

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

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

#\$<sup>9</sup>K<sup>10</sup>+<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.

## #<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  
MoveMove  
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



#<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:

<u>Part</u>	<u>Description</u>
<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.

#<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.

#<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

#<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

#<sup>43</sup>\$<sup>44</sup>K<sup>45</sup>+<sup>46</sup>

# 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.

#<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

#<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:

#<sup>71</sup>\$<sup>72</sup>K<sup>73</sup>+<sup>74</sup>

# 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:

#<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:

#79\$80K81+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
row	An integer expression that evaluates to the current row
col	An integer expression that evaluates to the current col
newvalue	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:

#<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:



#<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>
<i>object</i>	An object expression that evaluates to a control object
<i>col</i>	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

#<sup>111</sup>\$<sup>112</sup>K<sup>113</sup>+<sup>114</sup>

# 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

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



Returns or sets the borderstyle for the control

Syntax:  
object.BorderStyle [= integer]

The property syntax has these parts:

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

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>
object	An object expression that evaluates to a control object
boolean	A boolean expression that evaluates to true or false

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>
object	An object expression that evaluates to a control object
col	An integer expression that evaluates to a specific column
integer	An integer expression that evaluates to one of the items in the list below

Settings:

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

# 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>
object	An object expression that evaluates to a control object
integer	An integer expression

Remarks

#<sup>139</sup>\$<sup>140</sup>K<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>
object	An object expression that evaluates to a control object
col	An integer expression that evaluates to a specified column
integer	An integer expression that evaluates to a width for the specified column

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>
object	An object expression that evaluates to a control object
integer	An integer expression that evaluates to one of the items in the list below

Settings:

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

#<sup>147</sup> \$<sup>148</sup> K<sup>149</sup> +<sup>150</sup>

# 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>
object	An object expression that evaluates to a control object
font	A object expression that evaluates to font object

Remarks

#<sup>151</sup>\$<sup>152</sup>K<sup>153</sup>+<sup>154</sup>

# 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>
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks



#<sup>155</sup>\$<sup>156</sup>K<sup>157</sup>+<sup>158</sup>

# 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>
object	An object expression that evaluates to a control object
string	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.

#<sup>159</sup>\$<sup>160</sup>K<sup>161</sup>+<sup>162</sup>

# 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>
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks

#<sup>163</sup>\$<sup>164</sup>K<sup>165</sup>+<sup>166</sup>

# 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>
object	An object expression that evaluates to a control object
boolean	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>
object	An object expression that evaluates to a control object
value	An integer expression specifying the left most column

Remarks

#<sup>171</sup>\$<sup>172</sup>K<sup>173</sup>+<sup>174</sup>

# 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>
object	An object expression that evaluates to a control object
value	A integer expression that evaluates to the default number of items displayed in a dropdown listbox

Remarks

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

# RowHeader Property

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

Syntax:  
object.RowHeader [= value]

The property syntax has these parts:

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

Remarks

#<sup>179</sup>\$<sup>180</sup>K<sup>181</sup>+<sup>182</sup>

# 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>
object	An object expression that evaluates to a control object
number	Integer. The number of the row in the grid control
value	Single. A numeric expression specifying the height of the row in twips.

Remarks

#183\$184K185+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>
object	An object expression that evaluates to a control object
value	Integer: The total number of rows in the grid

Remarks



#<sup>187</sup> \$<sup>188</sup> K<sup>189</sup> +<sup>190</sup>

# 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>
object	An object expression that evaluates to a control object
value	Integer: An expression that evaluates to one of the items in the list below

Settings:

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

#191\$192K193+194

# 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>
object	An object expression that evaluates to a control object
value	Boolean: An expression that evaluate to true or false

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>
object	An object expression that evaluates to a control object
string	A string expression that evaluates to the text content of a cell

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

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>
object	An object expression that evaluates to a control object
row,col	Numeric expressions specifying which cell to read or write.
string	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.

#<sup>203</sup>\$<sup>204</sup>K<sup>205</sup>+<sup>206</sup>

# 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>
object	An object expression that evaluates to a control object
value	Long. A numeric expression specifying the uppermost row in the grid

Remarks

Remove the specified row from the grid

Syntax:  
object.Remove(index)

The method syntax has these parts:

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

Example:

