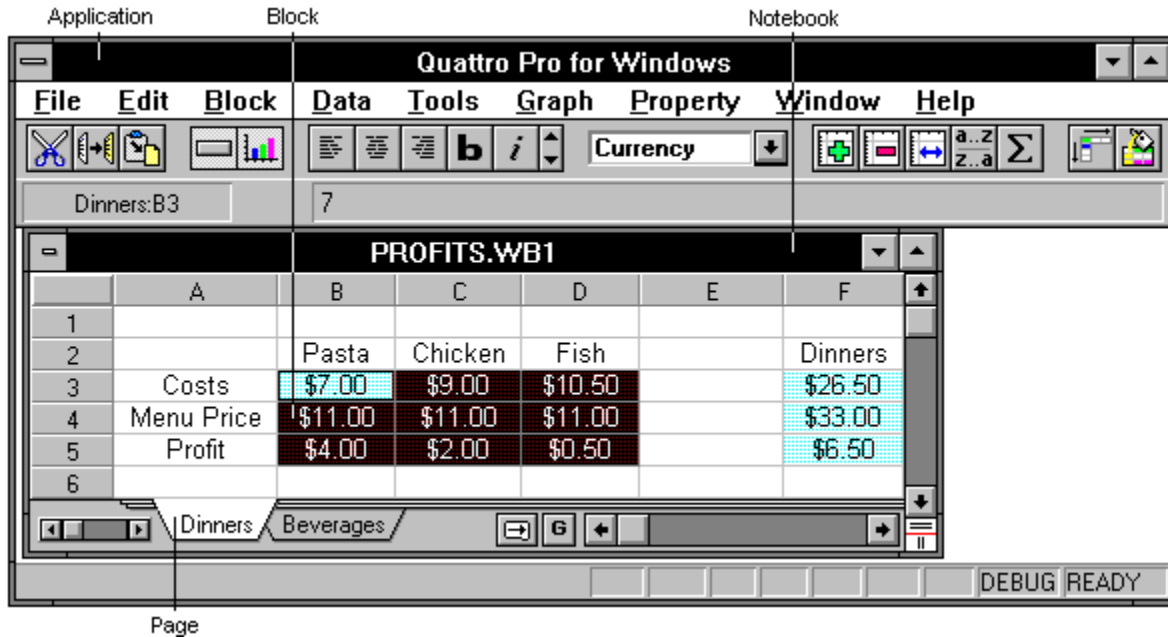


Locating Notebook Window Objects

When working in Quattro Pro's notebook window, right-click any of the areas called out below to access the related Object Inspector. Most objects display a SpeedMenu when right-clicked. Choose its Properties command to display the Object Inspector.

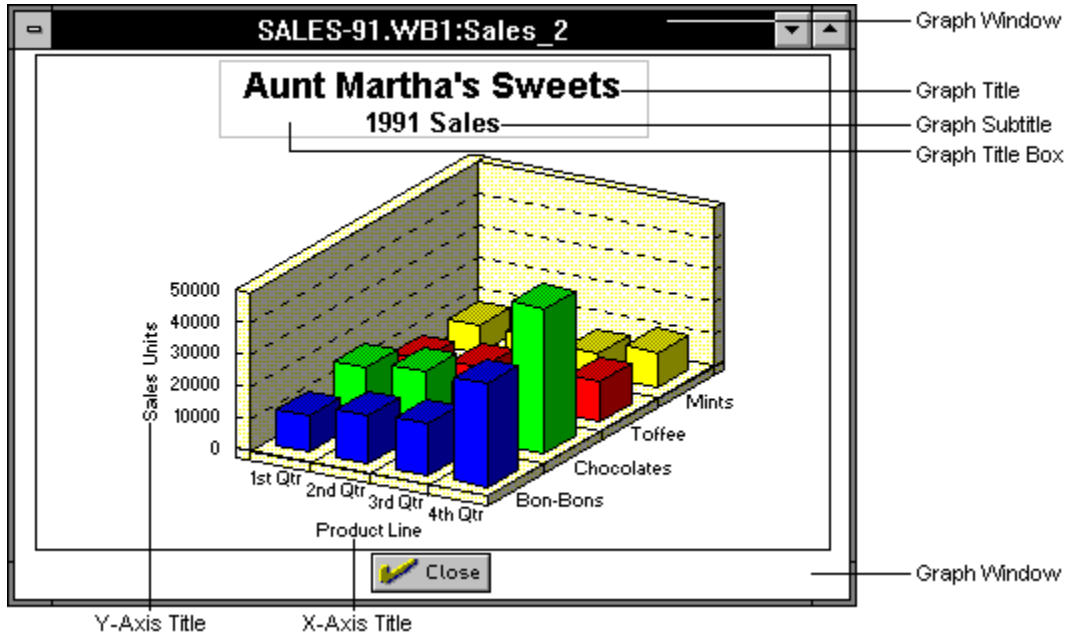


In addition to the objects described above, the Graphs page (the last page in each notebook) contains three objects as icons: graphs, slide shows, and dialog boxes. To see an explanation of other parts of the notebook window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

Locating Graph Objects

When working in Quattro Pro's Graph window, right-click any of the areas called out below to access the related Object Inspector. Most objects display a SpeedMenu when right-clicked. Choose its Properties command to display the Object Inspector. Different types of graphs are associated with different Object Inspectors; click the type you want information on: [2-D graphs](#), [3-D graphs](#), [column graphs](#), or [pie graphs](#).

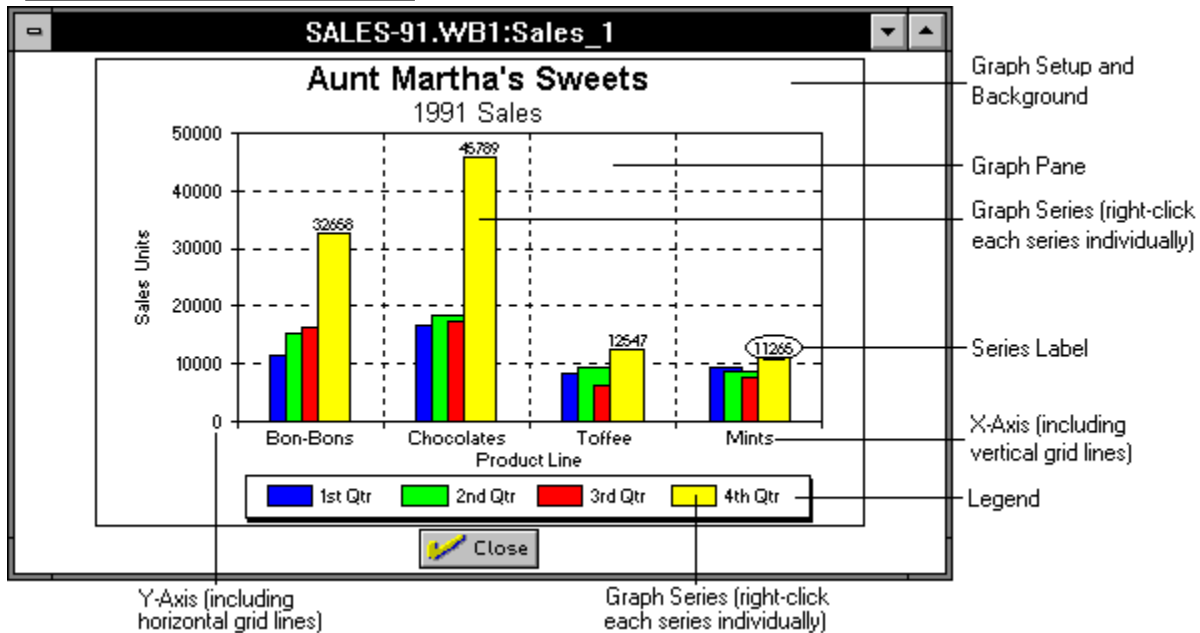
When you point to an object, the name of the object appears on the status line.



To see an explanation of other parts of the Graph window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

Locating 2-D Graph Objects

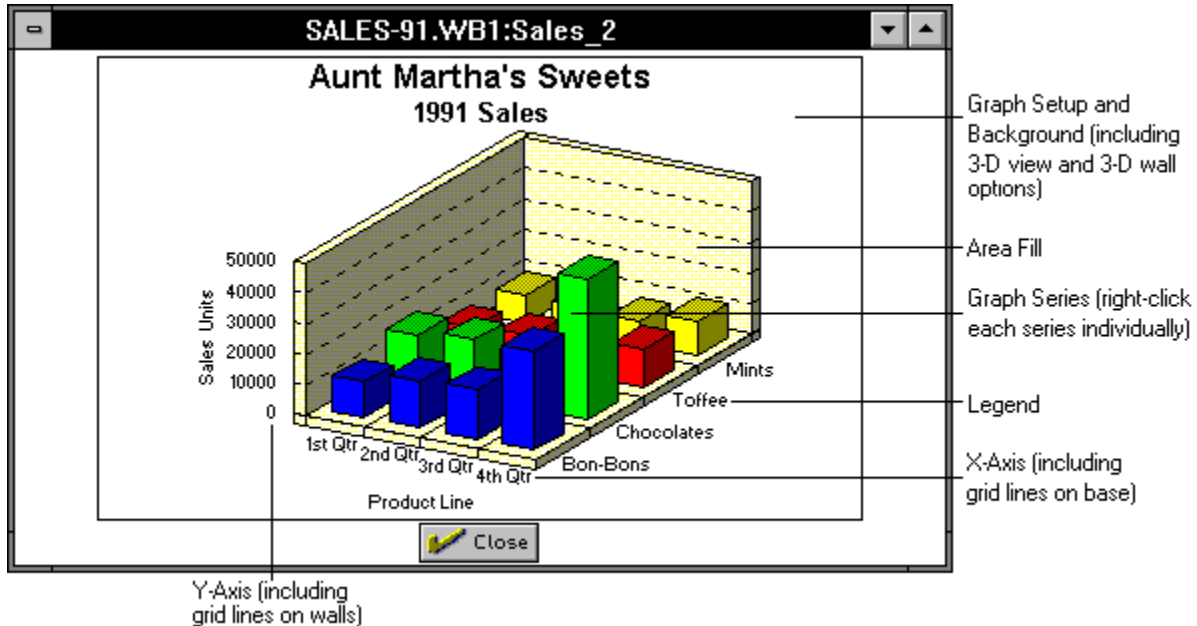
When working on a 2-D graph, right-click any of the areas called out below and choose the Properties command to display the related Object Inspector. To see objects common to different graph types, click Locating Graph Window Objects.



To see an explanation of other parts of the Graph window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

Locating 3-D Graph Objects

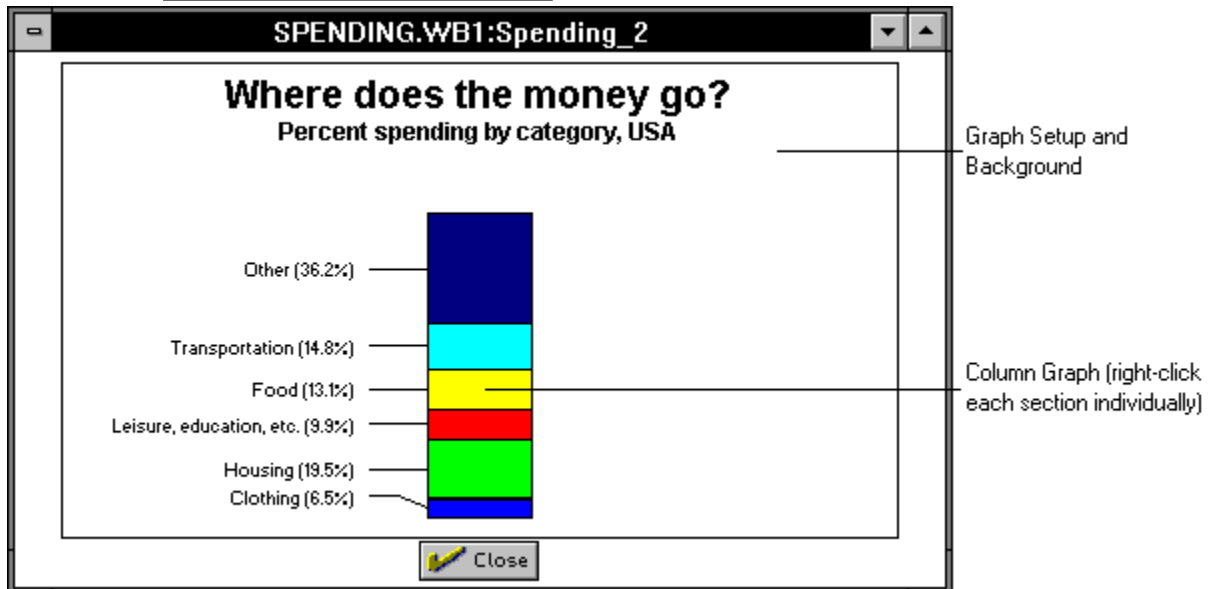
When working on a 3-D graph, right-click any of the areas called out below and choose the Properties command to display the related Object Inspector. To see objects common to different graph types, click Locating Graph Window Objects.



To see an explanation of other parts of the Graph window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

Locating Column Graph Objects

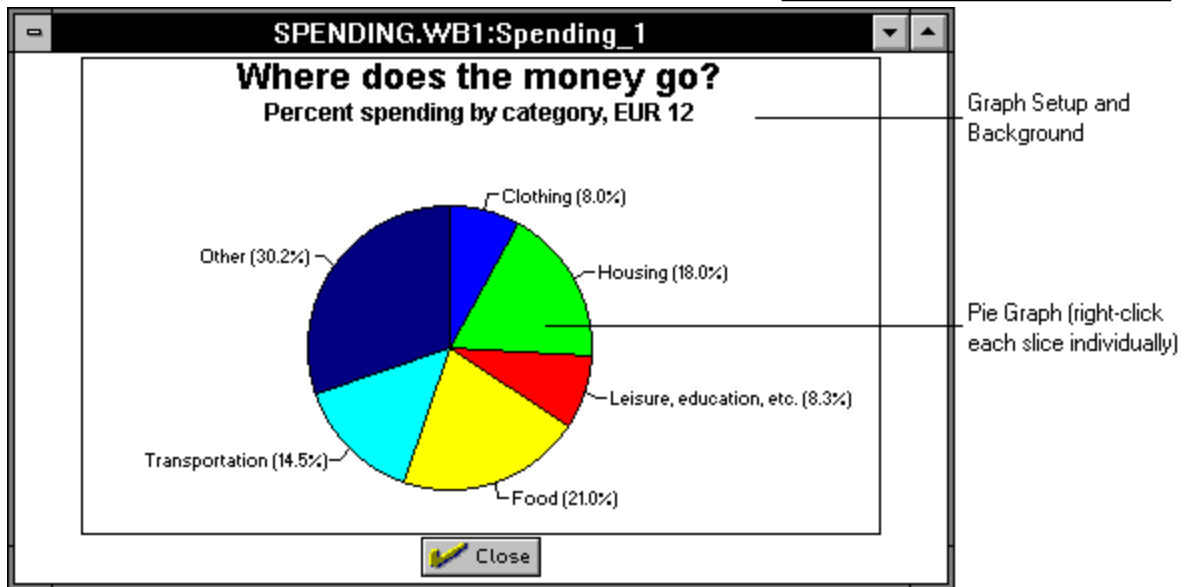
When working on a column graph, right-click any of the areas called out below and choose the Properties command to display the related Object Inspector. To see objects common to different graph types, click Locating Graph Window Objects.



To see an explanation of other parts of the Graph window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

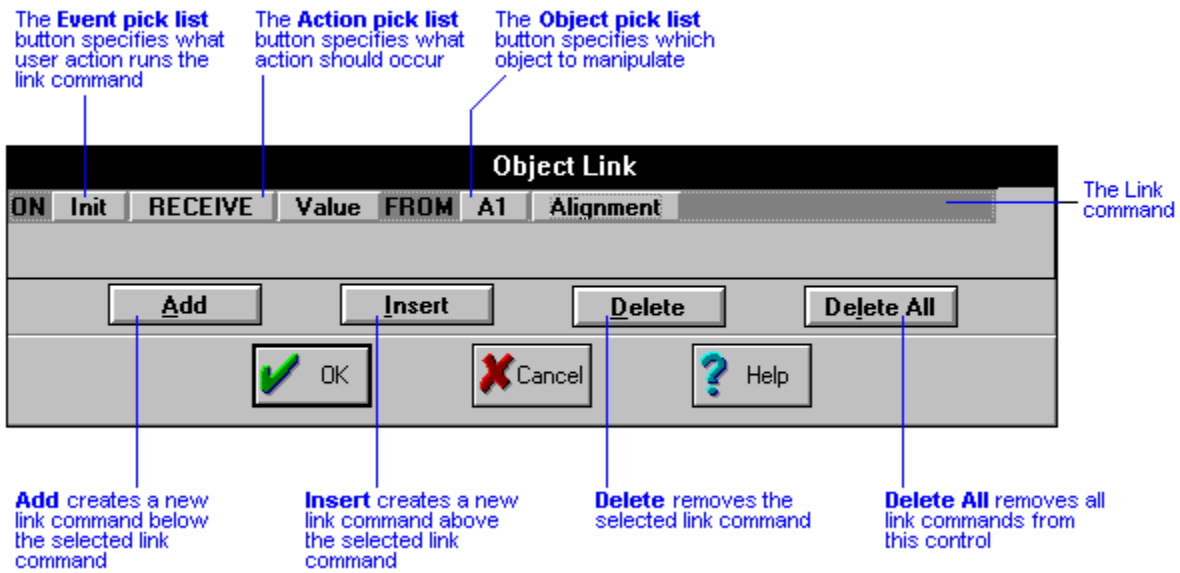
Locating Pie Graph Objects

When working on a pie graph, right-click any of the areas called out below to display the related Object Inspector. To see objects common to different graph types, click [Locating Graph Window Objects](#).



To see an explanation of other parts of the Graph window, press Ctrl and right-click the mouse to display Object Help for that part of the window.

Object Link Dialog Box Components



Model Copy Examples

Original Model

	A:B2		@PMT(B\$1,A2/12,30*12)
	A	B	C
1	Loan Amt	\$202,300	
2	9.00%	\$1,628	
3	8.50%	\$1,556	
4	8.00%	\$1,484	

Absolute reference to row 1

Copied references to row 1

Copied Without Using Model Copy

	A:B2		@PMT(B\$1,A2/12,30*12)
	A	B	C
1	Loan Amt	\$202,300	
2	9.00%	\$1,628	
3	8.50%	\$1,556	
4	8.00%	\$1,484	
5			
6	Loan Amt	\$150,000	
7	9.00%	\$1,628	
8	8.50%	\$1,556	
9	8.00%	\$1,484	

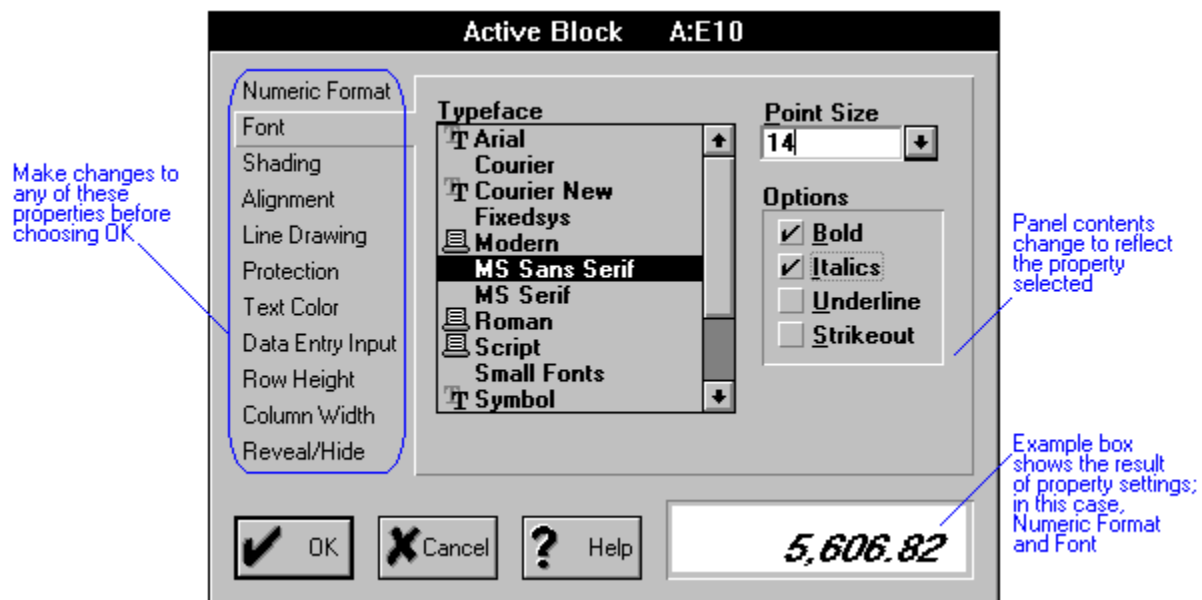
Formulas still refer to row 1

Copied Using Model Copy

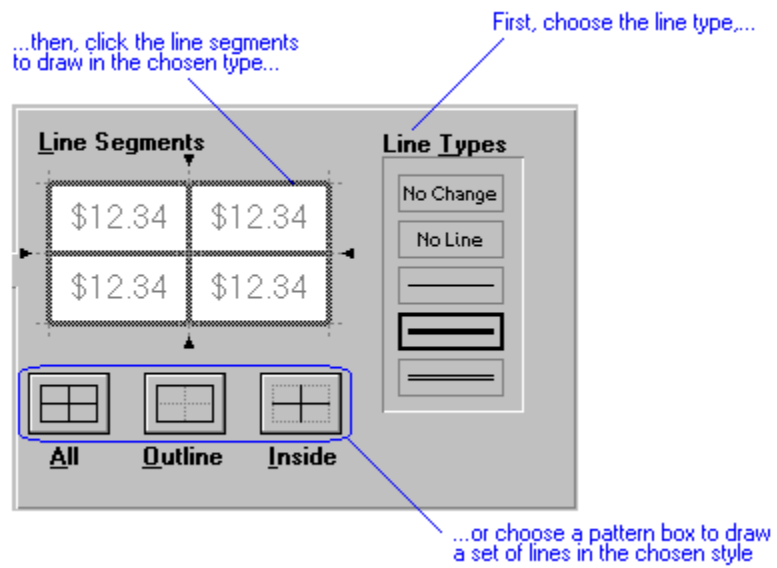
	A:B7		@PMT(B\$6,A7/12,30*12)
	A	B	C
1	Loan Amt	\$202,300	
2	9.00%	\$1,628	
3	8.50%	\$1,556	
4	8.00%	\$1,484	
5			
6	Loan Amt	\$150,000	
7	9.00%	\$1,207	
8	8.50%	\$1,153	
9	8.00%	\$1,101	

Formulas refer to row 6

Active Block Object Inspector



Line Draw Property Example



SpeedSum Example

Before Clicking SpeedSum

	A	B	C
1	40	12	
2	35	24	
3	3	14	
4			

After Clicking SpeedSum

	A	B	C	
1	40	12	52	
2	35	24	59	
3	3	14	17	
4	78	50	128	

Row totals

Column totals

Grand total

Format Line Example

Initial format line

	A	B	C	D	E
1	>*****L>>>>>>L>>>>>>L>>>>>>L>>>>>>L>>>>>>				
2		January	February	March	April
3	Advertising	652	833	599	734
4	Car expenses	456	305	522	478
5	Postage	68	59	73	79
6	Insurance	379	379	379	379
7	Cleaning	80	80	80	80
8	Office Rent	750	750	750	750
9	Utilities	164	145	121	103
10	Office Supplies	173	76	119	64
11	Travel	842	598	366	711
12	Entertainment	109	156	364	258
13	Telephone	159	194	209	187
14	Printing	407	0	85	255

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Betty L.	Fred W.	Josh D.	Michael E.	Ron B.
Brian P.	Garrett H.	Julia M.	Michael Mar.	Sharon C.
Bryan W.	Greg P.	June F.	Mike Des.	Sheryl S.
Cameron D.	Heather W.	Karen H.	Mike Dev.	Stacey E.
Carlos B.	Holly V.	Ken G.	Miles M.	Stacy E.
Chris P.	Howard K.	Laura G.	Olivia I.	Stephanie S.
Chris R.	Jan O.	Lauren K.	Pat Z.	Swapna R.
Chris S.	Jason H.	Leanne G.	Peter L.	Tamara P.
Colin B.	Jeff B.	Leslie C.	Ralph G.	Tan L.
Daniel T.	Jeff U.	Lynda G.	Rebecca H.	Tina V.
Dave V.	Jim K.	Margie D.	Rich W.	Todd C.

Link Command Examples

Each of the following topics shows sample link commands for a control:

[Bitmap Button Link Examples](#)

[Check Box Link Examples](#)

[Color Control Link Examples](#)

[Combo Box Link Examples](#)

[Edit Field Link Examples](#)

[Edit Integer Link Examples](#)

[File Control Link Examples](#)

[Group Box Link Examples](#)

[Horizontal Scroller Link Examples](#)

[List Box Link Examples](#)

[Pick List Link Examples](#)

[Push Button Link Examples](#)

[Radio Button Link Examples](#)

[Scroller Link Examples](#)

[Spin Control Link Examples](#)

[Time Control Link Examples](#)

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Bitmap Button Link Examples

```
ON Clicked EXECUTE Warning2: execute
```

Displays the dialog box named Warning2 when the bitmap button is clicked.

```
ON Clicked DOMACRO {_graph_data}
```

Runs the macro named _graph_data when the bitmap button is clicked.

```
ON Init SET Yes TO BitmapButton1 Hidden
```

Hides the bitmap button named BitmapButton1 when the dialog box initially displays.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Check Box Link Examples

```
ON Valuechanged SEND Value TO Active_Page Conditional_Color.Enable
```

Enables or disables conditional colors in the active page whenever the check box is checked or unchecked.

```
ON Init RECEIVE Label_Text FROM A:C23 Value
```

Sets the text appearing by the check box button when the dialog box initially displays. The text is taken from the cell A:C23.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Color Control Link Examples

```
ON Init RECEIVE Value FROM Active_Notebook Palette.Color_4
```

Sets the color control to the fourth color of the active notebook's palette when the dialog box displays.

```
ON Init SET 3 TO Active_Block Text_Color
```

Sets active block's text color to the fourth color on the notebook palette when the dialog box initially displays (3 is sent because the settings for the text color property start at zero: 0 for the first color, 1 for the second, and so on).

```
ON Valuechanged SEND Value TO Active_Notebook Palette.Color_4
```

Changes the fourth color of the active notebook's color palette whenever the color control's value is changed.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Combo Box Link Examples

```
ON Dynamic SEND Value TO Label5 Label_Font.TypeFace
```

Sets the typeface of the label named Label5 as the user scrolls through the combo box's list of items.

```
ON Clicked DOMACRO {_refresh_query}
```

When the user clicks an item in the combo box, or highlights an item and presses Enter, this link command runs the macro named `_refresh_query`. Any keystroke commands in the macro affect the active window.

```
ON Valuechanged DOMACRO {_refresh_query}
```

When the user changes the combo box's value, this link command runs the macro named `_refresh_query`. Any keystroke commands in the macro affect the combo box, *not* the active window.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Edit Field Link Examples

```
ON Trigger RECEIVE Value FROM Active_Block Font.Point_Size
```

Displays the point size of the active block (or cell). This link command is triggered by another link command (see [Time Control Link Examples](#) for an example of a link command that does this).

```
ON Valuechanged SEND Value TO Active_Block String_Value
```

As the user types text into the edit field, the text is copied into the active cell and stored there as a label (using the String_Value property).

```
ON Enter SEND Value TO Active_Block Value
```

When the user types text into the edit field and presses Enter, the text is entered into the active cell *exactly* as it was typed by the user.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Edit Integer Link Examples

```
ON Enter SEND Value TO A:A34 Number_Value
```

Sends the edit field's value to A:A34 whenever the user presses Enter. Using Number_Value ensures that the entry is always stored as a value.

```
ON Enter SEND Value TO EditInteger3 Maximum
```

If the edit field is named EditInteger3, this link command sets the edit field's maximum acceptable value to the current value whenever the user presses Enter. This is handy for setting up an edit field that has no maximum value, but still has a minimum value (set by the Minimum property).

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

File Control Link Examples

```
ON  Init  SET  *.BDG          TO  FileCtrl6  Value
```

Sets the initial wildcard displayed by the file control named FileCtrl6. All files with the extension BDG are displayed.

```
ON  Init  SET  C:\FILES\      TO  FileCtrl6  Value
```

Sets the initial directory displayed by the file control named FileCtrl6 to FILES on the C drive.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Group Box Link Examples

```
ON Valuechanged SEND Value TO Label5 Label_Text
```

Sets the text of the label named Label5 whenever a different radio button in the group box is chosen.

```
ON Valuechanged RECEIVE Group_Text FROM GroupBox2 Value
```

Sets the title of the group box named GroupBox2 whenever the value is changed.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Horizontal Scroller Link Examples

ON Valuechanged SEND Value TO Active_Block Value
Sets the active cell to the scroll bar's value.

ON Init RECEIVE Value FROM A:C67 Value
Sets the initial value of the scroll bar to the value stored in A:C67.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

List Box Link Examples

ON Init RECEIVE List FROM A:A25 Value

Sets the list displayed to the block stored as a label in cell A:A25 when the dialog box initially displays.

ON Trigger RECEIVE List FROM A:A25 Value

Sets the list displayed to the block stored as a label in cell A:A25 when another control uses the link command TRIGGER to generate the trigger event.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Pick List Link Examples

```
ON  Init      SET          Blocks      TO      PickList5  Title
```

Sets the title of the pick list button named PickList5 to Blocks when the the dialog box initially displays.

```
ON  Clicked DOMACRO      {_new_display}
```

Runs the macro _new_display when the pick list is clicked.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Push Button Link Examples

```
ON Clicked DOMACRO {BRANCH _refresh_view}
```

Runs the macro named `_refresh_view` whenever the button is clicked.

```
ON Clicked TRIGGER ListBox6 Trigger
```

Makes the list box named `ListBox6` run any link commands attached to it that respond to the event `Trigger`.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Radio Button Link Examples

```
ON   Activate   DOMACRO      {MESSAGE A:A1..C3,0,0,0}
```

Displays the message stored in the block A:A1..C3 whenever the radio button is selected by the user.

```
ON   Init       RECEIVE     Label_Text   FROM   A:C3   Value
```

Sets the initial text appearing by the radio button to whatever is stored in cell A:C3.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Scroller Link Examples

```
ON Valuechanged SEND Value TO Active_Block Text_Color
```

Sets the text color of the active cell (or block) whenever the scroll bar's value is changed. Make sure the scroll bar is restricted to the range 0 through 15.

```
ON Valuechanged SEND Value TO Active_Notebook Zoom_Factor
```

Sends the value of the scroll bar to the active notebook's Zoom Factor property. Make sure the scroll bar is restricted to the range 25 through 200.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Spin Control Link Examples

```
ON Valuechanged SEND Value TO Active_Block Shading.Blend
```

Sets the shading blend of the active cell or block. Make sure the spin control is restricted to the range 0 through 6.

```
ON Valuechanged SEND Value TO Rectangle2 Dimension.Height
```

Sets the height of the rectangle named Rectangle2 whenever the spin control's value changes.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

Time Control Link Examples

```
ON Timer TRIGGER EditField6 Trigger
```

Tells the edit field named EditField6 to run any link commands attached to it that respond to the event Trigger. Use this to create edit fields that constantly retrieve settings from the active object (block, notebook, page, and so on).

```
ON Alarm DOMACRO {MESSAGE A:A1..C3,0,0,0}
```

Displays a message stored in the block A:A1..C3 when the time specified in the time control's Alarm Time property is reached.

See Also

[Working with Link Commands](#)

[Making Menu Commands Act](#)

