"vbproReadOnlyOA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproReadOnlyOS"}

Returns or sets a value indicating whether the contents in a **RichTextBox** control can be edited.

Syntax

object.**Locked** [= *boolean*]

The **Locked** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to a RichTextBox control.
<i>boolean</i>	A <u>Boolean expression</u> specifying whether the contents of the control can be edited, as described in Settings.

Settings

The settings for *boolean* are:

Setting	Description
True	You can scroll and highlight the text in the control, but you can't edit it. The program can still modify the text by changing the Text property.
False	(Default) You can edit the text in the control.

RightMargin Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproRightMarginPropertyC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproRightMarginPropertyX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproRightMarginPropertyA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproRightMarginPropertyS"}

Returns or sets the right margin for the text in a **RichTextBox** control..

Syntax

object.**RightMargin** [= *value*]

The **RightMargin** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to a RichTextBox control.
<i>value</i>	A <u>numeric expression</u> specifying the indent in twips from the right edge of the text to the right edge of the control, as described below.

Remarks

The **RightMargin** property is used to set the right most limit for text wrapping, centering, and indentation. Centering a paragraph is based on the left most part of the text portion(doesn't include borders) of the **RichTextBox** control and the **RightMargin** property. Also, when setting the **SelRightIndent** property, it will be based on the current setting of the **RightMargin** property.

The default for the **RightMargin** property is 0 and will cause the control to set text wrapping equal to the right most part of the **RichTextBox** control so all text is viewable.

Note When calculating a value for the **RightMargin** property, you must take in to account the width of the borders of the **RichTextBox** control if **BorderStyle** is set to **rtfFixedSingle**.

AutoVerbMenu Property (RichTextBox Control)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproAutoVerbMenuPropertyRichTextBoxControlC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproAutoVerbMenuPropertyRichTextBoxControlX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To":"vbproAutoVerbMenuPropertyRichTextBoxControlA"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":"vbproAutoVerbMenuPropertyRichTextBoxControlS"}
```

Returns or sets a value that determines if a pop-up menu containing the selected object's verbs is displayed when the user clicks the OLE object with the right mouse button.

Syntax

object.**AutoVerbMenu** [= *value*]

The **AutoVerbMenu** property has the following parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to a RichTextBox control.
<i>value</i>	A <u>Boolean expression</u> that specifies whether a menu is displayed, as described in Settings.

Settings

The settings for *value* are:

Setting	Description
True	A pop-up menu is displayed when the user clicks the right mouse button on the object.
False	No pop-up menu is displayed.

Remarks

When this property is set to **True**, Click events and MouseDown events don't occur for the **RichTextBox** control when the OLE object is clicked with the right mouse button. Any other region of the control will generate the correct events.

SelProtected Property

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproSelProtectedPropertyC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelProtectedPropertyX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelProtectedPropertyA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelProtectedPropertyS"}

Returns or sets a value which determines if the current selection is protected. Not available at design time.

Syntax

object.**SelProtected** [= *value*]

The **SelProtected** property syntax has the following parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to a RichTextBox control.
<i>value</i>	A variant value that determines if the current selection is protected, as described in Settings.

Settings

Setting	Description
Null	The selection contains a mix of protected and non-protected characters.
True	All the characters in the selection are protected.
False	None of the characters in the selection are protected.

Remarks

Protected text looks the same a regular text, but cannot be modified by the end-user. That is, the text cannot be changed during run time. This allows you to create forms with the **RichTextbox** control, and have areas that cannot be modified by the end user.

OLEObject Object

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbobjOLEObjectObjectOLEObjectsCollectionC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbobjOLEObjectObjectOLEObjectsCollectionX":1} {ewc
HLP95EN.DLL,DYNALINK,"Properties":"vbobjOLEObjectObjectOLEObjectsCollectionP"} {ewc
HLP95EN.DLL,DYNALINK,"Methods":"vbobjOLEObjectObjectOLEObjectsCollectionM"} {ewc
HLP95EN.DLL,DYNALINK,"Events":"vbobjOLEObjectObjectOLEObjectsCollectionE"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":"vbobjOLEObjectObjectOLEObjectsCollectionS"}
```

An **OLEObject** object represents an insertable object within a **RichTextBox** control.

Remarks

The **RichTextBox** control enables you to add insertable objects to an RTF file. Insertable objects are represented by the **OLEObject** object.

Each embedded **OLEObject** object counts as one character in the **RichTextbox** control. That is, when counting from the beginning of the control, the object will take up one character position. OLE objects can be highlighted, cut or copied by the user, but they do not support any of the Selxxx properties (i.e. SelBold, SelItalic, etc.).

Each object supports a context menu that contains the standard Cut, Copy, Paste, and Delete commands, as well as Open and Edit. Open will cause the object's application to be opened in its own window so that the object can be edited. Edit will cause the object to in-place activate if the object supports in-place activation.

You can manually add **OLEObject** objects to the **OLEObjects** collection at run time by using the **Add** method, or by dragging an object from the Windows Explorer into the **RichTextBox** control.

OLEObjects Collection

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbcolOLEObjectsCollectionC;vbproBooksOnlineJumpTopic"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbcolOLEObjectsCollectionX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Properties":"vbcolOLEObjectsCollectionP"} {ewc  
HLP95EN.DLL,DYNALINK,"Methods":"vbcolOLEObjectsCollectionM"} {ewc  
HLP95EN.DLL,DYNALINK,"Events":"vbcolOLEObjectsCollectionE"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbcolOLEObjectsCollectionS"}
```

An **OLEObjects** collection contains a collection of **OLEObject** objects.

Syntax

object.**OLEObjects**(*index*)

object.**OLEObjects.Item**(*index*)

The **OLEObjects** collection syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>index</i>	The value of either the Index property or the Key property which uniquely identifies the OLEObject object.

Remarks

Every embedded OLE object created in the **RichTextBox** control is represented in the **OLEObjects** collection. You can manually add objects to the **OLEObjects** collection at run time by using the **Add** method, or by dragging an object from the Windows Explorer into the **RichTextBox** control.

The **OLEObjects** collection is a standard collection and supports the **Add**, **Item**, and **Remove** methods, as well as the **Count** property.

Add Method (OLEObjects Collection)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthAddMethodOLEObjectsCollectionC;vbproBooksOnlineJumpTopic"}  
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbmthAddMethodOLEObjectsCollectionX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbmthAddMethodOLEObjectsCollectionA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbmthAddMethodOLEObjectsCollectionS"}
```

Adds an **OLEObject** object to an **OLEObjects** collection.

Syntax

object.**Add** *index*, *key*, *sourcedoc*, *class*

The **Add** Method syntax has these parts:

Part	Description
<i>object</i>	Required. An <u>object expression</u> that evaluates to an object in the Applies To list.
<i>index</i>	Optional. An integer that identifies a member of the object collection. If supplied, the new member will be inserted after the member specified by the index.
<i>key</i>	Optional. A unique string expression that can be used to access a member of the collection. The <i>key</i> and <i>index</i> arguments can be used interchangeably with the Item method of the collection to retrieve the OLEObject object.
<i>sourcedoc</i>	Required. The filename of a document used as a template for the embedded object. The RichTextBox control doesn't support linking, so the contents of the file will be copied into the OLEObject object. Must be a zero-length string ("") if you don't specify a source document.
<i>class</i>	Optional. The OLE class name for the object to be embedded. This argument is the ProgID used by OLE in the system registry. This argument is ignored if you specify a filename for <i>sourcedoc</i> .

Remarks

The following code adds a Microsoft Excel worksheet to the **RichTextBox** and sets its Key property to "SalesData":

```
RichTextBox1.OLEObjects.Add , "SalesData", , "Excel.Sheet.5"
```

When an object is added to the collection, it immediately becomes in-place active so the user can add data to it.

Add Method (OLEObjects Collection) Example

The following example presents a dialog box where you can find an **OLEObject** object (a bitmap) to add to a **RichTextBox** control. To try the example, place a **CommonDialog** and a **RichTextBox** control on a form, and paste the code into the Declarations section. Run the example and double-click on the control.

```
Private Sub RichTextBox1_DblClick()  
    With CommonDialog1  
        .Filter = ("bitmap (*.bmp)|*.bmp")  
        .ShowOpen  
    End With  
    RichTextBox1.OLEObjects.  
    Add , , CommonDialog1.filename  
End Sub
```

Class Property (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproClassPropertyOLEObjectObjectC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproClassPropertyOLEObjectObjectX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproClassPropertyOLEObjectObjectA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproClassPropertyOLEObjectObjectS"}
```

Returns the class name of the embedded object.

Syntax

object.**Class**

The *object* argument is an object expression that evaluates to an object in the Applies To list.

Remarks

A class name defines the type of an object. Applications that support OLE or Automation fully qualify the class names of their objects using either of the following syntaxes:

```
application.objecttype.version  
objecttype.version
```

The syntax for OLE class names has the following parts:

Part	Description
<i>application</i>	The name of the application that supplies the object.
<i>objecttype</i>	The object's name as defined in the object library.
<i>version</i>	The version number of the object or application that supplies the object.

For example, Microsoft Excel version 5.0 supports a number of objects, including worksheets and charts. Their class names are Excel.Sheet.5 and Excel.Chart.5. Microsoft WordArt version 2.0 supports a single object with the class name MSWordArt.2.

Note Some OLE programming documentation refers to the class name syntax as a programmatic ID (ProgID).

Creating an object by using the **Add** method of the **OLEObjects** collection, automatically sets the **Class** property of the **OLEObject** object.

DisplayType Property (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also": "vbproBooksOnlineJumpTopic;vbproDisplayTypePropertyOLEObjectObjectC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example": "vbproDisplayTypePropertyOLEObjectObjectX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To": "vbproDisplayTypePropertyOLEObjectObjectA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics": "vbproDisplayTypePropertyOLEObjectObjectS"}
```

Returns or sets a value indicating whether an object displays its contents or an icon.

Syntax

object.**DisplayType** [= *value*]

The **DisplayType** property syntax has these parts:

Part	Description
<i>object</i>	An object expression that evaluates to an object in the Applies To list.
<i>value</i>	An integer or constant specifying whether an object displays its contents or an icon, as described in Settings.

Settings

The settings for *value* are:

Constant	Value	Description
rtfDisplayContent	0	Content. When the RichTextBox control contains an object, the object's data is displayed in the control.
rtfDisplayIcon	1	Icon. When the RichTextBox control contains an object, the object's icon is displayed in the control.

Remarks

After adding the object to the **OLEObjects** Collection, use the **DisplayType** property to change how that object is displayed.

ObjectVerbs Property (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproObjectVerbsOLEObjectObjectC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproObjectVerbsOLEObjectObjectX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproObjectVerbsOLEObjectObjectA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproObjectVerbsOLEObjectObjectS"}
```

Returns the list of verbs an object supports.

Syntax

object.**ObjectVerbs**(value)

The **ObjectVerbs** property syntax has these parts:

Part	Description
<i>object</i>	An object expression that evaluates to an object in the Applies To list.
<i>value</i>	A numeric expression indicating the element in the array.

Remarks

ObjectVerbs is a zero-based string array. Use this property along with the **ObjectVerbsCount** property to get the verbs supported by an object. These verbs are used to determine an action to perform when an object is activated with the **DoVerb** method. The list of verbs in the array varies from object to object and depends on the current conditions.

Each object can support its own set of verbs. The following values represent standard verbs supported by every object:

Constant	Value	Description
vbOLEPrimary	0	The default action for the object.
vbOLEShow	-1	Activates the object for editing. If the application that created the object supports in-place activation, the object is activated within the RichTextBox control.
vbOLEOpen	-2	Opens the object in a separate application window. If the application that created the object supports in-place activation, the object is activated in its own window.
vbOLEHide	-3	For embedded objects, hides the application that created the object.
vbOLEUIActivate	-4	If the object supports in-place activation, activates the object for in-place activation and shows any user interface tools. If the object doesn't support in-place activation, the object doesn't activate, and an error occurs.
vbOLEInPlaceActivate	-5	If the user moves the focus to the embedded object, creates a window for the object and prepares the object to be edited. An error occurs if the object

		doesn't support activation on a single mouse click.
vbOLEDiscardUndoState	-6	Used when the object is activated for editing to discard all record of changes that the object's application can undo.

Note These verbs may not be listed in the **ObjectVerbs** property array.

The first verb in the **ObjectVerbs** array, **ObjectVerbs(0)**, is the default verb. Unless otherwise specified, this verb activates the object.

The remaining verbs in the array can be displayed on a menu. If it's appropriate to display the default verb in a menu, the default verb has two entries in the **ObjectVerbs** array.

Applications that display objects typically include an Object command on the Edit menu. When the user chooses Edit Object, a menu displays the object's verbs. Use the **ObjectVerbs**, **ObjectVerbsCount**, and **ObjectVerbFlags** properties to create such a menu at run time.

To automatically display the verbs in the **ObjectVerbs** array in a pop-up menu when the user clicks an object with the right mouse button, set the **AutoVerbMenu** property to **True**.

ObjectVerbsCount Property (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See  
Also":"vbproBooksOnlineJumpTopic;vbproObjectVerbsCountPropertyOLEObjectObjectC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproObjectVerbsCountPropertyOLEObjectObjectX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproObjectVerbsCountPropertyOLEObjectObjectA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproObjectVerbsCountPropertyOLEObjectObjectS"}
```

Returns the number of verbs supported by an object.

Syntax

object.**ObjectVerbsCount**

The *object* is an object expression that evaluates to an object in the Applies To list.

Remarks

Use this property to determine the number of elements in the **ObjectVerbs** property array.

The list of verbs an object supports may vary, depending on the state of the object.

ObjectVerbFlags Property (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproObjectVerbFlagsOLEObjectObjectC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproObjectVerbFlagsOLEObjectObjectX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproObjectVerbFlagsOLEObjectObjectA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproObjectVerbFlagsOLEObjectObjectS"}
```

Returns the menu state for each verb in the **ObjectVerbs** array.

Syntax

object.**ObjectVerbFlags**(*value*)

The **ObjectVerbFlags** property syntax has these parts:

Part	Description
<i>object</i>	An object expression that evaluates to an object in the Applies To list.
<i>value</i>	A numeric expression indicating the element in the array.

Return Values

The **ObjectVerbFlags** property returns the following values:

Constant	Value	Description
vbOLEFlagChecked	&H0008	The menu item is checked.
vbOLEFlagDisabled	&H0002	The menu item is disabled (but not dimmed).
vbOLEFlagEnabled	&H0000	The menu item is enabled.
vbOLEFlagGrayed	&H0001	The menu item is dimmed.
vbOLEFlagSeparator	&H0800	The menu item is a separator bar.

Note These constants are listed in the Visual Basic (VB) object library in the Object Browser.

Remarks

The first verb in the **ObjectVerbs** array is the default verb. The remaining verbs in this array are suitable for displaying on a menu. The **ObjectVerbFlags** array contains information about the menu state (such as dimmed, checked, and so on) for each verb in the ObjectVerbs array.

When displaying a menu containing an object's verbs, check the value of this property to see how the item is displayed.

DoVerb Method (OLEObject Object)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproDoVerbMethodOLEObjectObjectC"}
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproDoVerbMethodOLEObjectObjectX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To":"vbproDoVerbMethodOLEObjectObjectA"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":"vbproDoVerbMethodOLEObjectObjectS"}
```

Opens an object for an operation, such as editing.

Syntax

object.**DoVerb** (*verb*)

The **DoVerb** method syntax has these parts:

Part	Description
<i>object</i>	An object expression that evaluates to an object in the Applies To list.
<i>verb</i>	Optional. The verb to execute of the OLEObject object within RichTextBox control. If not specified, the default verb is executed. The value of this argument can be one of the standard verbs supported by all objects or an index of the ObjectVerbs property array.

Remarks

The **DoVerb** method executes a verb of the specified **OLEObject** object. The verb argument is an index of one of the verbs listed in the **ObjectVerbs** property array or one of the standard verbs listed below.

Each object can support its own set of verbs. The following values represent standard verbs every object should support:

Constant	Value	Description
vbOLEPrimary	0	The default action for the object.
vbOLEShow	-1	Activates the object for editing. If the application that created the object supports in-place activation, the object is activated within the RichTextBox control.
vbOLEOpen	-2	Opens the object in a separate application window. If the application that created the object supports in-place activation, the object is activated in its own window.
vbOLEHide	-3	For embedded objects, hides the application that created the object.
vbOLEUIActivate	-4	If the object supports in-place activation, activates the object for in-place activation and shows any user interface tools. If the object doesn't support in-place activation, the object doesn't activate, and an error occurs.
vbOLEInPlaceActivate	-5	If the user moves the focus to the embedded object, creates a

		window for the object and prepares the object to be edited. An error occurs if the object doesn't support activation on a single mouse click.
vbOLEDiscardUndoState	-6	Used when the object is activated for editing to discard all record of changes that the object's application can undo.

Note These verbs may not be listed in the **ObjectVerbs** property array.

MaxLength Property (RichTextBox Control)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproMaxLengthOC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproMaxLengthOX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproMaxLengthOA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproMaxLengthOS"}

Returns or sets a value indicating whether there is a maximum number of characters a **RichTextBox** control can hold and, if so, specifies the maximum number of characters.

Syntax

object.**MaxLength** [= *long*]

The **MaxLength** property syntax has these parts:

Part	Description
<i>object</i>	An <u>object expression</u> that evaluates to a RichTextBox control.
<i>long</i>	A long integer specifying the maximum number of characters a user can enter in the control. The default for the MaxLength property is 0, indicating no maximum other than that created by memory constraints on the user's system. Any number greater than 0 indicates the maximum number of characters.

Remarks

Use the **MaxLength** property to limit the number of characters a user can enter in a **RichTextBox**.

If text that exceeds the **MaxLength** property setting is assigned to a **RichTextBox** from code, no error occurs; however, only the maximum number of characters is assigned to the **Text** property, and extra characters are truncated. Changing this property doesn't affect the current contents of a **RichTextBox**, but will affect any subsequent changes to the contents.

MultiLine Property (RichTextBox Control)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproMultiLineOC"} {ewc HLP95EN.DLL,DYNALINK,"Example":"vbproMultiLineOX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproMultiLineOA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproMultiLineOS"}

Returns or sets a value indicating whether a **RichTextBox** control can accept and display multiple lines of text. Read-only at run time.

Syntax

object.MultiLine

The *object* placeholder represents an object expression that evaluates to a **RichTextBox** control.

Settings

The **MultiLine** property settings are:

Setting	Description
True	Allows multiple lines of text.
False	(Default) Ignores carriage returns and restricts data to a single line.

Remarks

A multiple-line **RichTextBox** control wraps text as the user types text extending beyond the text box.

You can also add scroll bars to a larger **RichTextBox** control using the **ScrollBars** property. If no **HScrollBar** control (horizontal scroll bar) is specified, the text in a multiple-line **RichTextBox** automatically wraps.

Note On a form with no default button, pressing ENTER in a multiple-line **RichTextBox** control moves the focus to the next line. If a default button exists, you must press CTRL+ENTER to move to the next line.

ScrollBars Property (RichTextBox Control)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBooksOnlineJumpTopic;vbproScrollbarsOC"} {ewc
HLP95EN.DLL,DYNALINK,"Example":"vbproScrollbarsOX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies
To":"vbproScrollbarsOA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproScrollbarsOS"}

Returns or sets a value indicating whether a **RichTextBox** control has horizontal or vertical scroll bars. Read-only at run time.

Syntax

object.ScrollBars

The *object* placeholder represents an object expression that evaluates to a **RichTextBox** control.

Settings

The **ScrollBars** property settings are:

Constant	Value	Description
rtfNone	0	(Default) No scroll bars shown.
rtfHorizontal	1	Horizontal scroll bar only.
rtfVertical	2	Vertical scroll bar only.
rtfBoth	3	Both horizontal and vertical scroll bars shown.

Remarks

For a **RichTextBox** control with setting 1 (Horizontal), 2 (Vertical), or 3 (Both), you must set the **MultiLine** property to **True**.

At run time, the Microsoft Windows operating environment automatically implements a standard keyboard interface to allow navigation in **RichTextBox** controls with the arrow keys (UP ARROW, DOWN ARROW, LEFT ARROW, and RIGHT ARROW), the HOME and END keys, and so on.

Scroll bars are displayed only if the contents of the **RichTextBox** extend beyond the control's borders. If **ScrollBars** is set to **False**, the control won't have scroll bars, regardless of its contents.

Change Event (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also": "vbevtChangeEventControlsPlaceholderC;vbproBooksOnlineJumpTopic"}  
{ewc HLP95EN.DLL,DYNALINK,"Example": "vbevtChangeEventControlsPlaceholderX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To": "vbevtChangeEventControlsPlaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics": "vbevtChangeEventControlsPlaceholderS"}
```

Click Event (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":vbvtClickEventControlsPlaceholderC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example":vbvtClickEventControlsPlaceholderX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To":vbvtClickEventControlsPlaceholderA} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":vbvtClickEventControlsPlaceholderS}
```

DbiClick Event (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":vbvtDbiClickEventControlsPlaceholderC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example":vbvtDbiClickEventControlsPlaceholderX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To":vbvtDbiClickEventControlsPlaceholderA"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":vbvtDbiClickEventControlsPlaceholderS"} {ewc
```

DragDrop Event (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also": "vbevtDragDropEventControlsPlaceholderC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example": "vbevtDragDropEventControlsPlaceholderX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To": "vbevtDragDropEventControlsPlaceholderA"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics": "vbevtDragDropEventControlsPlaceholderS"}
```

DragOver Event (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbevtDragOverEventControlsPlaceholderC;vbproBooksOnlineJumpTopic"}
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbevtDragOverEventControlsPlaceholderX":1} {ewc
HLP95EN.DLL,DYNALINK,"Applies To":"vbevtDragOverEventControlsPlaceholderA"} {ewc
HLP95EN.DLL,DYNALINK,"Specifics":"vbevtDragOverEventControlsPlaceholderS"}
```

KeyDown Event (placeholder)

```
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KeyUp Event (placeholder)

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OLEDragDrop Event (placeholder)

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OLESetData Event (placeholder)

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Refresh Method (placeholder)

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Appearance Property (placeholder)

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Caption Property (placeholder)

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ForeColor Property (placeholder)

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IntegralHeight Property (placeholder)

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Locked Property (placeholder)

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Keyword Not Found

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The keyword you've selected can't be found in Visual Basic Help. It's possible that:

- The keyword is misspelled
- You selected too much or too little text
- You asked for help on a word that is not a valid Visual Basic keyword.

The easiest way to get help on a specific keyword is to position the insertion point anywhere within the keyword you want help on and press F1. You do not need to select the keyword. In fact, if you select only a portion of the keyword, or more than a single word, Help will not find what you're looking for.

To use the built-in Help search dialog box, press the **Help Topics** button on the toolbar.

One option to possibly find what you're looking for is to view the ReadMe file that comes with Visual Basic. This document contains information regarding last-minute changes, additions, and deletions that did not make it into the final documentation.

Left, Top Properties (Placeholder)

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Height, Width Properties (Placeholder)

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Tag Property (Placeholder)

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ToolTipText Property (Placeholder)

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Count Property (Placeholder)

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Item Method (Placeholder)

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Hwnd Property (Placeholder)

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Clear Method (placeholder)

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Container Property (placeholder)

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Copies Property (placeholder)

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DataBinding Object (placeholder)

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Filename Property (placeholder)

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FontBold, FontItalic, FontStrikeThru Properties (placeholder)

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FontName Property (placeholder)

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GetData Method (placeholder)

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SetData Method (placeholder)

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Align Property (placeholder)

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DragIcon Property (placeholder)

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DragMode Property (placeholder)

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HelpContextID Property (placeholder)

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TabIndex Property (placeholder)

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Alignment Constants (placeholder)

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Border Property Constants (placeholder)

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BorderStyle Constants (placeholder)

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BorderStyle Property (ActiveX Controls) (placeholder)

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Clear Method (ActiveX Controls) (placeholder)

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Clipboard Object Constants (placeholder)

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Color Constants (placeholder)

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CommonDialog Control Constants (placeholder)

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CommonDialog Error Constants (placeholder)

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Control Constants (placeholder)

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DataBindings Property (placeholder)

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DDE Constants (placeholder)

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Drag-and-Drop Constants (placeholder)

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Drawing Constants (placeholder)

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FetchVerbs Method (placeholder)

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Form Constants (placeholder)

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Graphics Constants (placeholder)

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Grid Control Constants (placeholder)

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Help Constants (placeholder)

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HideSelection Property (ActiveX Controls) (placeholder)

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HideSelection Property (placeholder)

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Image Property (ActiveX Controls) (placeholder)

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ImageList Property (ActiveX Controls) (placeholder)

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Index Property (ActiveX Controls) (placeholder)

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Index Property (placeholder)

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Key Code Constants (placeholder)

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Key Property (ActiveX Controls) (placeholder)

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Menu Accelerator Constants (placeholder)

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Menu Control Constants (placeholder)

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Miscellaneous Constants (placeholder)

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MousePointer Constants (placeholder)

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OLE Container Control Constants (placeholder)

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Picture Object Constants (placeholder)

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Printer Object Constants (placeholder)

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RasterOp Constants (placeholder)

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Remove Method (ActiveX Controls) (placeholder)

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ShowInTaskbar Property (placeholder)

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ShowTips Property (ActiveX Controls) (placeholder)

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ShowWhatsThis Method (placeholder)

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Text Property (ActiveX Controls) (placeholder)

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Value Property (ActiveX Controls) (placeholder)

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Variant Type Constants (placeholder)

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Visual Basic Constants (placeholder)

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WhatsThisButton Property (placeholder)

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WhatsThisHelp Property (placeholder)

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WhatsThisHelpID Property (placeholder)

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WhatsThisMode Method (placeholder)

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Windows 95 Control Constants (placeholder)

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CollsVisible Property (placeholder)

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ColPos Property (placeholder)

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DataObject Object (placeholder)

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DataObjectFiles Collection (placeholder)

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DataSource Property (placeholder)

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Drag Method (placeholder)

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DrawMode Property (placeholder)

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FixedAlignment Property (placeholder)

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GotFocus Event (placeholder)

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GridLineWidth Property (placeholder)

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Index Property (Control Array) (placeholder)

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LostFocus Event (placeholder)

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Move Method (placeholder)

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Name Property (placeholder)

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Object Property (placeholder)

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Parent Property (placeholder)

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RowColChange Event (placeholder)

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RowsVisible Property (placeholder)

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RowPos Property (placeholder)

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SetFocus Method (placeholder)

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ZOrder Method (placeholder)

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Files Method (placeholder)

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Connect Event (placeholder)

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HScrollSmallChange, VScrollSmallChange Properties (placeholder)

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MinHeight, MinWidth Properties (placeholder)

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Property Pages Dialog Box (placeholder)

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RemoteHost Property (placeholder)

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RemotePort Property (placeholder)

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ViewportHeight, ViewportLeft, ViewportTop, ViewportWidth Properties (placeholder)

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Resync Method (Remote Data) (placeholder)

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ContainedVBControls Collection (placeholder)

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Member Object (placeholder)

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Members Collection (placeholder)

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VBComponentsEvents Object (placeholder)

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VBProjectsEvents Object (placeholder)

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Files Property (placeholder)

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Alignment Property (placeholder)

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AboutBox Method (placeholder)

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Col, Row Properties (placeholder)

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RowHeight Property (placeholder)

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Scroll Event (placeholder)

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ScrollBars Property (placeholder)

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SelEndCol, SelStartCol, SelEndRow, SelStartRow Properties (placeholder)

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ScrollBars Property (placeholder)

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Appearance Property (ActiveX Controls) (placeholder)

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BackColor, ForeColor Properties (ActiveX Controls) (placeholder)

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BorderStyle Constants (ActiveX Controls) (placeholder)

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Caption Property (ActiveX Controls) (placeholder)

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Change Event (ActiveX Controls) (placeholder)

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Clear Method (ActiveX Controls) (placeholder)

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Click Event (ActiveX Controls) (placeholder)

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Clipboard Object Constants (ActiveX Controls) (placeholder)

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Count Property (ActiveX Controls) (placeholder)

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DataObject Object (ActiveX Controls) (placeholder)

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DataObjectFiles Collection (ActiveX Controls) (placeholder)

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DataSource Property (ActiveX Controls) (placeholder)

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DbIClick Event (ActiveX Controls) (placeholder)

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Drag-and-Drop Constants (ActiveX Controls) (placeholder)

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Enabled Property (ActiveX Controls) (placeholder)

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FetchVerbs Method (ActiveX Controls) (placeholder)

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Files Method (ActiveX Controls) (placeholders)

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Font Property (ActiveX Controls) (placeholder)

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FontName Property (ActiveX Controls) (placeholder)

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FontSize Property (ActiveX placeholder)

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GetData Method (ActiveX Controls) (placeholder)

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GetFormat Method (ActiveX Controls) (placeholder)

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HideSelection Property (ActiveX Controls) (complaceholder)

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hWnd Property (ActiveX Controls) (placeholder)

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Item Method (ActiveX Controls) (placeholder)

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Key Code Constants (ActiveX Controls) (placeholder)

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Key Property (ActiveX Controls) (complaceholder)

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KeyDown, KeyUp Events (ActiveX Controls) (placeholder)

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KeyPress Event (ActiveX Controls) (placeholder)

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Max, Min Properties (ActiveX Controls) (placeholder)

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MouseDown, MouseUp Events (ActiveX Controls) (placeholder)

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MouseIcon Property (ActiveX Controls) (placeholder)

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MouseMove Event (ActiveX Controls) (placeholder)

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MousePointer Constants (ActiveX Controls) (placeholder)

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MousePointer Property (ActiveX Controls) (placeholder

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OLECompleteDrag Event (ActiveX Controls) (placeholder)

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OLEDrag Method (ActiveX Controls) (placeholder)

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OLEDragDrop Event (ActiveX Controls) (placeholder)

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OLEDragMode Property (ActiveX Controls) (placeholder)

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OLEDragOver Event (ActiveX Controls) (placeholder)

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OLEDropMode Property (ActiveX Controls) (placeholder)

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OLEGiveFeedback Event (ActiveX Controls) (placeholder)

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OLESetData Event (ActiveX Controls) (placeholder)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproOLESetDataEventActiveXControlsplaceholderC"}
HLP95EN.DLL,DYNALINK,"Example":"vbproOLESetDataEventActiveXControlsplaceholderX":1}
HLP95EN.DLL,DYNALINK,"Applies To":"vbproOLESetDataEventActiveXControlsplaceholderA"}
HLP95EN.DLL,DYNALINK,"Specifics":"vbproOLESetDataEventActiveXControlsplaceholderS"}

{ewc
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OLEStartDrag Event (ActiveX Controls) (placeholder)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproOLEStartDragEventActiveXControlsplaceholderC"}
HLP95EN.DLL,DYNALINK,"Example":"vbproOLEStartDragEventActiveXControlsplaceholderX":1}
HLP95EN.DLL,DYNALINK,"Applies To":"vbproOLEStartDragEventActiveXControlsplaceholderA"}
HLP95EN.DLL,DYNALINK,"Specifics":"vbproOLEStartDragEventActiveXControlsplaceholderS"}

{ewc
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Picture Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproPicturePropertyActiveXControlsplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproPicturePropertyActiveXControlsplaceholderA"} {ewc  
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```

Property Pages Dialog Box (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproPropertyPagesDialogBoxActiveXControlsplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproPropertyPagesDialogBoxActiveXControlsplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproPropertyPagesDialogBoxActiveXControlsplaceholderS"}
```

RemoteHost Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproRemoteHostPropertyActiveXControlsplaceholderC"}  
HLP95EN.DLL,DYNALINK,"Example":"vbproRemoteHostPropertyActiveXControlsplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproRemoteHostPropertyActiveXControlsplaceholderA"}  
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{ewc  
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RemotePort Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproRemotePortPropertyActiveXControlsplaceholderC"}  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproRemotePortPropertyActiveXControlsplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproRemotePortPropertyActiveXControlsplaceholderS"}
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SelLength, SelStart, SelText Properties (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproSelLengthSelStartSelTextPropertiesActiveXControlsplaceholderC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproSelLengthSelStartSelTextPropertiesActiveXControlsplaceholderX":1}  
{ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproSelLengthSelStartSelTextPropertiesActiveXControlsplaceholderA"}  
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproSelLengthSelStartSelTextPropertiesActiveXControlsplaceholderS"}
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SetData Method (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproSetDataMethodActiveXControlsplaceholderC"}  
HLP95EN.DLL,DYNALINK,"Example":"vbproSetDataMethodActiveXControlsplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproSetDataMethodActiveXControlsplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproSetDataMethodActiveXControlsplaceholderS"}
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```

ShowTips Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproShowTipsPropertyActiveXControlscomplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproShowTipsPropertyActiveXControlscomplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproShowTipsPropertyActiveXControlscomplaceholderS"}
```

Text Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproTextPropertyActiveXControlscomplaceholderC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproTextPropertyActiveXControlscomplaceholderX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproTextPropertyActiveXControlscomplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproTextPropertyActiveXControlscomplaceholderS"}
```

Value Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproValuePropertyActiveXControlscomplaceholderC"}  
HLP95EN.DLL,DYNALINK,"Example":"vbproValuePropertyActiveXControlscomplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproValuePropertyActiveXControlscomplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproValuePropertyActiveXControlscomplaceholderS"}
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{ewc  
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```

hDC Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproHDCPropertyActiveXControlsplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproHDCPropertyActiveXControlsplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproHDCPropertyActiveXControlsplaceholderS"}
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Height, Width Properties (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproHeightWidthPropertiesActiveXControlsplaceholderC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproHeightWidthPropertiesActiveXControlsplaceholderX":1} {ewc  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproHeightWidthPropertiesActiveXControlsplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproHeightWidthPropertiesActiveXControlsplaceholderS"}
```

Index Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthIndexPropertyActiveXControlscomplaceholderC"}  
HLP95EN.DLL,DYNALINK,"Example":"vbmthIndexPropertyActiveXControlscomplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbmthIndexPropertyActiveXControlscomplaceholderA"}  
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{ewc  
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Left, Top Properties (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also": "vbproLeftTopPropertiesActiveXControlsplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Specifics": "vbproLeftTopPropertiesActiveXControlsplaceholderS"}
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Tag Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproTagPropertyActiveXControlsplaceholderC"} {ewc  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbproTagPropertyActiveXControlsplaceholderA"} {ewc  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproTagPropertyActiveXControlsplaceholderS"}
```

Visible Property (ActiveX Controls) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproVisiblePropertyActiveXControlscomplaceholderC"}  
HLP95EN.DLL,DYNALINK,"Example":"vbproVisiblePropertyActiveXControlscomplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbproVisiblePropertyActiveXControlscomplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbproVisiblePropertyActiveXControlscomplaceholderS"}
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```
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```

Remove Method (ActiveX Controls) (complaceholder)

```
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HLP95EN.DLL,DYNALINK,"Example":"vbmthRemoveMethodActiveXControlscomplaceholderX":1}  
HLP95EN.DLL,DYNALINK,"Applies To":"vbmthRemoveMethodActiveXControlscomplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbmthRemoveMethodActiveXControlscomplaceholderS"}
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Object Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbmthObjectPropertyActiveXControlsplaceholderC"}  
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HLP95EN.DLL,DYNALINK,"Applies To":"vbmthObjectPropertyActiveXControlsplaceholderA"}  
HLP95EN.DLL,DYNALINK,"Specifics":"vbmthObjectPropertyActiveXControlsplaceholderS"}
```

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```

Property Pages (ActiveX controls) (placeholder)

{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproPropertyPagesActiveXControlsplaceholderC"}
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HLP95EN.DLL,DYNALINK,"Specifics":"vbproPropertyPagesActiveXControlsplaceholderS"}

{ewc
{ewc
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No fonts exist (Error 24574) (Common Dialog Control) (complaceholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproNoFontsExistError24574CommonDialogControlcomplaceholderC"}  
{ewc HLP95EN.DLL,DYNALINK,"Example":"vbproNoFontsExistError24574CommonDialogControlcomplaceholderX":1}  
{ewc HLP95EN.DLL,DYNALINK,"Applies To":"vbproNoFontsExistError24574CommonDialogControlcomplaceholderA"}  
{ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproNoFontsExistError24574CommonDialogControlcomplaceholderS"}
```

Help Contents placeholder

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproHelpContentsPlaceholderC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproHelpContentsPlaceholderX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbproHelpContentsPlaceholderA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproHelpContentsPlaceholderS"}
```

BorderStyle Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproBorderStyleplaceholderC"} {ewc  
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To":"vbproBorderStyleplaceholderA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproBorderStyleplaceholderS"}
```

RightToLeft Property (ActiveX Controls) (placeholder)

```
{ewc HLP95EN.DLL,DYNALINK,"See Also":"vbproRightToLeftplaceholderC"} {ewc  
HLP95EN.DLL,DYNALINK,"Example":"vbproRightToLeftplaceholderX":1} {ewc HLP95EN.DLL,DYNALINK,"Applies  
To":"vbproRightToLeftplaceholderA"} {ewc HLP95EN.DLL,DYNALINK,"Specifics":"vbproRightToLeftplaceholderS"}
```

Refresh Method (ActiveX Controls) (placeholder)

{ewc HLP95EN.DLL,DYNALINK,"See Also": "vbmscRefreshMethodActiveXControlsplaceholderC"}

