

# #1\$2K3+4 axGrid Control

[Properties](#)   [Methods](#)   [Events](#)

axGrid is an standalone unbound grid which allows the user to edit cells, mask cells, and provide listboxes for selections.

## File Name

axGrid.OCX

## Remarks

### Distribution

- Unzip the source code with directories intact.
- Load the sample Project1 with Visual Basic. This should register the OCX for use with other VB applications. If it does not load correctly, then from the DOS prompt, move to the install directory and type: **regsvr32 axGrid.ocx** (you may need to put **c:\windows\system\** in front of regsvr32 if you don't have a path.
- Whenever you want to add the control to a VB application, go to the Project/Components menu and select "ActiveX Grid Control".

### Revisions

License

Tech Support

1Hlp\_Contents

2Contents

3Contents

4Browse:0005

# #<sup>5</sup>\$<sup>6</sup>K<sup>7</sup>+<sup>8</sup> Revisions

## 2.0

- Initial release

## 2.0.16

- Added Remove row capability

- Added checkbox mask

## 2.0.18

- Dropdown button shows at bottom of grid when first placed on a form, if grid is tall enough

5Hlp\_Revisions

6Revisions

7Revisions

8Browse:0015

## #<sup>9</sup>\$<sup>10</sup>K<sup>11</sup>+<sup>12</sup>License

This control was developed and published by Software Solution. You may use it freely for development with Microsoft Visual Basic 5.0. This product is freeware and includes source code which you may change to suit your purposes.

9Hlp\_License

10License

11License

12Browse:0020

## #<sup>13</sup>\$<sup>14</sup>K<sup>15</sup>+<sup>16</sup> **Tech Support**

If you have any problems installing or using this control, please feel free to contact our technical support department at one of the following:

*Internet:*

kirkq@execpc.com

*Telephone:*

414-251-0915

*Snail Mail:*

N92W17053 Roger Ave  
Menomonee Falls, WI 53051

*HEY! Check out our world wide web page at:*

[HTTP://www.execpc.com/~kirkq](http://www.execpc.com/~kirkq)

13Hlp\_Tech\_Support

14Tech Support

15Tech Support

16Browse:0025

## #<sup>17</sup>+<sup>18</sup> Properties

All of the properties for this control are listed below:

### Standard

BackColor  
DragIcon  
Dragmode  
Enabled  
Font  
ForeColor  
Height  
Index  
Left  
MousePointer  
Name  
TabIndex  
Tabstop  
Tag  
ToolTipText  
Visible  
Width

### Control Specific

AllowSelection  
AllowUserResizing  
AutoNewRow  
BackColorBkg  
BackColorFixed  
BorderStyle  
Col  
ColAlign  
ColAllowEdit  
ColHeader  
ColMask  
Cols  
ColWidth  
FixedStyle  
FontFixed  
ForeColorFixed  
FormatString  
GridLineColor  
GridSolid  
LeftCol  
ListBoxRows  
RowHeader  
RowHeight  
Rows  
SelectionMode  
ShowGrid  
Text  
TextMatrix  
TopRow

## #<sup>19</sup>+<sup>20</sup> **Events**

All of the events for this control are listed below:

### Standard

Click  
DbClick  
DragDrop  
DragOver  
GotFocus  
KeyDown  
KeyPress  
KeyUp  
MouseDown  
MouseMove  
MouseUp  
LostFocus  
Scroll

### **Control Specific**

AfterAddRow  
AfterDeleteRow  
AfterEdit  
BeforeAddRow  
BeforeDeleteRow  
BeforeEdit

**#<sup>21</sup>+<sup>22</sup>Standard Property/Method/Event**

Depending on your host environment, this property/method/event may be referred to by a different name or may not apply to this control. Refer to your host environments documentation or help file on MSFlexGrid for further information.

## #<sup>23</sup>\$<sup>24</sup>K<sup>25</sup>+<sup>26</sup> **Methods**

All of the methods for this control are listed below:

### Standard

DbClick  
Drag  
Move  
Refresh  
SetFocus  
ShowWhatsThis  
Zorder

### **Control Specific**

AddLookup  
AutoSetup  
ClearAllLookups  
ClearLookup  
ColHasLookup  
GetColWidth  
RemoveLookup  
Remove  
RowEmpty  
ShowAboutBox

23Hlp\_Methods

24Methods

25Methods

26Browse:0070

# #<sup>27</sup>\$<sup>28</sup>K<sup>29</sup>+<sup>30</sup> **AutoNewRow Property**

Returns or sets the AutoNewRow property for an object

## **Syntax:**

*object*.**AutoNewRow** [= boolean]

The AutoNewRow property syntax has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	An object expression that evaluates to a axGrid
<i>boolean</i>	A boolean expression that evaluates to True/False to indicate if the grid will autocreate new rows

## **Remarks**

If this property is True, then the grid will autocreate a new row if the last row is empty and the user tries to edit a cell in the last row.

27Hlp\_AutoNewRow

28AutoNewRow

29AutoNewRow

30Browse:0095

## #<sup>31</sup>\$<sup>32</sup>K<sup>33</sup>+<sup>34</sup>ColAllowEdit Property

Returns or sets the ColAllowEdit property for an object

### Syntax:

*object*.ColAllowEdit(*col* as integer) [= boolean]

The ColAllowEdit property syntax has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>col</i>	<b>An integer expression that evaluates to a specific column number for the grid. This value is zero based.</b>
<i>boolean</i>	<b>A boolean expression that evaluates to whether or not the column allows editing</b>

### Remarks

This property will allow the user to determine which columns allow editing. The value is True by default when a grid is created or when new columns are added.

31Hlp\_ColAllowEdit

32ColAllowEdit

33ColAllowEdit

34Browse:0105

# #<sup>35</sup>\$<sup>36</sup>K<sup>37</sup>+<sup>38</sup> ShowButtons Property

Returns or sets the ShowButtons property for an object

## Syntax:

*object*.ShowButtons [= boolean]

The ShowButtons property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>boolean</i>	A boolean expression that evaluates to determine whether the Add/Delete buttons are displayed

## Remarks

35Hlp\_ShowButtons

36ShowButtons

37ShowButtons

38Browse:0115

## #<sup>39</sup>\$<sup>40</sup>K<sup>41</sup>+<sup>42</sup> **AddLookup Method**

Add a lookup list item for a specific column in a grid

Syntax:

*object*.AddLookup(col as integer, value as string)

The method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>col</i>	An integer expression that evalutes to a column number for the grid. Columns are zero based.
<i>value</i>	A string expression that evaluates to an item in the list for a column

Example:

axgrid.addlookup 1,"item1"	'add lookup list item for column 1
axgrid.addlookup 1,"item2"	'add another lookup list item for col 1
axgrid.addlookup 3,"item3"	'add lookup list item for column 3

# #43\$44K45+46 **AutoSetup Method**

Setup grid according to predetermined arguments

## Syntax:

*object*.AutoSetup(NRows As Variant, NCols As Variant, NFixedRows As Variant, NFixedCols As Variant, theMSFlexGridFormatString As Variant)

The AutoSetup method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>nRows</i>	An integer expression to determine the number of rows
<i>nCols</i>	An integer expression to determine the number of columns
<i>nFixedRows</i>	An integer expression to determine the number of fixed rows
<i>nFixedCols</i>	An integer expression to determine the number of fixed columns
<i>FormatString</i>	

## Example:

```
axGrid.AutoSetup 2, 3, 1, 0, "Field Name          |Data Type          |Description          "
```

## Remarks:

axGrid parses the FormatString at design time and interprets it to get the following information: number of rows and columns, text for row and column headings, column width, and column alignment. The FormatString property is made up of segments separated by pipe characters ( | ). The text between pipes defines a column, and it may contain the special alignment characters <, ^, or >, to align the entire column to the left, center, or right. The text is assigned to row zero, and its width defines the width of each column. The FormatString may also contain a semi-colon (";"), which causes the remainder of the string to be interpreted as row heading and width information. The text is assigned to column zero, and the longest string defines the width of column zero.

axGrid will create additional rows and columns to accommodate all fields defined by the FormatString, but it will not delete rows or columns if only a few fields are specified. If you want, you can do this by setting the Rows and Cols properties.

43Hlp\_AutoSetup

44AutoSetup

45AutoSetup

46Browse:0125

# #<sup>47</sup>\$<sup>48</sup>K<sup>49</sup>+<sup>50</sup> **ClearAllLookups Method**

Clear all lookup lists for grid

**Syntax:**

*object*.ClearAllLookups

The ClearAllLookups method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object

**Example:**

# #<sup>51</sup>\$<sup>52</sup>K<sup>53</sup>+<sup>54</sup> ClearLookup Method

Clear all lookup list items for a specific column in a grid

Syntax:

*object*.ClearLookup(Col As Integer)

The ClearLookup method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>col</i>	An integer expression to determine which column to use to delete the lookup list items

Example:

axgrid.ClearLookup 1 'remove all lookup list items for col 1

51Hlp\_ClearLookup

52ClearLookup

53ClearLookup

54Browse:0140

## #<sup>55</sup>\$<sup>56</sup>K<sup>57</sup>+<sup>58</sup> ColHasLookup Method

This method is used to determine whether or not a column has lookup list items and returns a True/False boolean expression

### Syntax:

*object*.ColHasLookup(*Col As Integer*)

The ColHasLookup method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>col</i>	An integer expression to determine which column to evaluate

### Example:

```
if ColHasLookup(1) then
  msgbox "yes, has lookup"
endif
```

# #<sup>59</sup>\$<sup>60</sup>K<sup>61</sup>+<sup>62</sup> RemoveLookup Method

Remove a specific lookup list item for a column

Syntax:

*object*.RemoveLookup(Col As Integer, Value As String)

The method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>col</i>	An integer expression to determine which column to evaluate
<i>value</i>	A string expression used to search through the lookup list items for the specified column

Example:

axgrid.removelookup(1, "text1")'remove "text1" from lookup list for col 1

## #63\$64K65+66 **RowEmpty Method**

Used to determine if a row is empty, meaning it contains no text in any of the columns for that row. Returns a boolean expression

### Syntax:

*object*.RowEmpty(ByVal Row As Integer)

The method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>row</i>	An integer expression that determines which row to evaluate

### Example:

```
if axgrid.rowempty(1) then
  msgbox "row 1 is empty"
endif
```

# #<sup>67</sup>\$<sup>68</sup>K<sup>69</sup>+<sup>70</sup> ShowAboutBox Method

Displays the about box for an object

Syntax:

*object*.ShowAboutBox

The method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object

Example:

## #71\$72K73+74 **AfterAddRow Event**

Occurs after a new row has been added to the grid

### Syntax:

*object*.AfterAddRow(*row* as integer)

The event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>row</i>	An integer expression that evaluates to the row number that was just created

### Remarks:

71Hlp\_AfterAddRow

72AfterAddRow

73AfterAddRow

74Browse:0170

# #<sup>75</sup>\$<sup>76</sup>K<sup>77</sup>+<sup>78</sup> **AfterDeleteRow Event**

Occurs after deleting a row in a grid

## Syntax:

*object*.AfterDeleteRow(*row* as integer)

The AfterDeleteRow event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>row</i>	An integer expression that evaluates to the row number that was just deleted

## Remarks:

75Hlp\_AfterDeleteRow

76AfterDeleteRow

77AfterDeleteRow

78Browse:0175

# #79\$80K<sup>81</sup>+82 **AfterEdit Event**

Occurs after editing a cell

**Syntax:**

*object*.AfterEdit(**Row As Integer, Col As Integer, NewValue As String**)

The event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<b>row</b>	An integer expression that evaluates to the current row
<b>col</b>	An integer expression that evaluates to the current col
<b>newvalue</b>	A string expression that evaluates to the text currently in the specified row and column

**Remarks:**

## #<sup>83</sup>\$<sup>84</sup>K<sup>85</sup>+<sup>86</sup> BeforeAddRow Event

Occurs before adding a new row to a grid

### Syntax:

*object*.BeforeAddRow(Cancel As Boolean)

The event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>cancel</i>	A boolean expression that determines if the row addition will occur

### Remarks:

83Hlp\_BeforeAddRow

84BeforeAddRow

85BeforeAddRow

86Browse:0185

## #<sup>87</sup>\$<sup>88</sup>K<sup>89</sup>+<sup>90</sup> **BeforeDeleteRow Event**

Occurs before the deletion of a row in a grid

### Syntax:

*object*.BeforeDeleteRow(Row As Integer, Cancel As Boolean)

The event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>row</i>	An integer expression that evaluates to the current row
<i>cancel</i>	A boolean expression that is used to determine if the row deletion will occur

### Remarks:

87Hlp\_BeforeDeleteRow

88BeforeDeleteRow

89BeforeDeleteRow

90Browse:0190

## #<sup>91</sup>\$<sup>92</sup>K<sup>93</sup>+<sup>94</sup> **BeforeEdit Event**

Occurs before editing a cell when the user starts to type characters

### Syntax:

*object*.BeforeEdit(Row As Integer, Col As Integer, Cancel As Boolean)

The BeforeEdit event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a axGrid object
<i>row</i>	An integer expression that evaluates to the current row
<i>col</i>	An integer expression that evaluates to the current col
<i>cancel</i>	A boolean expression that is used to determine whether the editing will be allowed

### Remarks:

91Hlp\_BeforeEdit

92BeforeEdit

93BeforeEdit

94Browse:0195

## #<sup>95</sup>\$<sup>96</sup>K<sup>97</sup>+<sup>98</sup> **GetColWidth Method**

Returns the width of a specific column

### Syntax:

*object*.GetColWidth(col as integer)

The method syntax has these parts:

<u>Part</u>	<u>Description</u>
object	An object expression that evaluates to a control object
col	an integer expression that evaluates to a column number

### Example:

# #99\$100K101+102 AllowSelection Property

Returns or sets a value to determine whether or not the user can select more than column or row

## Syntax:

*object.AllowSelection* [= boolean]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>boolean</i>	A boolean expression that evaluates to true or false

## Remarks

# #103\$104K105+106 AllowUserResizing Property

Returns or sets a value to determine whether the user can resize the columns

## Syntax:

*object*.AllowUserResizing [= boolean]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>boolean</i>	A boolean expression that evaluates to true or false

## Remarks

# #<sup>107</sup> \$<sup>108</sup> K<sup>109</sup> +<sup>110</sup> BackColorBkg Property

Returns or sets the color of the background behind the grid

## Syntax:

*object*.BackColorBkg [= *long*]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>long</i>	A long expression that evaluates to a color value

## Remarks

# #111\$112K113+114 BackColorFixed Property

Returns or sets the background color of the fixed cells (row and column headers)

## Syntax:

*object*.BackColorFixed [= *long*]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>long</i>	A long expression that evaluates to a color value

## Remarks

# #<sup>115</sup>\$<sup>116</sup>K<sup>117</sup>+<sup>118</sup> **BorderStyle Property**

Returns or sets the borderstyle for the control

## Syntax:

*object*.BorderStyle [= integer]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>integer</i>	An integer expression that evaluates to one of the items in the list below

## Settings:

<u>Contant</u>	<u>Value</u>	<u>Description</u>
No Border	0	No border
Single	1	Single line border
Thin Raised	2	Thin raised border
Thick Raised	3	Thick raised border
Thin Inset	4	Thin inset border
Thick Inset	5	Thick inset border
Etched	6	Etched single line border
Bump	7	Raised single line border

# #<sup>119</sup>\$<sup>120</sup>K<sup>121</sup>+<sup>122</sup> Col Property

Returns or sets the current column number

## Syntax:

*object.Col* [=integer]

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>integer</i>	An integer expression that evaluates to a column number

## Remarks

# #123 \$124 K125+126 ColAlign Property

Returns or sets the borderstyle for the control

## Syntax:

`object.BorderStyle [= integer]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>integer</code>	An integer expression that evaluates to one of the items in the list below

## Settings:

<u>Contant</u>	<u>Value</u>	<u>Description</u>
No Border	0	No border
Single	1	Single line border
Thin Raised	2	Thin raised border
Thick Raised	3	Thick raised border
Thin Inset	4	Thin inset border
Thick Inset	5	Thick inset border
Etched	6	Etched single line border
Bump	7	Raised single line border

## #127 \$128 K129 +130 ColHeader Property

Returns or sets a value to determine whether or not column headings are displayed

### Syntax:

*object.ColHeader [= boolean]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>boolean</i>	<i>A boolean expression that evaluates to true or false</i>

### Remarks

## #<sup>131</sup> \$<sup>132</sup> K<sup>133</sup> +<sup>134</sup> ColMask Property

Returns or sets a value for a column to determine what type of edit mask to use

### Syntax:

*object.ColMask(col as integer) [= integer]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>col</i>	<i>An integer expression that evaluates to a specific column</i>
<i>integer</i>	<i>An integer expression that evaluates to one of the items in the list below</i>

### Settings:

<u>Contant</u>	<u>Value</u>	<u>Description</u>
	0	No mask
	1	Uppercase
	2	Numeric only
	3	Date only
	4	Checkbox

# #135 \$136 K137 +138 **Cols Property**

Returns or sets a value to determine the total number of columns

## Syntax:

*object.Cols [= integer]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>integer</i>	<i>An integer expression</i>

## Remarks

135Hlp\_Cols

136Cols

137Cols

138Browse:0260

## #<sup>139</sup> <sup>140</sup> <sup>141</sup> <sup>142</sup> **ColWidth Property**

Returns or sets the width of the specific column

### Syntax:

*object.ColWidth(col as integer) [= integer]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>col</i>	<i>An integer expression that evaluates to a specified column</i>
<i>integer</i>	<i>An integer expression that evaluates to a width for the specified column</i>

### Remarks

## **BorderStyle Property**

Returns or sets the borderstyle for the control

### **Syntax:**

`object.BorderStyle [= integer]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>integer</code>	An integer expression that evaluates to one of the items in the list below

### **Settings:**

<u>Contant</u>	<u>Value</u>	<u>Description</u>
<code>Flat</code>	<code>0</code>	Flat border
<code>3D</code>	<code>1</code>	3D border

## #147 \$148 K149 +150 **FontFixed Property**

Returns or sets the font used for the column and row headers

### Syntax:

`object.FontFixed [= font]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>font</code>	A object expression that evaluates to font object

### Remarks

## #151 \$152 K153 +154 **ForeColorFixed Property**

Returns or sets the forecolor used for the fixed cells (column and row headers)

### Syntax:

*object.ForeColorFixed [= long]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>long</i>	A long expression that evaluates to a color value

### Remarks

## #155 \$156 K157 +158 **FormatString Property**

Sets a format string that sets up a the control's column widths, alignments, and fixed row and column text.

### Syntax:

`object.FormatString [= string]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>string</code>	A string expression for formatting text in rows and columns, as described in Remarks.

### Remarks

*axGrid* parses the `FormatString` at design time and interprets it to get the following information: number of rows and columns, text for row and column headings, column width, and column alignment.

The `FormatString` property is made up of segments separated by pipe characters ( | ). The text between pipes defines a column, and it may contain the special alignment characters <, ^, or >, to align the entire column to the left, center, or right. The text is assigned to row zero, and its width defines the width of each column.

The `FormatString` may also contain a semi-colon (";"), which causes the remainder of the string to be interpreted as row heading and width information. The text is assigned to column zero, and the longest string defines the width of column zero. *axGrid* will create additional rows and columns to accommodate all fields defined by the `FormatString`, but it will not delete rows or columns if only a few fields are specified. If you want, you can do this by setting the `Rows` and `Cols` properties.

155Hlp\_FormatString

156FormatString

157FormatString

158Browse:0290

## #159 \$160 K161 +162 **GridLineColor Property**

Returns or sets the color used to draw the lines between the cells of the grid

### Syntax:

*object.GridLineColor [= long]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>long</i>	A long expression that evaluates to a color value

### Remarks

## #163 \$164 K165 +166 **GridSolid Property**

Returns or sets a value to determine if the grid lines are solid or dashed

### Syntax:

*object.GridSolid [= boolean]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>boolean</i>	A boolean expression that evaluates to true or false

### Remarks

## #<sup>167</sup> \$<sup>168</sup> K<sup>169</sup> +<sup>170</sup> **LeftCol Property**

Returns or sets the left-most visible column (other than a fixed column) in the grid control.

### Syntax:

*object.LeftCol [= value]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>value</i>	<i>An integer expression specifying the left most column</i>

### Remarks

## #171 \$172 K173 +174 **ListBoxRows Property**

Returns or sets the default number of items to display in the dropdown listbox when a column has a dropdown

### Syntax:

*object.ListBoxRows [= value]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>value</i>	<i>A integer expression that evaluates to the default number of items displayed in a dropdown listbox</i>

### Remarks

## #<sup>175</sup> \$<sup>176</sup> K<sup>177</sup> +<sup>178</sup> **RowHeader Property**

Returns or sets a value to determine if row headers are displayed

### Syntax:

*object.RowHeader [= value]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a control object
<i>value</i>	A boolean expression that evaluates to true or false

### Remarks

## #179 \$180 K181 +182 **RowHeight Property**

Returns or sets the height of the specified row, in twips.

### Syntax:

`object.RowHeight(number) [= value]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>number</code>	Integer. The number of the row in the grid control
<code>value</code>	Single. A numeric expression specifying the height of the row in twips.

### Remarks

## #183 \$184 K185+186 **Rows Property**

Returns or sets the total number of rows in the grid

**Syntax:**

*object.Rows [= value]*

*The property syntax has these parts:*

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>value</i>	<i>Integer: The total number of rows in the grid</i>

**Remarks**

183Hlp\_Rows

184Rows

185Rows

186Browse:0325

# #187 \$188 K189+190 SelectionMode Property

Returns or sets the selection mode for the control

## Syntax:

`object.SelectionMode [= value]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>value</code>	Integer: An expression that evaluates to one of the items in the list below

## Settings:

<u>Contant</u>	<u>Value</u>	<u>Description</u>
<code>SelectionFree</code>	0	Free. Allows selections to be made normally, spreadsheet-style.
<code>SelectionByRow</code>	1	By Row. Forces selections to span entire rows, as in a multi-column list-box or record-based display.
<code>SelectionByColumn</code>	2	By Column. Forces selections to span entire columns, as if selecting ranges for a chart or fields for sorting.

## #<sup>191</sup> \$<sup>192</sup> K<sup>193</sup> +<sup>194</sup> **ShowGrid Property**

Returns or sets a value to determine if grid is displayed

### Syntax:

*object.ShowGrid [= value]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>value</i>	<i>Boolean: An expression that evaluate to true or false</i>

### Remarks

## #<sup>195</sup> \$<sup>196</sup> K<sup>197</sup> +<sup>198</sup> **Text Property**

Returns or sets the text contents of a cell or range of cells.

### Syntax:

*object.Text [= string]*

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>string</i>	<i>A string expression that evaluates to the text content of a cell</i>

### Remarks

When retrieving, the Text property always retrieves the contents of the current cell, defined by the Row and Col properties.

# #199 §200 K201+202 **TextMatrix Property**

Returns or sets the text contents of an arbitrary cell.

## Syntax:

**object.TextMatrix(row,col)** 'set value  
**object.TextMatrix(row,col,value)** 'retrieve value

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<b>object</b>	An object expression that evaluates to a control object
<b>row,col</b>	Numeric expressions specifying which cell to read or write.
<b>string</b>	A string expression containing the contents of an arbitrary cell.

## Remarks

This property allows you to set or retrieve the contents of a cell without changing the Row and Col properties.

# #203 §204 K205+206 **TopRow Property**

Returns or sets the uppermost visible row (other than a fixed row) in the grid.

## Syntax:

`object.TopRow [= value]`

The property syntax has these parts:

<u>Part</u>	<u>Description</u>
<code>object</code>	An object expression that evaluates to a control object
<code>value</code>	Long. A numeric expression specifying the uppermost row in the grid

## Remarks

## #<sup>207</sup> §<sup>208</sup> K<sup>209</sup>+<sup>210</sup> **Remove Method**

*Remove the specified row from the grid*

**Syntax:**

*object.Remove(index)*

*The method syntax has these parts:*

<u>Part</u>	<u>Description</u>
<i>object</i>	<i>An object expression that evaluates to a control object</i>
<i>index</i>	<i>Integer: An expression that evaluates to a specified row in the grid</i>

**Example:**

