

---

**Manual**

# **BasicMaker 2012**

© 1987-2013 SoftMaker Software GmbH



# Contents

<b>Welcome!</b>	<b>9</b>
What is BasicMaker? .....	9
<b>Using the script editor</b>	<b>11</b>
Starting BasicMaker .....	11
Commands in the File menu of the script editor .....	11
Using the file manager.....	12
Commands in the Edit menu of the script editor .....	13
Searching and replacing in the script editor .....	14
Commands in the View menu of the script editor .....	15
Commands in the Insert menu of the script editor .....	16
Using SmartText.....	16
Bookmarks and the Go to... command .....	17
Commands in the Program menu of the script editor .....	18
Commands in the Tools menu of the script editor .....	19
Changing the preferences of the script editor .....	19
Customizing the toolbars of the script editor.....	21
Customizing toolbar icons .....	22
Customizing the keyboard shortcuts of the script editor .....	23
Editing the shortcuts in a keyboard mapping .....	24
Commands in the Window menu of the script editor .....	25
Starting scripts.....	26
Debugging scripts .....	26
Running a script step by step.....	26
Using breakpoints.....	27
Watching variables .....	27
Using the dialog editor .....	28
General information.....	28
Opening/closing the dialog editor.....	28
Commands in the File menu of the dialog editor.....	29
Commands in the Edit menu of the dialog editor .....	29
Commands in the Insert menu of the dialog editor.....	30
<b>Language elements of SoftMaker Basic</b>	<b>32</b>
Syntax fundamentals .....	32
Data types.....	33
Special behavior of the Variant data type .....	34
User-defined data types .....	34
Variables.....	35
Arrays.....	35
Operators.....	36
Flow control .....	37
Subroutines and functions .....	39
Passing parameters via ByRef or ByVal.....	39
Calling functions in DLLs.....	40
File operations.....	40
Dialog boxes .....	41
Dialog definition.....	41
Controls of a dialog box .....	42
The dialog function.....	45
OLE Automation .....	47
<b>BasicMaker and TextMaker</b>	<b>50</b>
Programming TextMaker .....	50
Connecting to TextMaker .....	50

Getting and setting TextMaker properties .....	51
Using TextMaker's methods .....	52
Using pointers to other objects .....	52
Using collections .....	53
Hints for simplifying notations .....	54
TextMaker's object model .....	55
Application (object) .....	56
Options (object) .....	63
UserProperties (collection) .....	66
UserProperty (object) .....	67
CommandBars (collection) .....	68
CommandBar (object) .....	70
AutoCorrect (object) .....	71
AutoCorrectEntries (collection) .....	73
AutoCorrectEntry (object) .....	74
Documents (collection) .....	76
Document (object) .....	79
DocumentProperties (collection) .....	86
DocumentProperty (object) .....	88
PageSetup (object) .....	90
Selection (object) .....	93
Font (object) .....	99
Paragraphs (collection) .....	104
Paragraph (object) .....	105
Range (object) .....	110
DropCap (object) .....	111
Tables (collection) .....	113
Table (object) .....	114
Rows (collection) .....	117
Row (object) .....	118
Cells (collection) .....	120
Cell (object) .....	121
Borders (collection) .....	124
Border (object) .....	126
Shading (object) .....	128
FormFields (collection) .....	131
FormField (object) .....	132
TextInput (object) .....	135
CheckBox (object) .....	136
DropDown (object) .....	138
ListEntries (collection) .....	139
ListEntry (object) .....	141
Windows (collection) .....	142
Window (object) .....	144
View (object) .....	147
Zoom (object) .....	151
RecentFiles (collection) .....	152
RecentFile (object) .....	154
FontNames (collection) .....	155
FontName (object) .....	156

## BasicMaker and PlanMaker

**158**

Programming PlanMaker .....	158
Connecting to PlanMaker .....	158
Getting and setting PlanMaker properties .....	159
Using PlanMaker's methods .....	160
Using pointers to other objects .....	160
Using collections .....	160
Hints for simplifying notations .....	161
PlanMaker's object model .....	162
Application (object) .....	164
Options (object) .....	174

UserProperties (collection) .....	176
UserProperty (object) .....	177
CommandBars (collection) .....	178
CommandBar (object) .....	180
AutoCorrect (object) .....	181
AutoCorrectEntries (collection) .....	182
AutoCorrectEntry (object) .....	184
Workbooks (collection) .....	185
Workbook (object) .....	188
DocumentProperties (collection) .....	196
DocumentProperty (object) .....	198
Sheets (collection) .....	201
Sheet (object) .....	203
PageSetup (object) .....	209
Range (object) .....	213
Rows (collection) .....	228
Columns (collection) .....	230
FormatConditions (collection) .....	232
FormatCondition (object) .....	234
NumberFormatting (object) .....	238
Font (object) .....	242
Borders (collection) .....	247
Border (object) .....	249
Shading (object) .....	251
Validation (object) .....	254
AutoFilter (object) .....	260
Filters (collection) .....	261
Filter (object) .....	262
Windows (collection) .....	263
Window (object) .....	264
RecentFiles (collection) .....	270
RecentFile (object) .....	272
FontNames (collection) .....	273
FontName (object) .....	274

## Commands and functions from A to Z

**276**

#include (statement) .....	276
Abs (function) .....	277
AppActivate (statement) .....	277
AppDataMaker (function) .....	277
AppPlanMaker (function) .....	278
AppSoftMakerPresentations (function) .....	278
AppTextMaker (function) .....	278
Asc (function) .....	279
Atn (function) .....	279
Beep (statement) .....	279
Begin Dialog ... End Dialog (statement) .....	280
Call (statement) .....	280
CDBl (function) .....	280
ChDir (statement) .....	281
ChDrive (statement) .....	281
Chr (function) .....	282
CInt (function) .....	282
CLng (function) .....	282
Close (statement) .....	283
Const (statement) .....	283
Cos (function) .....	283
CreateObject (function) .....	284
CSng (function) .....	284
CStr (function) .....	284
CurDir (function) .....	285
Date (function) .....	285

DateSerial (function).....	285
DateValue (function).....	286
Day (function).....	286
Declare (statement).....	286
Dialog (function).....	287
Dim (statement).....	288
DlgEnable (statement).....	289
DlgText (statement).....	289
DlgVisible (statement).....	290
Do ... Loop (statement).....	290
End (statement).....	290
EOF (function).....	291
Erase (statement).....	291
Exit (statement).....	292
Exp (function).....	292
FileCopy (statement).....	292
FileLen (function).....	292
Fix (function).....	293
For Each ... Next (statement).....	293
For ... Next (statement).....	293
Format (function).....	294
Numeric formats of the Format function.....	294
Date/time formats of the Format function.....	296
String formats of the Format function.....	297
FreeFile (function).....	298
Function (statement).....	298
GetObject (function).....	299
Gosub ... Return (statement).....	299
Goto (statement).....	299
Hex (function).....	300
Hour (function).....	300
If ... Then ... Else (statement).....	301
Input (function).....	301
InputBox (function).....	302
InStr (function).....	302
Int (function).....	303
IsDate (function).....	303
IsEmpty (function).....	303
IsNull (function).....	303
IsNumeric (function).....	304
Kill (statement).....	304
LBound (function).....	305
LCase (function).....	305
Left (function).....	305
Len (function).....	306
Let (statement).....	306
Line Input # (statement).....	306
Log (function).....	307
Mid (function).....	307
Minute (function).....	307
MkDir (statement).....	308
Month (function).....	308
MsgBox (function).....	308
Name (statement).....	310
Now (function).....	310
Oct (function).....	310
On Error (statement).....	311
Open (statement).....	313
Option Base (statement).....	314
Option Explicit (statement).....	314
Print (statement).....	314
Print # (statement).....	314
ReDim (statement).....	315

Rem (statement) .....	316
Resume (statement) .....	316
Right (function) .....	317
RmDir (statement) .....	317
Rnd (function) .....	318
Second (function) .....	318
Seek (statement) .....	318
Select Case (statement) .....	319
SendKeys (statement) .....	319
Special keys supported by the SendKeys command .....	320
Set (statement) .....	321
Sgn (function) .....	321
Shell (function) .....	322
Sin (function) .....	322
Space (function) .....	323
Sqr (function) .....	323
Static (statement) .....	323
Stop (statement) .....	324
Str (function) .....	324
StrComp (function) .....	324
String (function) .....	325
Sub (statement) .....	325
Tan (function) .....	326
Time (function) .....	326
TimeSerial (function) .....	326
TimeValue (function) .....	327
Trim, LTrim, RTrim (function) .....	327
Type (statement) .....	327
UBound (function) .....	328
UCase (function) .....	329
Val (function) .....	329
VarType (function) .....	329
Weekday (function) .....	330
While ... Wend (statement) .....	330
With (statement) .....	330
Write # (statement) .....	331
Year (function) .....	332

## Appendix

## 333

Color constants .....	333
Color constants for BGR colors .....	333
Color constants for index colors .....	334





---

# Welcome!

Welcome to BasicMaker!

This manual describes how to use BasicMaker, a programming environment that allows you to control TextMaker, PlanMaker and other VBA-compatible programs using SoftMaker Basic scripts.

The manual is divided into the following chapters:

- **Welcome!**

The chapter that you are currently reading. It contains information on the general use of BasicMaker.

- **Using the script editor**

In the second chapter, you learn everything about the operation of the script editor of BasicMaker, which you use to build, execute and test your scripts.

- **Language elements of SoftMaker Basic**

Here you can find basic information about the syntax of SoftMaker Basic.

- **BasicMaker and TextMaker**

BasicMaker was primarily developed in order to be able to program TextMaker and PlanMaker. This chapter contains all details about programming TextMaker via BasicMaker scripts.

- **BasicMaker and PlanMaker**

In this chapter you will find information about programming PlanMaker via BasicMaker scripts.

- **Commands and functions from A to Z**

This chapter covers descriptions of all commands and functions available in SoftMaker Basic.

---

## What is BasicMaker?

BasicMaker is an easy to use development environment for the programming language *SoftMaker Basic*.

### What is SoftMaker Basic?

SoftMaker Basic is modeled after the industry standard *Visual Basic for Applications (VBA)* from Microsoft.

It is a rather easy to learn programming language that is optimized to work together with *applications*. For example, with some simple Basic instructions, you can change fonts in a TextMaker document, open another document etc.

BasicMaker does not produce directly executable program files, as it does not contain a compiler that creates executable files. Instead, you build so-called *scripts* with BasicMaker. These can be opened and executed from within BasicMaker.

An overview of the language elements of SoftMaker Basic and its application can be found in the chapter "Language elements of SoftMaker Basic". For an A-Z reference of the Basic commands available, see the chapter "Commands and functions from A to Z".

### What does BasicMaker consist of?

BasicMaker consists of the following components:

- The control center of BasicMaker is the *script editor*, for you to create and edit SoftMaker Basic scripts. For information on how to operate the editor, refer to the chapter "Using the script editor".

- Integrated into the editor is an *interpreter* for the programming language SoftMaker Basic. This interpreter is responsible for the execution of the scripts. SoftMaker Basic scripts cannot be compiled to executable programs, but have to be started from the script editor.

Additionally, you can execute a script from inside TextMaker or PlanMaker. When they are running, click on the menu entry **Tools > Run Script** and choose the desired script. BasicMaker will then run the script.

Further information about running scripts can be found in the section "Starting scripts".

- Beyond that, a *Debugger* for testing scripts is integrated in the script editor, so that you can process a script step by step and inspect variables. This helps to find errors. You can find more information about this in "Debugging scripts".
- Finally, BasicMaker contains a graphical dialog editor. You can use it to create dialog boxes which allow users to interact with your scripts. More information about this can be found in "Using the dialog editor".

---

# Using the script editor

In this chapter, you will learn how to work with BasicMaker's script editor:

- Starting BasicMaker
- Commands in the File menu of the script editor
- Commands in the Edit menu of the script editor
- Commands in the View menu of the script editor
- Commands in the Insert menu of the script editor
- Commands in the Program menu of the script editor
- Commands in the Tools menu of the script editor
- Commands in the Window menu of the script editor
- Starting scripts
- Debugging scripts
- Using the dialog editor

---

## Starting BasicMaker

To start BasicMaker, do any of the following:

- **Starting BasicMaker from the Start menu**

You can start BasicMaker by clicking successively on **Start > Programs > SoftMaker Office > Utilities > BasicMaker** in the **Start** menu.

The *script editor* will open. It can be used to create and edit scripts as well as to run scripts. For details on each menu command, see the sections that follow.

- **Starting BasicMaker from TextMaker/PlanMaker**

You can also start BasicMaker from within TextMaker or PlanMaker. From the main menu in TextMaker/PlanMaker, choose the command **Tools > Edit Script**.

- **Starting BasicMaker from TextMaker/PlanMaker and immediately running a script**

When you invoke the command **Tools > Run Script** in TextMaker/PlanMaker, a file dialog appears. Choose a script, confirm with **OK**, and the script will be executed.

The same happens when you invoke BasicMaker using the command **basicmaker /s scriptname.bas**. BasicMaker will start, run the specified script, and then close.

---

## Commands in the File menu of the script editor

With the commands in the **File** menu of the script editor, you can open, save, print and manage files:

- **File > New**  
Creates a new (empty) script.
- **File > Open**  
Opens an existing script.

You can also open VBA scripts (VBA = Visual Basic for Applications), however, not all VBA commands are supported by BasicMaker.

■ **File > Close**

Closes the current window.

■ **File > Save**

Saves the script in the current window.

■ **File > Save As**

Saves the script in the current window under another name and/or in another folder.

■ **File > Save All**

Saves the scripts in all open windows that have changed since the last time they were saved.

■ **File > File Manager**

Opens the file manager, which you can use to easily find, open, delete and print files. More information about this can be found in "Using the file manager".

■ **File > Page Setup**

Lets you adjust the paper format and margins for printing.

■ **File > Print**

Prints the script in the current window.

■ **File > Exit**

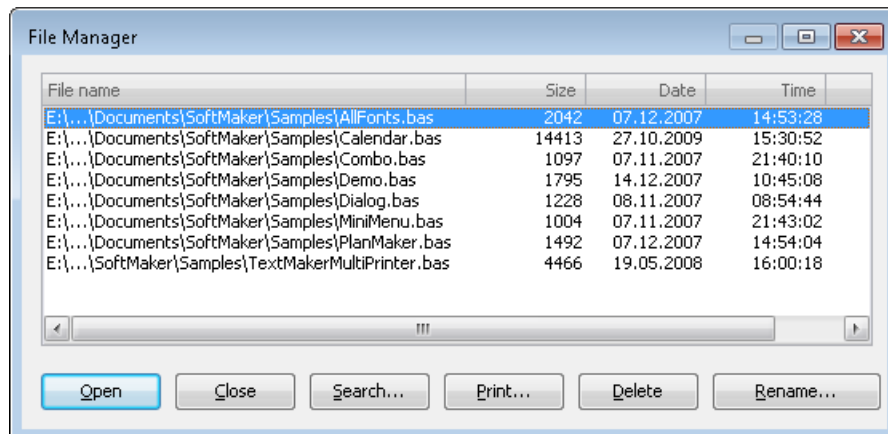
Exits BasicMaker.

---

## Using the file manager

The *file manager* displays a list of documents from one or more folders and lets you open, print, delete or view any document with a click of the mouse. Furthermore, you can search for files.

To start the file manager, use the command **File > File Manager**, or you can use the keyboard shortcut **[F12]**.



To invoke a command, select a file and then click on one of the buttons.

The buttons in the file manager have the following functions:

### Open

Clicking this button will open the selected file.

## Close

Clicking this button will close the file manager.

## Search

Click this button to search for a certain file or to choose the folder for the file manager to display.

A dialog box with the following functions appears:

### ■ File name

Allows you to specify a unique filename or a filename pattern as the search target. With the default setting \*.BAS, the search function will find all Basic scripts.

If you specify a unique filename like LISTFONTS.BAS, only files with exactly this name will be found.

If you specify a filename pattern like LIST\*.BAS, all scripts whose filenames begin with "List" will be found.

### ■ File type

From this list, you can choose the type of the files to be targeted in the search.

### ■ Folders

Here you can select the drive and folder in which the file manager is to carry out the search.

### ■ Include subfolders

If this option is enabled, the file manager searches not only the selected folder, but also all folders below the selected folder.

### ■ "New list" button

Starts a new search with the current settings.

### ■ "Add to list" button

Also starts a new search; however, any previous search results remain in the list rather than being cleared from the list.

### ■ "Quick paths" button

*Quick paths* allow you to create shortcuts to the folders that you use most often, so that they can easily be accessed in file dialogs. For details, see the TextMaker or PlanMaker manual, keyword "Quick paths".

## Print

If you click this button, the selected file will be printed.

## Delete

If you click this button, the selected file will be deleted (after confirmation).

## Rename

If you click this button, the selected file will be renamed. BasicMaker will request the new file name from you.

---

# Commands in the Edit menu of the script editor

The commands in the **Edit** menu of the script editor allow you to edit scripts:

#### ■ **Edit > Undo**

Undo's the last action/change of text carried out in the current window. You can invoke this command several times, in order to undo the last x changes.

#### ■ **Edit > Redo**

Restores the effect of your most recently Undo operations. This command can also be invoked repeatedly.

#### ■ **Edit > Cut**

Deletes the content of a selection, but not permanently. Instead, it places this content in the clipboard, so that it remains available for later insertion anywhere in the document.

#### ■ **Edit > Copy**

Copies the selection of content to the clipboard.

#### ■ **Edit > Paste**

Inserts the content of the clipboard into the text at any specified point and can be used repeatedly.

#### ■ **Edit > Delete**

Deletes the selected text.

#### ■ **Edit > Select All**

Selects the entire text.

#### ■ **Edit > Search**

Lets you search the text. More information about this can be found in the section "Searching and replacing in the script editor".

#### ■ **Edit > Replace**

Lets you search the text and replace certain words with some other text. More information about this can be found in the section "Searching and replacing in the script editor".

#### ■ **Edit > Search Again**

Repeats the last search or replace command carried out. More information about this can be found in the section "Searching and replacing in the script editor".

#### ■ **Edit > Go to...**

Lets you mark text (a sort of "bookmark") in the script. More about this can be found in the section "Bookmarks and the Go to... command".

#### ■ **Edit > Edit Dialogs**

Opens the dialog editor, where you can create and edit user-defined dialog boxes. For more information, see the section "Using the dialog editor".

---

## Searching and replacing in the script editor

With the commands **Edit > Search** and **Edit > Replace** you can search for a certain piece of text in the script, and/or replace it with another piece of text.

### Searching

To search for text, invoke the **Edit > Search** command. Type in the term for which you want to search and click the **Search** button.

Options available in the search dialog:

**Case sensitive:** If this option is checked, the case of the letters in the found text must be the same as the search term. Thus, if you search for "Print", only "Print" would be found, and not "print" or "PRINT".

**Whole words only:** If checked, only those occurrences of the search term that are separate words (not just part of a word) will be found.

**Search from top:** If checked, the search begins from the beginning of the script, instead of the current position of the cursor.

**Search Backwards:** If checked, the search is conducted from the position of the cursor backwards to the beginning of the script, otherwise forwards.

## Replacing

To search for text and replace it with other text, invoke the **Edit > Replace** command. Type in the search term and the replacement term and click the **Search** button.

**Options:** see above

When the script editor finds the search text, it scrolls to its position in the document and selects it.

You can then do any of the following:

- A) You can click on **Replace** to have the editor replace the selected occurrence of the search term with the replacement term and jump to the next occurrence of the search term.
- B) You can click on **Search again** to have the editor jump to the next occurrence of the search term – without replacing the selected occurrence.
- C) You can click on **Replace all** to have the editor replace the selected occurrence of the search term and *all* subsequent occurrences it finds in the text.
- D) You can click on **Close** to end the search and close the search dialog.

## Searching again

The **Edit > Search Again** command can be used to repeat the search/replacement of the last search term.

---

# Commands in the View menu of the script editor

The commands in the **View** menu of the script editor allow you to change the presentation of the program:

### ■ View > Toolbars

Lets you enable/disable and modify the toolbars available in the script editor. For more information, see the section "Customizing the toolbars of the script editor".

### ■ View > Bookmarks

Allows you to choose if bookmarks are displayed or not.

### ■ View > Output Window

Opens the output window. Outputs made with the **Print** statement are displayed in this window. Error messages are also shown there.

### ■ View > Watch Window

Opens the watch window. Here, the values of variables can be supervised during the execution of the script. For more information, see the section "Watching variables".

### ■ View > Save Window Layout

Saves the position and size of the current script window, the output window and the variable window.

### ■ **View > Restore Window Layout**

Restores the position and size of the current script window, the output window and the variable window to as it was stored with the **View > Save Window Layout** command.

### ■ **View > Use Default Layout**

Resets to position and size of the current script window, the output window and the variable window to default values.

---

## Commands in the Insert menu of the script editor

In the **Insert** menu of the script editor, the following commands are available:

### ■ **Insert > Symbol**

Opens up a new window containing all the different symbols and other special characters that you can insert in the text. Select the desired character and click the **Insert** button.

### ■ **Insert > Document**

Inserts another script or text document at the current position of the cursor. A file dialog appears where you can choose the desired document.

### ■ **Insert > SmartText**

Allows you to insert and edit SmartText entries. For more information, see the section "Using SmartText".

Tip: Using SmartText entries for frequently used instructions or routines can save you a lot of time!

### ■ **Insert > Bookmark**

Creates a bookmark at the current position. With **Edit > Go to...** you can quickly jump to any bookmarks made. More on this can be found in the section "Bookmarks and the Go to... command".

---

## Using SmartText

Exactly like in the word processor TextMaker, you can setup *SmartText* entries in the script editor. This feature can save you a lot of typing time: You can define entries for frequently needed names or source code fragments and then call them up quickly and easily.

For example, create a SmartText entry named "tma" containing "tm.Application.ActiveDocument". Now you can call out this SmartText entry at any time. In the script, simply type "tma" and press the spacebar, the Enter key, or a punctuation character key. Immediately, "tma" will be replaced with "tm.Application.ActiveDocument".

Instructions in detail:

### Creating SmartText entries

To create, for example, a SmartText entry with the name "tma" containing "tm.Application.ActiveDocument", proceed as follows:

1. Invoke the command **Insert > SmartText**.
2. Click on the **New** button to create a new SmartText entry.
3. Give the SmartText entry a name ("tma" in our example).

Later, the SmartText entry can be called up by using the specified name.

4. Confirm with **OK**, which takes you back to the main dialog.
5. Type in the text for the SmartText entry in the large input field ("tm.Application.ActiveDocument" in our example).



6. Click on **Save** to save your new SmartText entry.
7. Exit the dialog by clicking on the **Close** button.

The SmartText entry has now been created.

## Inserting SmartText entries

Calling out SmartText entries is simple: In the script, type in the name of the SmartText entry ("tma" in our example), and then press the space bar, the Enter key or a punctuation character. Immediately, "tma" will be replaced by the content of the SmartText entry, in our example "tm.Application.ActiveDocument".

**Note:** If this does not work, the **Expand SmartText entries** option might be disabled. If so, invoke the command **Tools > Options**, switch to the **General** tab, and turn on this option.

Alternatively, you can use a dialog to insert SmartText entries by invoking the command **Insert > SmartText**, choosing the desired entry, and then clicking the **Insert** button.

## Editing SmartText entries

You can edit SmartText entries that you have previously defined with the command **Insert > SmartText**.

### ■ Creating a new SmartText entry

To create a new SmartText entry, click the **New** button (see above).

### ■ Deleting an entry

To delete an entry, select it from the list and click on the **Delete** button.

### ■ Renaming an entry

To change the name of an entry, select it from the list, click on **Rename** and enter a new name.

### ■ Editing an entry

To edit an entry, select it from the list and then click in the large input field. Now you can modify the content of the SmartText entry.

### ■ Inserting an entry

To insert a SmartText entry into the script, select it from the list and click on the **Insert** button

### ■ Closing the dialog

With the **Close** button, you can close the dialog box.

---

## Bookmarks and the Go to... command

Exactly like in the word processor TextMaker, you can use *bookmarks* in the script editor, which helps to keep track of certain points in the script.

To insert a bookmark, invoke the **Insert > Bookmark** command at the desired position in the text and give the bookmark a name. Once you have marked a position in the text in this way, you can jump to it at any time with the **Edit > Go to** command.

## Setting bookmarks

To set up a bookmark, do the following:

1. Move the cursor to the text position where you want to place the bookmark.
2. Choose the command **Insert > Bookmark**.

3. Type in the name for the bookmark.

Bookmark names may contain only letters, numbers and underscores. Special characters are not allowed. The name must always begin with a letter.

4. Click on **OK** to set the bookmark.

You can define an unlimited number of bookmarks.

### Calling a bookmark

To return to a bookmarked position in the script, do the following:

1. Choose the **Edit > Go to...** command or press **F5**.
2. Choose the desired bookmark from the list or type in its name.
3. Click on **OK**.

The text cursor will now jump to the position where the bookmark was created.

### Deleting bookmarks

When a bookmark is no longer needed, you can delete it using the following procedure:

1. Choose the command **Insert > Bookmark**.
2. Select the bookmark you want to delete from the list, or enter its name manually.
3. Click on **Delete**.

Note: When you delete a passage of text containing a bookmark, the bookmark is deleted automatically.

### Sending the cursor to a certain line

Additionally, the **Edit > Go to** command can be used to place the text cursor in a certain line in the script. To do this, invoke the command and type in the number of the line.

---

## Commands in the Program menu of the script editor

The commands in the **Program** menu of the script editor can be used to execute the current script.

■ **Program > Start** (keyboard shortcut: F9)

Executes the script. See also section "Starting scripts".

The other options in this menu help with finding errors. So for example you can run the script step by step or set break-points at which execution of the script will be automatically paused.

For this, the following commands are available:

■ **Program > Trace Into** (keyboard shortcut: F7)

Carries out the next instruction, and then stops.

■ **Program > Step Over** (keyboard shortcut: F8)

Similar to the previous instruction, this command only follows the next instruction – with the difference that procedures (functions and subs) are not processed in single steps, but as a whole group.

■ **Program > Reset** (keyboard shortcut: Ctrl+F2)

This breaks the execution and puts the script back to its first line.

- **Program > Insert/Delete Breakpoint** (keyboard shortcut: F2)

Creates a breakpoint in the current line or removes it again. The execution of scripts will be automatically interrupted as soon as it reaches a breakpoint.

- **Program > Delete All Breakpoints** (keyboard shortcut: Alt+F2)

Deletes all breakpoints in the script.

Detailed instructions about the above commands can be found in the section "Debugging scripts".

---

## Commands in the Tools menu of the script editor

With the commands in the **Tools** menu of the script editor you can configure the editor.

- **Tools > Customize**

Lets you configure the toolbars and keyboard mappings of the editor. You can read more about this in "Customizing the toolbars of the script editor" und "Customizing the keyboard shortcuts of the script editor".

- **Tools > Options**

Lets you control the settings of the editor. Read more about this in the section "Changing the preferences of the script editor".

---

## Changing the preferences of the script editor

Use the **Tools > Options** command to configure the script editor to suit your work habits.

The available settings are distributed on several dialog tabs:

### View tab

Here you can change settings related to the appearance of scripts:

- **Typeface and Size**

Lets you choose the font face and size to be used in the editor. It is recommended to choose a non proportional font like "Courier New".

- **Tabs**

Lets you adjust the width of tabs (in characters).

- **Show bookmarks**

Normally, bookmarks are not visible in the script. However, if you enable this option, bookmarks will be displayed. Details about the use of bookmarks can be found in the section "Bookmarks and the Go to... command".

### General tab

Here you can change general settings:

- **Maximum number of undo steps**

Lets you specify the number of actions that can be reversed with the **Edit > Undo** command.

- **Expand SmartText entries**

When this option is enabled, SmartText entries can be expanded directly in the text. All you have to do is type the abbreviation for the SmartText entry (e.g. "tma") and then press the space bar, Enter key or a punctuation key in order to replace the abbreviation with the content of the SmartText entry. (See "Using SmartText".)

If this option is disabled, SmartText entries can be called out only with the **Insert > SmartText** command.

#### ■ Document tabs

Lets you specify if *document tabs* should be displayed for each open window below the toolbar. (See TextMaker manual, keyword "Document tabs" for details.)

**Show document icon:** If enabled, an icon indicating the file type is displayed on the left of each tab.

**Show close button on inactive tabs:** If enabled, an **x** button is displayed on the right of each tab. You can click this button to close the corresponding window. If you deactivate this option, the **x** button is displayed in the tab for the *current* window only.

### Appearance tab

Here you can customize the user interface of BasicMaker:

#### ■ Dialog style

Sets the general style of the program's dialog boxes and toolbars. This does not change the way you use the software, only the way it appears.

#### ■ Dialog language

Lets you select the language to be used in menus and dialog boxes. The selections available here depend on what alternative user interface languages were installed along with the program.

#### ■ Show fonts in font list

When this option is enabled, the program renders the names of fonts that appear in font lists (e.g. in the preferences dialog) using their corresponding fonts. This lets you see at a glance how each font looks like.

#### ■ Show tooltips

Lets you specify whether or not tooltips should be displayed when you position the mouse pointer over certain screen elements, for example a button in a toolbar.

#### ■ Beep on errors

When this option is enabled, a sound plays when an error or warning message is to be displayed.

#### ■ Use system file dialogs

This option controls the type of dialogs that appear when commands to open and save files are issued. If it is disabled, then BasicMaker's own file dialog will be displayed. If it is enabled, then the standard file dialog provided by your operating system will be displayed.

#### ■ Use large icons

When this option is enabled, larger icons are displayed in toolbars and menus.

*Note:* Changes to this setting become effective only after BasicMaker is restarted.

#### ■ Smooth edges of screen fonts

When this option is enabled, BasicMaker uses a technology called "anti-aliasing" to smooth the edges of fonts and improve their appearance on the screen.

Depending on your operating system, different options are available.

#### ■ Workspace color

This option allows you to change the background color of document windows.

### Files tab

Here you can change options concerning the opening and saving of files.

## ■ Create backup files

If this option is enabled, whenever you save a script, BasicMaker will first create a backup copy of the last saved version in a file with the name extension `.BAK`. So, if you save the script `MYSCRIPT.BAS`, the existing `MYSCRIPT.BAS` file is first renamed `MYSCRIPT.BAK`, and then the edited script is saved under the name `MYSCRIPT.BAS`.

## ■ Autosave documents every ... minutes

When you enable this option, the program automatically makes a backup copy of every open document in a temporary folder on a periodic basis. You can enter a period of 1 to 100 minutes.

When you exit BasicMaker in the normal manner, these copies are automatically deleted. However, if BasicMaker is abruptly shut down by a power failure, for example, while you are working on open documents, these copies become available when the program is restarted. BasicMaker recognizes that there has been a failure and offers to open the backup copies of all the documents that had been modified but not saved just prior to the failure.

You can then check each of the restored documents to determine if any of the most recently made changes have actually been lost, and then save them with **File > Save**.

## ■ Open documents in new windows

If this option is checked, whenever you open a script using **File > Open** or **File > New**, a *new* document window will be created. If it is unchecked, the current script will be closed and the new file will be opened in the *same* window.

## ■ Recently used files in File menu

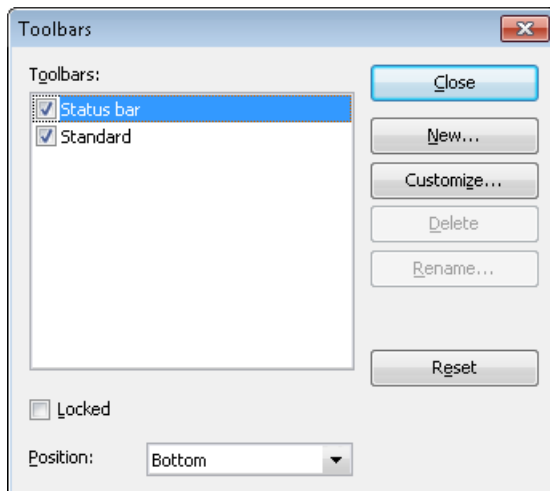
BasicMaker displays a list of the files most recently opened in it in the **File** menu. If you select an item on the list, the corresponding file will be opened immediately. Using the **Recently used files** option you can specify the number of files to be displayed in the list.

---

## Customizing the toolbars of the script editor

*Toolbars*, such as the Standard toolbar, provide quick access to the program's functions. Each icon on a toolbar represents a particular command. When you click on an icon, the corresponding command is executed.

You can configure the toolbars by choosing the **View > Toolbars** command.



A dialog window pops up, where you can do the following:

### ■ Displaying and hiding toolbars

To switch a toolbar on/off, click on the check box in front of its name.

### ■ Positioning toolbars on the screen

To change the position a toolbar, first select it in the **Toolbars** list box. Then, under **Position**, choose the desired position out of the following: **Top**, **Bottom**, **Left**, **Right** or **Floating** (in a freely movable window).

Tip: You can also move a toolbar with your mouse by clicking on it and dragging it.

**Locking a toolbar in position:** When you want to avoid accidentally dragging a particular toolbar out of its position with the mouse, invoke **View > Toolbars**, select that toolbar, and enable the **Locked** option.

#### ■ Creating new toolbars

To create a new toolbar, click on the button **New** and enter a name for the toolbar (for example "My Toolbar").

For information on how to add icons to your new toolbar, see the next section.

#### ■ Customizing toolbar icons

Using the button **Customize**, you can modify the icons in a toolbar. See the next section for more information.

#### ■ Deleting toolbars

To delete a toolbar, select it and click **Delete**.

Note: You can delete only toolbars that you have created yourself.

#### ■ Renaming toolbars

To rename a toolbar, select it and click **Rename** and give it a new name.

Note: You can rename only toolbars that you have created yourself.

#### ■ Resetting toolbars

With the button **Reset** you can undo all changes made to a standard toolbar.

Note: This is only applicable to the standard toolbar and the status bar, and not to user-created toolbars.

---

## Customizing toolbar icons

You can edit the icons on a toolbar whenever you wish. Specifically, you can add, remove, and reposition the icons, and you can also insert and remove separator lines.

This can be accomplished as follows:

1. Make sure that the toolbar to be edited is enabled. If it is not, invoke **View > Toolbars** and enable it.
2. Invoke the command **Tools > Customize > Toolbars**. Alternatively, you can invoke this command by clicking the **Customize** button in the **View > Toolbars** dialog box.
3. Use one of the procedures described below to add, remove, or reposition an icon.
4. Exit the dialog by clicking on **Close**.

**Tip:** The **Tools > Customize > Toolbars** command can also be invoked from the context menu for toolbars or by double clicking on an *empty* area in any of the toolbars.

When you invoke this command, a dialog box appears and presents a list of all the icons that are available for addition to a toolbar.

The icons for the individual commands are organized under several categories to make them easier to find. If you select a category in the **Group** list, all the available icons in that category will be displayed in the **Command** list.

Editing the icons in a toolbar can be accomplished as follows:

#### ■ Adding an icon

Simply drag the icon with the mouse from the dialog box directly to the desired position on the toolbar.

#### ■ Deleting an icon

Drag the icon off the toolbar (into the text, for example) to delete it.

#### ■ Moving an icon

Drag the icon to the desired position in the toolbar with your mouse. When you drag an icon to a position between two other icons, it is inserted there.

You can also drag an icon from one toolbar to another.

#### ■ Inserting a separator line or space

If you drag an icon a small distance to the right, a separator line or space (depending on the operating system) will be inserted to the left of the icon.

#### ■ Removing a separator line or space

If you drag the icon that is to the immediate right of the separator line or space a little to the left, the separator or space will be removed.

---

## Customizing the keyboard shortcuts of the script editor

The most common commands of the script editor can be invoked using "keyboard shortcuts". For example, you can execute the **File > Save** command very quickly by pressing the key combination **Ctrl S**.

With the **Tools > Customize > Keyboard Mappings** command, these keyboard shortcuts can be customized, as desired. You can assign new shortcuts to commands and change or delete existing shortcuts.

### Activating a keyboard mapping

You can select which keyboard mapping to activate as follows:

1. Invoke the command **Tools > Customize > Keyboard Mappings**.
2. Select the desired keyboard mapping.
3. Click on **Apply** to activate it.

Now the shortcuts defined in this keyboard mapping become available.

By default, the following two keyboard mappings are pre-defined:

- **Standard** (the standard shortcuts)
- **Classic** (a largely WordStar compatible keyboard mapping)

If necessary, you can modify either of these two standard mappings and also create your *own* keyboard mappings, as covered below.

### Creating a new keyboard mapping

The **Tools > Customize > Keyboard mappings** command allows you to build complete *keyboard mappings*. Thus, you can set up different keyboard mappings to be used for different purposes, and switch between them as needed.

**Note:** If you simply want to add or change a few keyboard shortcuts, it is not necessary to set up your own keyboard mapping. Simply click on the **Edit** button and modify the standard keyboard mapping itself.

To create a new keyboard mapping, complete the following steps:

1. Invoke the command **Tools > Customize > Keyboard mappings**.
2. Choose the existing keyboard mapping that you want to use as a basis for the new one.

**Note:** The new keyboard mapping will automatically be assigned all the keyboard shortcuts contained in the mapping you choose here.

3. Click the **New** button.
4. A dialog box appears and prompts you to enter a name for the new keyboard mapping. Enter, for example "My keyboard mapping" and then confirm with **OK**.

The new keyboard mapping is now set up. Next a dialog appears to allow you to modify the shortcuts contained in it. You will find information about this in the next section.

## Renaming or deleting a keyboard mapping

These tasks are carried out as follows:

1. Invoke the **Tools > Customize > Keyboard mappings** command.
2. Select the keyboard mapping you want to delete or rename with a mouse click.
3. Click on **Rename** to give it a new name.

*Or:* Click on **Delete** to delete it.

You can rename or delete only keyboard mappings that you have created yourself. The predefined **Standard** and **Classic** mappings cannot be renamed or removed.

## Changing shortcut keys of a keyboard layout

With the button **Edit** you can change the shortcut keys of a keyboard mapping. You will find information about this in the next section.

---

## Editing the shortcuts in a keyboard mapping

The **Tools > Customize > Keyboard mappings** command is not only for managing keyboard mappings. The most important function of this command is the modification of the shortcuts contained in a mapping. The **Edit** button handles this function.

### Assigning a shortcut for a command

When you find that you are using one of the menu commands frequently, you can assign a shortcut for it, so that in the future you will be able to execute it quickly with a simple keystroke combination.

As an example, we will assign the shortcut **[F6]** to the **Edit > Select All** command as follows.

1. Invoke the **Tools > Customize > Keyboard mappings** command.
2. If necessary, select the desired keyboard mapping (if you want to modify a keyboard mapping other than the one that is currently activated).
3. Click on the **Edit** button.
4. Select a command category from the **Group** list. Then, from the **Command** list, select the command whose shortcut you want to modify.

In our example, you would select "Edit" in the **Group** list and "Select All" from the **Command** list.

5. Click in the **Please press accelerator** field and then press the desired shortcut. In the example, you would press **[F6]**.

*Hint:* If you make a typing mistake, you can always press the backspace key **[←]** to remove the keyboard shortcut you entered.

6. **Don't forget:** Click on **Add** to assign this shortcut to the command.
7. Confirm with **OK**, and exit the main dialog box with **Close**.

From now on, you can execute the **Edit > Select All** command with the key **[F6]**.

### Available keyboard shortcuts

Notice that some of the keystroke combinations that are possible on your keyboard are not allowed as shortcuts.

As a rule, you should use **alphabetic keys**, **numeric keys** or **function keys** for shortcuts. You can combine them with **[Ctrl]**, **[Alt]** and/or the **[Shift⇧]** key.



You can easily check to see if the key combination you want to use is allowed. Click in the **Please press accelerator** field, and then try to enter your key combination. If it does not appear in the field, it is not allowed.

Some examples of valid keyboard shortcuts:

- 
- (However, key combinations including the Alt key are not recommended, since they are usually occupied by the main menu entries).
- 
- 
- 
- 
- etc.

**Note:** Alphabetic keys by themselves are *not* allowed. Thus, you cannot use  or  as a shortcut.

**Shortcut already assigned:** If you press a shortcut that is already assigned, the current assignment will be shown just below the entry field. You should press the Backspace key  to delete your shortcut and try a different shortcut. Otherwise, you will overwrite the existing assignment for the shortcut.

**Two part shortcuts:** You can also use two part shortcuts (in accordance with the WordStar standard), for example, . However, in this case only shortcuts of the form "Ctrl + letter + letter" are allowed.

## Removing a keyboard shortcut

Any time after assigning a shortcut to a command, you can undo your actions and remove the assignment.

To do this, proceed as follows:

1. Invoke, as described above, the **Edit Keyboard Mapping** dialog.
2. Select the command category from the **Group** list and then select the desired command from the **Command** list.
3. All the shortcuts currently assigned to this command appear in the **Current shortcut keys** field. Select the shortcut you want to remove and click on the **Remove** button.
4. Confirm with **OK**, and exit the main dialog box with **Close**.

The shortcut is now removed, and the command cannot be invoked with this shortcut anymore.

## Resetting the shortcuts of a keyboard layout

If you click on the **Reset** button in the dialog box of the **Tools > Customize > Keyboard mappings** command, all the shortcuts of the selected keyboard mapping will be reset to their default settings.

**Note:** During this process, *all* modifications that you have made to the shortcuts in this keyboard mapping are lost.

This function is applicable only to the pre-defined keyboard mappings, **Standard** and **Classic**.

---

# Commands in the Window menu of the script editor

In the **Window** menu of the script editor, the following commands are available:

- **Window > Cascade**  
Arranges all presently opened windows one behind another.

- **Window > Tile Vertically**

Arranges the windows next to each other.

- **Window > Tile Horizontally**

Arranges the windows one below another.

- **Window > Arrange Icons**

Arranges the icons of all the minimized windows in the bottom left corner of the program window.

- **Window > Close All**

Closes all windows that are currently open.

- **Window > Document Tabs**

Specifies if *document tabs* for each open window should be displayed below the toolbar. (For details, see TextMaker manual, keyword "Document tabs".)

- **Window list** in the **Window** menu

Lists all currently opened windows. If you click on an entry, the corresponding window will become the active window.

---

## Starting scripts

BASIC scripts can be started from BasicMaker, TextMaker, or from PlanMaker:

- **Starting from BasicMaker**

To run a script, in BasicMaker click on **Program > Start** or press the shortcut key **F9**.

- **Starting from TextMaker/PlanMaker**

You can also start a script from TextMaker or PlanMaker. In TextMaker/PlanMaker choose the command **Tools > Run Script**. A file dialog appears. Choose a script, confirm with **OK**, and the script will be executed.

The same happens when you invoke BasicMaker using the command **basicmaker /s scriptname.bas**. BasicMaker will start, run the specified script, and then close.

### Aborting running scripts

You can abort scripts once they are running by pressing the key combination **Ctrl Break**. (If another application has the focus, you must switch to the BasicMaker application window beforehand.)

---

## Debugging scripts

The script editor comes with functions that are very useful for finding and fixing errors ("debugging" scripts):

- Running a script step by step
- Using breakpoints
- Watching variables

---

### Running a script step by step

The following commands enable you to run a script step by step:

### **Program > Trace Into (keyboard shortcut: F7)**

If you use **Program > Trace Into**, only a single line of the script is carried out and then the process is stopped. If you invoke this command again, then the next line will run, then pause again – etc.

Therefore, you can run a script line by line in single steps.

### **Program > Step Over (keyboard shortcut: F8)**

By using **Program > Step Over** only one part of the script will be run, then it will be paused.

The difference between this and **Trace Into**: Procedures are not processed line by line, but as a whole.

Explanation: If you invoke a procedure (a function or a sub) in your code, then **Trace Into** will go into this procedure, run the first line, and then wait. **Step Over** will treat the whole function/sub as a single piece and process it completely in one go before pausing.

### **Program > Reset (keyboard shortcut: Ctrl+F2)**

The command **Program > Reset** will break the step by step execution and set the script back to the first line.

---

## **Using breakpoints**

If you place a breakpoint in a line of your script and then run the script, it will stop at this line.

To continue with the execution of the program afterwards, choose **Program > Start** or alternatively invoke **Program > Trace Into** or **Program > Step Over** to continue execution step by step.

The following commands are available for working with breakpoints:

### **Program > Insert/Delete Breakpoint (keyboard shortcut: F2)**

Places or removes a breakpoint in the current line.

### **Program > Delete All Breakpoints (keyboard shortcut: Alt+F2)**

Deletes all previously set breakpoints.

---

## **Watching variables**

Use the *watch window* to view the content of variables during the execution of a script. This is especially useful when running a script step by step.

In order to watch a variable, do the following:

1. If the watch window is currently not visible, activate it by using **View > Watch Window**.
2. In the script, click on the name of the variable that you want to watch. Then, do a right-click to open the context menu and choose **Show Variable** from it.

Hint: You can also simply type in the name of the variable in watch window.

3. Start the script with **Program > Start** or alternatively **Program > Trace Into** or **Program > Step Over**.

The content of the variable will be shown in the watch window and be constantly updated.

---

## Using the dialog editor

In this section, the operation of the dialog editor included in BasicMaker is explained.

The following topics are covered:

- General information
- Opening/closing the dialog editor
- Commands in the File menu of the dialog editor
- Commands in the Edit menu of the dialog editor
- Commands in the Insert menu of the dialog editor

---

### General information

In SoftMaker Basic, you can build dialog boxes in order to allow your scripts interaction with the user.

To create a dialog box, you must define a dialog. The *dialog definition* can either be entered manually in the script (see section "Dialog definition") or you can use the dialog editor for this (see next section).

The dialog editor provides a graphical user interface for creating dialogs. You can insert dialogs controls using the toolbar or the commands in the **Insert** menu of the dialog editor. Existing elements can be moved and resized just like with a drawing program, and their properties can be changed through the **Edit** menu.

See the next pages for details.

---

### Opening/closing the dialog editor

The dialog editor can be opened using the command **Edit > Edit Dialogs**, as follows:

#### Creating a new dialog

To create a *new* dialog box, with help from the dialog editor, the following steps are necessary:

1. In the source code, place the text cursor at the position where the dialog definition should go (**BeginDialog ... EndDialog**).
2. Choose the **Edit > Edit Dialogs** command.
3. Click on the **New** button.
4. The dialog editor will start and you can now design the dialog. (Information about using the dialog editor can be found in the sections that follow).
5. When the dialog is completed, close the dialog editor with **File > Exit**.
6. Leave the dialog window by clicking **Close**.

The dialog definition is now inserted into the source code.

#### Editing an existing dialog

To edit an *existing* dialog definition, the following steps are necessary:

1. Choose the **Edit > Edit Dialogs** command.
2. Choose the dialog that you want to edit from the list.
3. Click on the **Edit** button.

4. The dialog editor will be started and you can edit the dialog.
5. When all changes have been made, end the dialog editor with: **File > Exit**.
6. Close the dialog box with **Close**.

The dialog definition is changed accordingly in the source code.

## Deleting an existing dialog

To delete a dialog definition, you can remove it by hand from the source code or go to **Edit > Edit Dialogs**, select the dialog in the list and click the **Delete** button.

---

## Commands in the File menu of the dialog editor

The commands in the **File** menu of the dialog editor have the following functions:

- **File > Reset Dialog**

Resets all changes made to the dialog that you are currently editing.

- **File > Abort**

Exits the dialog editor – without storing your changes.

- **File > Exit**

Stores your changes and exits the dialog editor.

---

## Commands in the Edit menu of the dialog editor

The **Edit** menu of the dialog editor provides commands for editing dialog elements.

For many of these commands you first have to select the dialog element that you want to change. To select an object, click on it. To select multiple objects, click on them successively while holding down the Shift key or draw a rectangle around them with the mouse.

- **Edit > Cut**

Cuts out dialog elements and puts them into the clipboard.

- **Edit > Copy**

Copies dialog elements into the clipboard.

- **Edit > Paste**

Inserts the content of the clipboard.

- **Edit > Delete**

Deletes dialog elements.

- **Edit > Delete All**

Deletes all dialog elements in the dialog.

- **Edit > Snap to grid**

Aligns dialog elements on a grid. The grid size can be adjusted with the command **Edit > Grid**.

- **Edit > Bring to Front**

If you have overlapping dialog elements, this command brings the selected element to the foreground.

### ■ Edit > Send to Back

If you have overlapping dialog elements, this command send the selected element to the background.

### ■ Edit > Alignment

Changes the alignment of the currently selected dialog elements. Options available:

**No change:** No change is made.

**Left:** Aligns the elements to the left border of the leftmost element.

**Center:** Aligns the elements to their horizontal center.

**Right:** Aligns the elements to the right border of the rightmost element.

**Space evenly:** Spaces the elements evenly between the left border of the leftmost and the right border of the rightmost element.

**Centered in window:** Centers the elements within the dialog window.

The settings in the **Vertical** column work accordingly.

### ■ Edit > Size

Changes the size of the currently selected dialog elements. Options available:

**No change:** No change is made.

**Minimum width:** The width is adapted to that of the narrowest marked item.

**Maximum width:** The width is adapted to that of the widest marked item.

**Value:** The width is set to a fixed value (entered in screen pixels).

The settings in the **Height** column work accordingly.

### ■ Edit > Grid

Here you can configure the grid. The grid is a positioning aide for dialog elements. When it is enabled, elements cannot be shifted to arbitrary positions; instead they snap from one grid point to the next. Options available:

**Show Grid:** Determines if grid points should be displayed (in the dialog editor).

**Snap to grid:** Determines if the grid is activate.


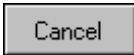



**X and Y increment:** Determines the distance of the grid points.







Hint: To fit elements on the grid that have already been inserted, use the **Edit > Snap to Grid** command.

---

## Commands in the Insert menu of the dialog editor

With the commands in the **Insert** menu of the dialog editor, you can add new elements to a dialog box. Alternatively, you can use the following tools on the toolbar, or the keys **F2** to **F10**:

Dialog element	Tool	Key
OK button		F2
Cancel button		F3
Button		F4
Radio button		F5
Check box		F6

Text		F7
Input box		F8
Group box		F9
List box		F10
Combo box		
Drop-down list		

First, choose which kind of dialog element you want to insert. Then, in the dialog box drag a frame with the desired size and position.

Detailed information on each dialog element can be found in the section "Controls of a dialog box".

---

# Language elements of SoftMaker Basic

In this section you will find basic information about the commands that can be used in BasicMaker scripts:

- Syntax fundamentals
- Data types
- Variables
- Arrays
- Operators
- Flow control
- Subroutines and functions
- Calling functions in DLLs
- File operations
- Dialog boxes
- OLE Automation

---

## Syntax fundamentals

### Comments

Text that is preceded by the keyword **Rem** or an apostrophe (') will be seen as *comments* and not executed. You can use comments to annotate your scripts.

```
'This is a comment  
rem This too  
REM This too  
Rem This too
```

As you can see, the **Rem** instruction is not case-sensitive. This is the same with all keywords in SoftMaker Basic.

Comments can also be placed at the end of a line:

```
MsgBox Msg ' Display Message
```

The text after the apostrophe is a comment.

### Multiple instructions in a line

You can place several instructions on the same line, separating them by colons:

```
X.AddPoint(25,100) : Y.AddPoint(0,75)
```

...is identical to...

```
X.AddPoint(25,100)  
Y.AddPoint(0,75)
```

### Instructions spanning several lines

You can make an instruction span several lines by ending each line except the last with a space and an underscore (\_).

```
Print _
```



```
"Hello!"
... is identical to ...
Print "Hello!"
```

## Numbers

You can write numbers in three different ways: in decimal, in octal, and in hexadecimal:

- **Decimal numbers:** Most of the examples in this manual employ decimal numbers (base 10).
- **Octal numbers:** If you would like to use octal numbers (base 8), place **&O** in front of the number – for example **&O37**.
- **Hexadecimal numbers:** For hexadecimal numbers (base 16), use the prefix **&H** – for example **&H1F**.

## Names

Variables, constants, subroutines and functions are addressed by their names. The following naming conventions apply:

- Only the letters A-Z and a-z, underscores (\_) and the digits 0-9 are allowed.
- Names are not case-sensitive.
- The first letter of a name must always be a letter.
- The length may not exceed 40 characters.
- Keywords of SoftMaker Basic may not be used.

---

## Data types

The following data types are available:

Type	Suffix	Syntax of the declaration	Size
<b>String</b>	\$	Dim <Name> As String	0 to 65,500 characters
<b>String*n</b>		Dim <Name> As String*n	Exactly <i>n</i> characters
<b>Integer</b>	%	Dim <Name> As Integer	2 bytes
<b>Long</b>	&	Dim <Name> As Long	4 bytes
<b>Single</b>	!	Dim <Name> As Single	4 bytes
<b>Double</b>	#	Dim <Name> As Double	8 bytes
<b>Boolean</b>		Dim <Name> As Boolean	2 bytes
<b>Variant</b>		Dim <Name> As Variant  <i>Or:</i> Dim <Name> As Any <i>Or simply:</i> Dim <Name>	Depends on contents
<b>Object</b>		(see section "OLE Automation")	
User-defined		(see section "User-defined data types")	

Information on using variables can be found in the section "Variables".

---

## Special behavior of the Variant data type

In SoftMaker Basic, a variable does not necessarily have to be declared before it is used for the first time. (Exception: if **Option Explicit** was set.) SoftMaker Basic will automatically declare the variable on its first occurrence – as a special data type called **Variant**.

The **Variant** data type can be used to store *either* numbers *or* character strings *or* date/time values. Type conversion is performed automatically whenever needed.

You can also explicitly declare variables to be of the variant type, for example with `Dim x As Variant` or simply with `Dim x`.

An example for the use of variant variables:

```
Sub Main
    Dim x          'Variant variable
    x = 10
    x = x + 8
    x = "F" & x
    print x       'Result: "F18"
End Sub
```

When numbers are stored in a variant variable, SoftMaker Basic automatically chooses the most compact data type possible. As a result, numbers will be represented as one of the following (in this order): Integer, Long, Single, Double.

The data type used by a variant variable can change at any time. To determine the current data type, the function **VarType** can be used. Also, the function **IsNumeric** lets you test if the variable currently has a numeric value.

Variant variables can take two special values which are not available in other data types:

- **Empty** is the value of a variant variable that has not yet been initialized. This value can be tested against with the function **IsEmpty**. In numeric operations, **Empty** variables evaluate to 0; in string operations, they return an empty string.
- The value **Null** serves to signal the fact that no (valid) value is available. It can be tested against with the function **IsNull**. Every operation with a Null value returns a Null value again.

## Concatenating Variant variables

If you use the `+` operator on a text string and a number, the result will be a text string.

If you use the `+` operator on two numbers, the result will be a number. If you wish to receive a text string instead, use the `&` operator in place of `+`. This operator will always return a text string, independent of the data type.

---

## User-defined data types

The **Type** instruction allows you to define your own data types. This must happen before any procedures are declared, since user-defined *data types* are always in global scope. The *variables* of a user-defined type can however be declared locally or globally.

**Note:** The use of arrays in user-defined types is not allowed. Furthermore, user-defined variable types cannot be passed to DLLs that expect C structures.

```
Type Person
    LastName As String
    FirstName As String
    Gender As String*1    ' ("m" or "f")
    Birthday As String
End Type
```

You can declare variables based on such a definition with **Dim** or **Static**, like you do with any other variable. Its individual elements can be accessed using the dot notation *Variable.Element* (see also **With** instruction).

Example:

```
Dim p As Person
```

```
p.LastName = "Smith"
```

---

## Variables

### Declaring variables

Variables can be declared with the instructions **Dim** or **Static**. By default, variables are of the variant type. If another data type is desired, you must specify this by appending **As Type** or by means of a type suffix (e.g. % for **Integer**, see section "Data types").

```
Dim X                ' Declares X as a variant
Dim X As Integer    ' Declares X as an integer
Dim X%              ' Same as the above instruction
Dim X%, Name$      ' Several declarations in a single line
```

### Scope of variables

Variables can be either local or global:

- Global variables are created using the **Dim** instruction *outside* of all procedures. They can be accessed everywhere in your program.
- Local variables are created using the **Dim** or the **Static** instruction *inside* a procedure (subroutine or function). They are only valid within that specific procedure.

---

## Arrays

SoftMaker Basic supports one- and multi-dimensional *arrays*. In arrays, series of values can be stored under a uniform name. Each value can be accessed by an index.

All elements in an array have the same data type. The following data types are allowed: **Integer**, **Long**, **Single**, **Double** or **String**.

**Note:** In some Basic variants, arrays can be used without previous declaration. In SoftMaker Basic, this is *not* allowed. Arrays must be declared before their first use, using either **Dim** or **Static**.

To set the size of an array, you indicate the upper limit (and optionally the lower limit) for the index. Only fixed values are allowed (no variables).

If the lower limit is omitted, the value defined by the **Option Base** instruction is taken – by default, this is zero.

```
Dim a(10) As Integer      'a(0)..a(10)
Dim b(-10 To 10) As Double 'b(-10)..b(10)
```

You can use loops to efficiently access the elements of arrays. For example, the following **For** loop initializes all elements of the array "A" with 1:

```
Static A (1 To 20) As Integer
Dim i As Integer

For i = 1 To 20
    A (i) = 1
Next i
```

### Multi-dimensional arrays

Arrays can also have multiple dimensions, for example:

```
Static a(10, 10) As Double 'two-dimensional
Dim b(5, 3, 2) 'three-dimensional
```

---

## Operators

SoftMaker Basic supports the following operators:

### Arithmetic operators

Operator	Function	Example
+	Addition	$x = a + b$
-	Subtraction	$x = a - b$
	<i>also:</i> Negation	$x = -a$
*	Multiplication	$x = a * 3$
/	Division	$x = a / b$
Mod	Modulo	$x = a \text{ Mod } b\%$
^	Exponentiation	$x = a ^ b$

### String operators

Operator	Function	Example
+	Concatenation	$x = \text{"Good " + "Day"}$
&	Concatenation	$x = \text{"Good " \& "Day"}$

The difference between the operators + and & is in the handling of variant variables that contain numbers: the + operator adds these numbers, whereas the & operator concatenates them as strings (see example).

Example:

```
Sub Main
  Dim a, b as Any ' 2 variant variables
  a = 2
  b = 3
  print a + b ' Returns the number 5
  print a & b ' Returns the string "23"
End Sub
```

### Logical operators

Operator	Function	Example
<	Less than	If $x < y$ Then ...
<=	Less than or equal to	If $x \leq y$ Then ...
=	Equal to	If $x = y$ Then ...
>=	Greater than or equal to	If $x \geq y$ Then ...
>	Greater than	If $x > y$ Then ...
<>	Not equal to	If $x \neq y$ Then ...

The result of comparisons with these operators is an **Integer** value:

- -1 (**True**) if the condition applies

- 0 (**False**) if the condition does not apply

## Logical and bitwise operators

Operator	Function	Example
Not	Negation	If Not (x = a) Then ...
And	And	If (x > a) And (x < b) Then ...
Or	Or	If (x = y) Or (x = z) Then ...

These operators work bitwise. This means that you can use them for logic testing as well as for bitwise operations.

## Precedence of operators

Operators are processed in the following order:

Operator	Function	Precedence
()	Parentheses	Highest
^	Exponentiation	
+ -	Positive/negative sign	
/ *	Division/multiplication	
+ -	Addition/subtraction	
Mod	Modulo	
= <> < <= >=	Logical operators	
Not	Negation	
And	And	
Or	Or	Lowest

---

## Flow control

SoftMaker Basic provides a number of commands that can be used to control the *program flow* in scripts. For example, there are instructions that perform, skip or repeat instructions depending on a condition.

The following flow control instructions are available:

### Goto branches

```
Goto Label1
.
.
.
Label1:
```

The **Goto** instruction performs an unconditional jump the specified label – in the above example to the label "Label1".

### Gosub branches

```
Gosub Label1
.
.
.
```

```
Label1:
    Instruction(s) ...
Return
```

The **Gosub** instruction also performs an unconditional jump to the specified label, but unlike the **Goto** instruction, the script returns to the calling place as soon as a **Return** instruction is encountered.

## Do loops

With a **Do ... Loop** loop, a group of instructions can be run multiple times. There are the following variations:

```
Do While|Until Condition
    Instruction(s) ...
    [Exit Do]
    Instruction(s) ...
```

**Loop**

*Or:*

```
Do
    Instruction(s) ...
Loop While|Until Condition
```

The difference is this:

**Do While** and **Do Until** check the condition *before* beginning the execution of the instruction(s) inside the loop. These will be executed *only* if the condition is true.

With **Do ... Loop While** and **Do ... Loop Until**, the condition is checked *after* the loop has been executed for the first time. This means that the instruction(s) inside the loop are carried out *at least once*.

## While loops

**While ... Wend** loops are identical to **Do While ... Loop** loops. The condition is also checked *before* the first execution of the instruction(s) in the loop.

```
While Condition
    Instruction(s) ...
Wend
```

## For ... Next loops

A **For ... Next** loop repeats instructions for an exact number of times. With every pass through the loop, a counter is increased (or decreased) by the given increment. If no increment is specified, the value 1 (one) will be used as increment.

```
For number = StartValue To EndValue [Step Increment]
    Instruction(s) ...
Next
```

## If branches

In an **If ... Then** block, instructions are only carried out if the specified condition is matched. This condition must be an expression that returns either True or False (for example **If a<b Then ...**).

An **If ... Then** block can be comprised of one or more lines. If it extends over multiple lines, it must be ended with an **End If** instruction.

```
If Condition Then Instruction(s) ... ' One line syntax
```

*Or:*

```
If Condition Then
    Instructions... ' Multiple lines syntax
End If
```

A variation of this are **If ... Then ... Else** constructs. Here, the instructions after **Else** are executed if the condition is *not* true.

```
If Condition Then
    Instruction(s) ...
Else
    Instruction(s) ...
End If
```

Further branches can be achieved by chaining multiple **If ... Then ... ElseIf** instructions together. However, this may lead to untidy code, and for this reason it is recommended to use the **Select Case** instruction for such cases instead (see below).

```
If Condition Then
    Instruction(s) ...
ElseIf Condition Then
    Instruction(s) ...
Else
    Instruction(s) ...
End If
```

### Select Case branches

In a **Select Case** construct, a variable is checked against certain values.

```
Select Case Variable
    Case Value1
        Instruction(s) ...
    Case Value2
        Instruction(s) ...
    Case Value3
        Instruction(s) ...
    [Case Else
        Instruction(s) ...]
End Select
```

If the variable contains, for example, the value "Value1", the instructions below **Case Value1** will be executed. If it has none of the specified values, the code will jump to the instructions below **Case Else** (if given; otherwise the structure will simply be exited from.)

---

## Subroutines and functions

You can define your own functions and subroutines and use them like the built-in functions and instructions that SoftMaker Basic already has. Furthermore, it is possible to call functions that reside in DLLs.

- User-defined *subroutines* can be defined with the **Sub** instruction.
- User-defined *functions* can be defined with the **Function** instruction.
- *Functions in DLLs* can be declared with the **Declare** instruction (see section "Calling functions in DLLs").

### Notes on the naming of subroutines and functions

Names for subroutines and functions may contain the letters A-Z and a-z, underscores (\_) and the digits 0-9. The first characters must always be a letter. Names may not have more than 40 characters and may not be identical to SoftMaker Basic keywords.

---

## Passing parameters via ByRef or ByVal

Parameters can be passed to procedures either by reference (**ByRef**) or by value (**ByVal**):

## ■ ByRef

The **ByRef** ("by reference") keyword indicates that a parameter is passed in such a way that the called procedure can change the value of the underlying variable. When the script returns from the procedure, the variable that was passed to the procedure has the new value.

**ByRef** is the default method for passing parameters and therefore does not have to be explicitly specified. `Sub Test(j As Integer)` is the same as `Sub Test(ByRef j As Integer)`.

## ■ ByVal

With **ByVal** ("by value") the procedure merely obtains a copy of the variable, so that changes of the parameter inside the procedure do not affect the specified variable.

To pass a parameter by value, place the keyword **ByVal** in front of the parameter: `Sub Joe(ByVal j As Integer)`.

Alternatively, you can achieve this by passing the parameter in parentheses. Here, for example, the parameter `Var3` is passed by value:

```
SubOne Var1, Var2, (Var3)
```

---

## Calling functions in DLLs

Before you can execute functions that are stored in DLLs, you must declare them with the **Declare** instruction. If the desired procedure does not return a value, you should declare it with a **Sub** instruction, else use a **Function** instruction.

### Example:

```
Declare Function GetPrivateProfileString Lib "Kernel32" (ByVal lpApplicationName As String, ByVal lpKeyName As String, ByVal lpDefault As String, ByVal lpReturnedString As String, ByVal nSize As Integer, ByVal lpFileName As String) As Integer
```

```
Declare Sub InvertRect Lib "User32" (ByVal hDC As Integer, aRect As Rectangle)
```

Once the procedure has been declared, it can be used like any other BASIC function or command.

---

## File operations

In SoftMaker Basic, you have access to all the usual file operations. Below is a small example. Further information of particular instructions can be found in the chapter "Commands and functions from A to Z".

### Example:

```
Sub FileIO_Example
    Dim Msg
    Call Make3Files()
    Msg = "Three test files have been created. "
    Msg = Msg & "Press OK to delete them."
    MsgBox Msg
    For I = 1 To 3
        Kill "TEST" & I
    Next I
End Sub

Sub Make3Files
    Dim I, FNum, FName
    For I = 1 To 3
        FNum = FreeFile
        FName = "TEST" & FNum
        Open FName For Output As FNum
        Print #I, "This is test #" & I
        Print #I, "Here is another "; "line"; I
    Next I
End Sub
```



```
Close
End Sub
```

```
' Close all files
```

---

## Dialog boxes

You can define your own dialog boxes and then show and evaluate them with the **Dialog** function.

Dialogs can be created either by manually entering their contents in a dialog definition or through use of the built-in dialog editor.

A dialog can optionally be connected to a *Dialog Function*, which allows you to dynamically enable and disable dialog controls and even makes it possible to create nested dialogs.

---

## Dialog definition

To create a dialog box, you need to insert a *dialog definition* in the script. You can use either the built-in dialog editor (see section "Using the dialog editor") or enter the dialog definition manually.

On the next pages, we will have a closer look at dialog definitions.

### Syntax of a dialog definition

Dialog definitions must be surrounded by the instructions **Begin Dialog** and **End Dialog**:

```
Begin Dialog DialogName [X, Y,] Width, Height, Title$ [,.DialogFunction]
' Define your dialog controls here
End Dialog
```

The individual parameters have the following meaning:

Parameter	Description
DialogName	Name of the dialog definition. After you have set up the dialog definition, you can declare a variable of this type ( <b>Dim Name As DialogName</b> ).
X, Y	Optional. Sets the screen coordinates for the upper left corner of the dialog box (in screen pixels).
Width, Height	Sets the width and height of the dialog (in screen pixels)
Title\$	The title of the dialog – will be shown in the title bar of the dialog.
.DialogFunction	Optional. The dialog function for this dialog. Allows you to dynamically enable and disable dialog controls while the dialog is displayed and makes it possible to create nested dialogs (see the section "The dialog function").

Inside the dialog definition, you can define the dialog controls that you want to display. Use the keywords covered on the next pages for this.

### Example:

```
Sub Main
  Begin Dialog QuitDialogTemplate 16,32,116,64,"Quit?"
    Text 4,8,108,8,"Would you like to quit the program?"
    CheckBox 32,24,63,8,"Save Changes",.SaveChanges
    OKButton 12,40,40,14
    CancelButton 60,40,40,14
  End Dialog

  Dim QuitDialog As QuitDialogTemplate

  rc% = Dialog(QuitDialog)

  ' Here you can evaluate the result (rc%) of the dialog

End Sub
```

---

## Controls of a dialog box

The following controls can be used in dialog boxes:

- Command buttons
- Text and input boxes
- List boxes, combo boxes, and drop-down lists
- Check boxes
- Radio buttons and Group boxes

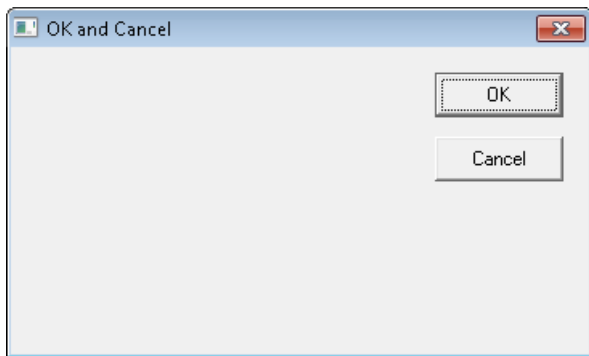
See the next pages for detailed information on each type of control.

---

### Command buttons

The **OK** button and the **Cancel** button are known as *command buttons*.

**Note:** Every dialog must contain at least one command button.



**Syntax:**     **OKButton** *X, Y, Width, Height*  
                  **CancelButton** *X, Y, Width, Height*

#### Example:

```
Sub Main
Begin Dialog ButtonSample 16,32,180,96,"OK and Cancel"
    OKButton 132,8,40,14
    CancelButton 132,28,40,14
End Dialog

Dim Dlg1 As ButtonSample
rc% = Dialog (Dlg1)

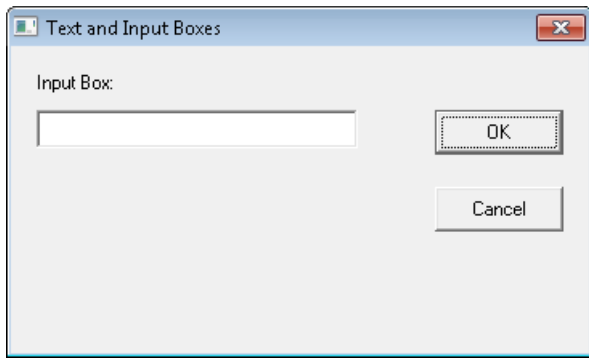
End Sub
```

---

### Text and input boxes

You can use *Text* to label the components of a dialog.

*Input fields* (keyword "Text Box") accept text input from the user.



**Syntax:**     **Text** *X, Y, Width, Height, Text*  
                  **TextBox** *X, Y, Width, Height, .ID*

*ID* is a variable that contains the current text.

**Example:**

```
Sub Main
Begin Dialog TextBoxSample 16,30,180,96,"Text and Input Boxes"
  OKButton 132,20,40,14
  CancelButton 132,44,40,14
  Text 8,8,32,8,"Input Box:"
  TextBox 8,20,100,12,.TextBox1
End Dialog

Dim Dlg1 As TextBoxSample
rc% = Dialog(Dlg1)

End Sub
```

**List boxes, combo boxes, and drop-down lists**

List boxes show lists from which the user can select an option.

There are three types of list boxes:

■ **Standard list boxes**

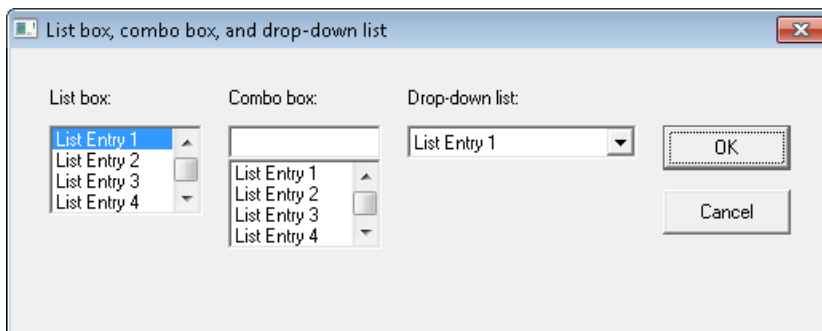
Here, the user can choose one of the options from the list.

■ **Combo boxes**

Here, the user can either choose from a list of entries or manually enter his or her own input.

■ **Drop-down list boxes**

A space saving version of list boxes: The user must open it up before being able to choose an option.



**Syntax:**     **ListBox** *X, Y, Width, Height, Content, .ID*  
                  **ComboBox** *X, Y, Width, Height, Content, .ID*

## DropListBox X, Y, Width, Height, Content, .ID

The individual text entries are set through a string array which you need to fill before displaying the dialog.

*ID* is a variable that contains the currently selected entry.

### Example:

```
Sub Main

Dim MyList$(5)
MyList(0) = "List Entry 1"
MyList(1) = "List Entry 2"
MyList(2) = "List Entry 3"
MyList(3) = "List Entry 4"
MyList(4) = "List Entry 5"
MyList(5) = "List Entry 6"

Begin Dialog BoxSample 16,35,256,89,"List box, combo box, and drop-down list"
    OKButton 204,24,40,14
    CancelButton 204,44,40,14
    ListBox 12,24,48,40, MyList$,.Lstbox
    DropListBox 124,24,72,40, MyList$,.DrpList
    ComboBox 68,24,48,40, MyList$,.CmboBox
    Text 12,12,32,8,"List box:"
    Text 124,12,68,8,"Drop-down list:"
    Text 68,12,44,8,"Combo box:"
End Dialog

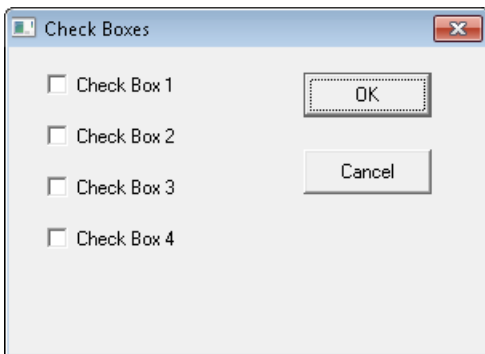
Dim Dlg1 As BoxSample
rc% = Dialog(Dlg1)

End Sub
```

---

## Check boxes

*Check boxes* are suitable for "Yes/No" or "On/Off" choices.



**Syntax:**      **CheckBox** X, Y, Width, Height, Text, .ID

*ID* is a variable that contains the current state.

### Example:

```
Sub Main

Begin Dialog CheckSample 15,32,149,96,"Check Boxes"
    OKButton 92,8,40,14
    CancelButton 92,32,40,14
    CheckBox 12, 8,60,8,"Check Box 1",.CheckBox1
    CheckBox 12,24,60,8,"Check Box 2",.CheckBox2
    CheckBox 12,40,60,8,"Check Box 3",.CheckBox3
    CheckBox 12,56,60,8,"Check Box 4",.CheckBox4
End Dialog

Dim Dlg1 As CheckSample
rc% = Dialog(Dlg1)
```

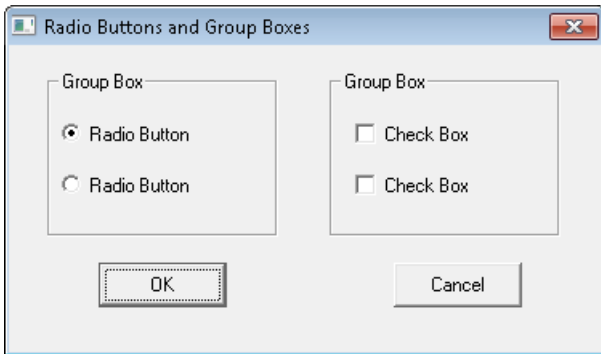
End Sub

---

## Radio buttons and Group boxes

You use *radio buttons* (also called "option buttons") if you want to allow the user to choose from more than one option, but allow him or her to pick only *one* of them.

Radio buttons that belong together are usually put inside a group box. You can also use *group boxes* to visually group together any other type of dialog controls.



**Syntax:**     **OptionButton** *X, Y, Width, Height, Text, .ID1*  
                  **OptionGroup** *.ID2*

*ID1* is a variable that contains the current state of the field.

*ID2* is a variable that contains the index of the currently selected option.

### Example:

Sub Main

```
Begin Dialog GroupSample 31,32,185,96,"Radio Buttons and Group Boxes"  
  OKButton 28,68,40,14  
  CancelButton 120,68,40,14  
  GroupBox 12,8,72,52,"Group Box",.GroupBox1  
  GroupBox 100,8,72,52,"Group Box",.GroupBox2  
  OptionGroup .OptionGroup1  
  OptionButton 16,24,54,8,"Radio Button",.OptionButton1  
  OptionButton 16,40,54,8,"Radio Button",.OptionButton2  
  CheckBox 108,24,50,8,"Check Box",.CheckBox1  
  CheckBox 108,40,50,8,"Check Box",.CheckBox2  
End Dialog
```

```
Dim Dlg1 As GroupSample  
Button = Dialog (Dlg1)
```

End Sub

---

## The dialog function

You can optionally connect a user-defined dialog box to a dialog function. This function is called when the dialog field is initialized and every time when the user operates a dialog control. With the help of a dialog function, it is possible to nest dialogs and to enable or disable dialog controls.

To connect a dialog box to a dialog function, append the function's name to the dialog definition, with a period in front of it. Here, for example, the dialog **MyDlg** will be connected to the dialog function with the name **MyDlgFunc**:

```
Begin Dialog MyDlg 60, 60, 260, 188, "Test", .MyDlgFunc
```

## Monitoring dialog controls

Every control in the dialog box that you wish to monitor in the dialog function must have a unique identifier. It must be given as the last parameter of the control definition and must start with a period.

```
CheckBox 8,56,203,16, "Show All", .Chk1
```

Here, the identifier "Chk1" is assigned to the check box.

## Syntax of the dialog function

The syntax of the dialog function is as follows:

```
Function FunctionName(ControlID$, Action%, SuppValue%)  
    [Instructions]  
    FunctionName = ReturnValue  
End Function
```

The dialog function returns a value if the user clicks on **OK** or **Cancel**. If you set this *ReturnValue* in the dialog function to 0, the dialog will close; with any other value, the dialog stays open.

The parameters of the dialog function:

### ■ ControlID\$

If Action = 2, this parameter contains the ID of the dialog control that the user activated (the value of the ID was defined in the dialog definition).

### ■ Action%

1, when the dialog is initialized (in this case, the other parameters have no meaning)

2, when the user activates a dialog control. The dialog control is identified through *ControlID\$*, and *SuppValue%* contains additional information.

### ■ SuppValue%:

Information on the type of change that was made, depending on the type of the dialog control:

**Check Box** : If the box is unchecked, this is 0, else 1.

**Radio Button**: The number of the selected radio button, with the first field of the radio button group having the number 0.

**Command Button**: No meaning

**OK**: 1

**Cancel**: 2

In the following example, the dialog function of a dialog is evaluated by means of a **Case** branch. The parameter **SuppValue** is not tested in this example.

```
Sub Main  
  
Begin Dialog UserDialog1 60,60, 260, 188, "Dialog Function", .Dialogfn  
    Text 8,10,73,13, "Text:"  
    TextBox 8, 26, 160, 18, .FText  
    CheckBox 8, 56, 203, 16, "Show All",. Chk1  
    GroupBox 8, 79, 230, 70, "Group Box:", .Group  
    CheckBox 18,100,189,16, "Change the button captions", .Chk2  
    PushButton 18, 118, 159, 16, "Button", .History  
    OKButton 177, 8, 58, 21  
    CancelButton 177, 32, 58, 21  
End Dialog  
  
Dim Dlg1 As UserDialog1  
x = Dialog( Dlg1 )  
  
End Sub ' (Main)
```

```

Function Dialogfn(ControlID$, Action%, SuppValue%)
Begin Dialog UserDialog2 160,160, 260, 188, "Dialog Function", .Dialogfunction
    Text 8,10,73,13, "Input Field"
    TextBox 8, 26, 160, 18, .FText
    CheckBox 8, 56, 203, 16, "Check Box ", . ch1
    CheckBox 18,100,189,16, "Check Box ", .ch2
    PushButton 18, 118, 159, 16, "Button", .but1
    OKButton 177, 8, 58, 21
    CancelButton 177, 32, 58, 21
End Dialog

Dim Dlg2 As UserDialog2
Dlg2.FText = "This is the result"

Select Case Action%

    Case 1
        DlgEnable "Group", 0
        DlgVisible "Chk2", 0
        DlgVisible "History", 0

    Case 2
        If ControlID$ = "Chk1" Then
            DlgEnable "Group"
            DlgVisible "Chk2"

        End If

        If ControlID$ = "Chk2" Then
            DlgText "History", "Show another dialog"

        End If

        If ControlID$ = "History" Then
            Dialogfn =1
            x = Dialog(Dlg2)

        End If

    Case Else

End Select

Dialogfn=1

End Function

```

---

## OLE Automation

With help from OLE Automation, suitable applications (such as TextMaker or PlanMaker) can be controlled from SoftMaker Basic scripts.

**Tip:** Detailed information on programming TextMaker and PlanMaker can be found in the chapters "BasicMaker and TextMaker" and "BasicMaker and PlanMaker", respectively.

### What is an OLE Automation object?

Every OLE Automation-capable program provides specific *objects* for scripting the application. The type of these objects depends on the application. A word processor like TextMaker provides objects which, for example, show the number of currently opened documents or the formatting of the currently selected text.

OLE Automation objects offers two ways of access:

- The **Properties** of OLE Automation objects are values that can be read and/or written and describe a certain characteristic of an object. A document window of a word processor has for example the following properties: name (of the opened document), width and height of the window, etc.
- **Methods** are functions that trigger an action in an OLE Automation object. An open document has for example a method to save it to disk.

## Accessing OLE Automation objects

To access an OLE Automation object, you first must declare a variable of the type **Object**.

### Example:

```
Dim MyObj As Object
```

This must then be "connected" to the application. There are two functions for this: While **CreateObject** starts the application automatically if it is not already running, **GetObject** can only connect to an instance of an application that is already running.

### Example:

```
Set MyObj = CreateObject("TextMaker.Application")
```

The variable `MyObj` now contains a reference to the main OLE Automation object of the application, and incidentally its name is always **Application**. You can access its child objects through dot notation – for example **MyObj.Application.Documents** (see also the next section).

If the OLE Automation connection is no longer needed, the variable should be separated from the object by setting its value to **Nothing**:

### Example:

```
Set MyObj = Nothing ' Detach variable from object
```

## Properties

To access the properties of an object, use dot notation in the style *Object.Property*.

### Example:

```
x = MyObj.Application.Width ' Retrieve the width of the program window
```

*Or:*

```
MyObj.Application.Width = 5 ' Set the width of the program window
```

## Methods

When calling methods, dot notation is also used: *Object.Method*

### Example:

```
MyObj.Application.Quit ' Exit from the application
```

## Using collections

Apart from simple objects, there are also *collections* of objects.

TextMaker offers, for example, the collection **Documents** (a collection of all open documents). A collection is itself an object that is mainly accessible through properties of its parent object.

You can use the **For Each ... Next** instruction to enumerate all elements of a collection.

All collections offer the following properties and methods by default:

<b>Count</b>	Returns the number of elements (read only).
<b>Item(<i>i</i>)</b>	Provides the <i>i</i> -th element.
<b>Add</b>	Adds a new object to the collection.



## Example

Let us conclude with an example that demonstrates the use of OLE automation in practice. The example uses TextMaker's **Documents** collection which represents all currently opened documents. First, the number of opened documents is retrieved, then the names of all open documents are given. Finally, the documents are closed.

*Hint:* Detailed information on the subjects "BasicMaker and TextMaker" and "BasicMaker and PlanMaker" can be found in their respective chapters.

```
Sub Main
```

```
    Dim tm As Object
    Set tm = CreateObject("TextMaker.Application")

    tm.Visible = TRUE      ' Make TM visible
    tm.Activate           ' Bring TM into the foreground

    tm.Documents.Add      ' Create three new documents
    tm.Documents.Add
    tm.Documents.Add

    Print tm.Documents.Count & " Documents opened"

    Dim x As Object
    For Each x in tm.Documents
        Print x.Name      ' Gives the names of the documents
    Next

    tm.Documents.Close  ' Close all documents

    Set tm = Nothing      ' Cut connection to TM
```

```
End Sub
```

---

# BasicMaker and TextMaker

BasicMaker was developed for the main purpose of allowing the user to script TextMaker and PlanMaker, in other words "control" or "program" them. This chapter contains all information on programming TextMaker. It contains the following sections:

## ■ Programming TextMaker

This section contains all the basic information required to program the word processor *TextMaker* with BasicMaker.

## ■ TextMaker's object model

This chapter describes all objects exposed by TextMaker for programming.

Note: Programming *PlanMaker* is covered in a separate chapter: "BasicMaker and PlanMaker".

---

## Programming TextMaker

Programming the word processor *TextMaker* and the spreadsheet *PlanMaker* is practically identical. The only difference is that some keywords have different names (for example `PlanMaker.Application` instead of `TextMaker.Application`). If you have already worked through the section "Programming PlanMaker" you will notice that the section you are currently reading is almost identical to it.

Naturally, the objects exposed by TextMaker are different from those of PlanMaker. A list of all objects exposed can be found in the next section "TextMaker's object model".

To program TextMaker with BasicMaker, you mainly use *OLE Automation commands*. General information on this subject can be found in section "OLE Automation".

Follow this schematic outline (details follow subsequently):

### 1. Declare a variable of type **Object**:

```
Dim tm as Object
```

### 2. Make a connection to TextMaker via OLE Automation (TextMaker will be launched automatically if it is not already running):

```
Set tm = CreateObject("TextMaker.Application")
```

### 3. Set the property **Application.Visible** to **True** so that TextMaker becomes visible:

```
tm.Application.Visible = True
```

### 4. Now you can program TextMaker by reading and writing its "properties" and by invoking the "methods" it provides.

### 5. As soon as the TextMaker object is not required anymore, you should cut the connection to TextMaker:

```
Set tm = Nothing
```

That was just a quick rundown of the necessary steps. More detailed information on programming TextMaker follows on the next pages. A list of all TextMaker objects and their respective properties and methods can be found in the section "TextMaker's object model".

---

## Connecting to TextMaker

In order to control TextMaker from BasicMaker, you first need to connect to TextMaker via OLE Automation. For this, first declare a variable of type **Object**, then assign to it the object "TextMaker.Application" through use of the **CreateObject** function.

```
Dim tm as Object  
Set tm = CreateObject("TextMaker.Application")
```

If TextMaker is already running, this function simply connects to TextMaker; if not, then TextMaker will be started beforehand.

The object variable "tm" now contains a reference to TextMaker.

### Important: Making TextMaker visible

*Please note:* If you start TextMaker in the way just described, its application window will be *invisible* by default. In order to make it visible, you must set the property **Visible** to **True**.

The complete chain of commands should therefore be as follows:

```
Dim tm as Object
Set tm = CreateObject("TextMaker.Application")
tm.Application.Visible = True
```

### The "Application" object

The *fundamental* object that TextMaker exposes for programming is **Application**. All other objects – such as collections of open documents and windows – are attached to the **Application** object.

The **Application** object contains not only its own properties (such as **Application.Left** for the x coordinate of the application window) and methods (such as **Application.Quit** for exiting from TextMaker), but also contains pointers to other objects, for example **Application.Options**, that in turn have their own properties and methods, and pointers to collections such as **Documents** (the collection of all currently open documents).

### Notations

As mentioned in the previous section, you need to use dot notation as usual with OLE Automation to access the provided properties, methods etc.

For example, **Application.Left** lets you address the **Left** property of the **Application** object. **Application.Documents.Add** references the **Add** method of the **Documents** collection which in turn is a member of **Application**.

---

## Getting and setting TextMaker properties

As soon as a connection with TextMaker has been made, you can "control" the application. For this, *properties* and *methods* are provided – this has already been discussed in the section "OLE Automation".

Let's first talk about *properties*. Properties are options and settings that can be retrieved and sometimes modified.

For example, if you wish to retrieve TextMaker's application name, you can use the **Name** property of the **Application** object:

```
MsgBox "The name of this application is " & tm.Application.Name
```

**Application.Name** is a property that can only be read, but not written to. Other properties can be both retrieved and changed from BasicMaker scripts. For example, the coordinates of the TextMaker application window are stored in the properties **Left**, **Top**, **Width**, and **Height**. You can retrieve them as follows:

```
MsgBox "The left window position is at: " & tm.Application.Left
```

But you can also change the content of this property:

```
tm.Application.Left = 200
```

TextMaker reacts immediately and moves the left border of the application window to the screen position 200. You can also mix reading and changing the values of properties, as in the following example:

```
tm.Application.Left = tm.Application.Left + 100
```

Here, the current left border value is retrieved, increased by 100 and set as the new value for the left border. This will instruct TextMaker to move its left window position 100 pixels to the right.

There is a large number of properties in the **Application** object. A list of them can be found in the section "TextMaker's object model".

---

## Using TextMaker's methods

In addition to properties, *methods* exist, and they implement commands that direct TextMaker to execute a specific action.

For example, **Application.Quit** instructs TextMaker to stop running, and **Application.Activate** lets you force TextMaker to bring its application window to the foreground (if it's covered by windows from other applications):

```
tm.Application.Activate
```

### Function methods and procedure methods

There are two types of methods: those that return a value to the BASIC program and those that do not. The former are called (in the style of other programming languages) "function methods" or simply "functions", the latter "procedure methods" or simply "procedures".

This distinction may sound a bit picky to you, but it is not because it effects on the notation of instructions.

As long as you call a method without parameters, there is no syntactical difference:

#### Call as procedure:

```
tm.Documents.Add ' Add a document to the collection of open documents
```

#### Call as function:

```
Dim newDoc as Object  
Set newDoc = tm.Documents.Add ' The same (returning an object this time)
```

As soon as you access methods *with* parameters, you need to employ two different styles:

#### Call as procedure:

```
tm.ActiveDocument.Tables.Add 3, 3 ' Insert a 3-by-3 table
```

#### Call as function:

```
Dim newTable as Object  
Set newTable = tm.ActiveDocument.Tables.Add(3, 3) ' now with a return value
```

As you can see, if you call the method as a procedure, you *may not* surround the parameters with parentheses. If you call it as a function, you *must* surround them with parentheses.

---

## Using pointers to other objects

A third group of members of the **Application** object are *pointers to other objects*.

This may first sound a bit abstract at first, but is actually quite simple: It would clutter the Application object if all properties and methods of TextMaker were attached directly to the Application method. To prevent this, groups of related properties and methods have been parceled out and placed into objects of their own. For example, TextMaker has an **Options** object that lets you read out and modify many fundamental program settings:

```
tm.Application.Options.CreateBackup = True  
MsgBox "Overwrite mode activated? " & tm.Application.Options.Overtyp
```

---

## Using collections

The fourth group of members of the **Application** object are pointers to *collections*.

Collections are, as their name indicates, lists of objects belonging together. For example, there is a collection called **Application.Documents** that contains all open documents and a collection called **Application.RecentFiles** with all files that are listed in the history section of the File menu.

There are two standardized ways of accessing collections, and TextMaker supports both of them. The more simple way is through the **Item** property that is part of every collection:

```
' Display the name of the first open document:
MsgBox tm.Application.Documents.Item(1).Name

' Close the (open) document "Test.tmd":
tm.Application.Documents.Item("Test.tmd").Close
```

If you wish to list all open documents, for example, first find out the number of open documents through the standardized **Count** property, then access the objects one by one:

```
' Return the names of all open documents:
For i=1 To tm.Application.Documents.Count
    MsgBox tm.Application.Documents.Item(i).Name
Next i
```

Every collection contains, by definition, the **Count** property which lets you retrieve the number of entries in the collection, and the **Item** property that lets you directly access one entry.

**Item** always accepts the number of the desired entry as an argument. Where it makes sense, it is also possible to pass other arguments to it, for example file names. You have seen this already above, when we passed both a number and a file name to **Item**.

For most collections, there is matching object type for their individual entries. The collection **Windows**, for example, has individual entries of type **Window** – note the use of the singular! One entry of the **Documents** collection is called **Document**, and an entry of the **RecentFiles** collection has the object type **RecentFile**.

### A more elegant approach to collections: For Each ... Next

There is a more elegant way to access all entries in a collection consecutively: BasicMaker also supports the **For Each** instruction:

```
' Display the names of all open documents

Dim x As Object

For Each x In tm.Application.Documents
    MsgBox x.Name
Next x
```

This gives the same results as the method previously described:

```
For i=1 To tm.Application.Documents.Count
    MsgBox tm.Application.Documents.Item(i).Name
Next i
```

### Collections may have their own properties and methods

Some collections may have their own properties and methods, in addition to the standard members **Item** and **Count**. For example, if you wish to create an empty document in TextMaker, this is achieved by adding a new entry to its **Documents** collection:

```
tm.Application.Documents.Add ' Create an empty document
```

---

## Hints for simplifying notations

If you are beginning to wonder whether so much typing is really necessary to address a single document, we can reassure you that it's not! There are several ways to reduce the amount of typing required.

### Using With instructions

The first shortcut is to use the **With** instruction when addressing *several* members of the same object.

First, the conventional style:

```
tm.Application.Left = 100
tm.Application.Top = 50
tm.Application.Width = 500
tm.Application.Height = 300
tm.Application.Options.CreateBackup = True
MsgBox tm.Application.ActiveDocument.Name
```

This code looks much clearer through use of the **With** instruction:

```
With tm.Application
    .Left = 100
    .Top = 50
    .Width = 500
    .Height = 300
    .Options.CreateBackup = True
    MsgBox .ActiveDocument.Name
End With
```

### Setting up helper object variables

The next abbreviation is to create helper object variables for quickly accessing their members. Compare the following instructions::

Complicated:

```
Sub Complicated
    Dim tm As Object
    Set tm = CreateObject("TextMaker.Application")
    tm.Application.Visible = True ' Make TextMaker visible
    tm.Application.Documents.Add ' Add document
    tm.Application.ActiveDocument.Left = 100
    tm.Application.ActiveDocument.Top = 50
    tm.Application.ActiveDocument.Width = 222
    tm.Application.ActiveDocument.Height = 80
End Sub
```

Easier:

```
Sub Better
    Dim tm As Object
    Dim NewDocument As Object
    Set tm = CreateObject("TextMaker.Application")
    tm.Application.Visible = True ' Make TextMaker visible
    NewDocument = tm.Application.Documents.Add ' Add document
    NewDocument.Left = 100
    NewDocument.Top = 50
    NewDocument.Width = 222
    NewDocument.Height = 80
End Sub
```

After you created the object variable "NewDocument" in the second example and stored a reference to the new document in it (which conveniently is returned by the **Add** method of the **Documents** collection anyway), you can access the new document much more easily through this helper object variable.

## Omitting default properties

There is yet another way to reduce the amount of typing required: Each object (for example, **Application** or **Application.Documents**) has one of its properties marked as its *default property*. Conveniently enough, you can always leave out default properties.

The default property of **Application**, for example, is **Name**. Therefore, the two following instructions are equivalent:

```
MsgBox tm.Application.Name ' Display the application name of TextMaker
```

```
MsgBox tm.Application ' Does exactly the same
```

Typically, the property that is used most often in an object has been designated its default property. For example, the most used property of a collection surely is the **Item** property, as the most common use of collections is to return one of their members. The following instructions therefore are equivalent:

```
MsgBox tm.Application.Documents.Item(1).Name
```

```
MsgBox tm.Application.Documents(1).Name
```

Finally things are getting easier again! But it gets even better: **Name** is the default property of a single **Document** object (note: "Document", not "Documents"! ). Each **Item** of the **Document** collection is of the **Document** type. As **Name** is the default property of **Document**, it can be omitted:

```
MsgBox tm.Application.Documents(1)
```

Not easy enough yet? OK... **Application** is the default property of TextMaker. So, let's just leave out **Application** as well! The result:

```
MsgBox tm.Documents(1)
```

This basic knowledge should have prepared you to understand TextMaker's object model. You can now continue with the section "TextMaker's object model" that contains a detailed list of all objects that TextMaker provides.

---

## TextMaker's object model

TextMaker provides BasicMaker (and all other OLE Automation compatible programming languages) with the objects listed below.

### Notes:

- Properties marked with "R/O" are "Read Only" (i.e. write-protected). They can be read, but not changed.
- The default property of an object is marked in *italics*.

The following table lists all objects and collections available in TextMaker.

<b>Name</b>	<b>Type</b>	<b>Description</b>
<b>Application</b>	Object	"Root object" of TextMaker
<b>Options</b>	Object	Global options
<b>UserProperties</b>	Collection	Collection of all parts of the user's private and business address
<b>UserProperty</b>	Object	An individual part of the user's address
<b>CommandBars</b>	Collection	Collection of all toolbars
<b>CommandBar</b>	Object	An individual toolbar
<b>AutoCorrect</b>	Object	Automatic text correction and SmartText
<b>AutoCorrectEntries</b>	Collection	Collection of all SmartText entries
<b>AutoCorrectEntry</b>	Object	An individual SmartText entry
<b>Documents</b>	Collection	Collection of all open documents
<b>Document</b>	Object	An individual open document

<b>Name</b>	<b>Type</b>	<b>Description</b>
<b>DocumentProperties</b>	Collection	Collection of all document properties of a document
<b>DocumentProperty</b>	Object	An individual document property
<b>PageSetup</b>	Object	The page settings of a document
<b>Selection</b>	Object	The selection or cursor in a document
<b>Font</b>	Object	The character formatting of the selection
<b>Paragraphs</b>	Collection	Collection of all paragraphs in a document
<b>Paragraph</b>	Object	An individual paragraph in a document
<b>Range</b>	Object	Starting and ending position of a paragraph
<b>DropCap</b>	Object	The drop cap character of a paragraph
<b>Tables</b>	Collection	Collection of all tables in a document
<b>Table</b>	Object	An individual table
<b>Rows</b>	Collection	Collection of all table rows in a table
<b>Row</b>	Object	An individual table row
<b>Cells</b>	Collection	Collection of all cells in a table row
<b>Cell</b>	Object	An individual table cell
<b>Borders</b>	Collection	Collection of all border lines (left, right, top, bottom, etc.) of a paragraph, a table, a table row, or a cell
<b>Border</b>	Object	An individual border line
<b>Shading</b>	Object	The shading of paragraphs, tables, table rows, and cells
<b>FormFields</b>	Collection	Collection of all form objects in a document
<b>FormField</b>	Object	An individual form object
<b>TextInput</b>	Object	An individual form object, viewed as a text field
<b>CheckBox</b>	Object	An individual form object, viewed as a check box
<b>DropDown</b>	Object	An individual form object, viewed as a selection list
<b>ListEntries</b>	Collection	Collection of all entries in a selection list
<b>ListEntry</b>	Object	An individual entry in a selection list
<b>Windows</b>	Collection	Collection of all open document windows
<b>Window</b>	Object	An individual open document window
<b>View</b>	Object	The view settings of a document window
<b>Zoom</b>	Object	The zoom level of a document window
<b>RecentFiles</b>	Collection	Collection of all recently opened files, as listed in the File menu
<b>RecentFile</b>	Object	An individual recently opened file
<b>FontNames</b>	Collection	Collection of all fonts installed
<b>FontName</b>	Object	An individual installed font

Detailed descriptions of all objects and collections follow on the next pages.

---

## **Application (object)**

Access path: **Application**



## 1 Description

**Application** is the "root object" for all other objects in TextMaker. It is the central control object that is used to carry out the whole communication between your Basic script and TextMaker.

## 2 Access to the object

There is exactly one instance of the **Application** object during the whole runtime of TextMaker. It is accessed directly through the object variable returned by the **CreateObject** function:

```
Set tm = CreateObject("TextMaker.Application")
MsgBox tm.Application.Name
```

As **Application** is the default property of TextMaker, it can generally be omitted:

```
Set tm = CreateObject("TextMaker.Application")
MsgBox tm.Name ' has the same meaning as tm.Application.Name
```

## 3 Properties, objects, collections, and methods

Properties:

- **FullName** R/O
- **Name** R/O (default property)
- **Path** R/O
- **Build** R/O
- **Bits** R/O
- **Visible**
- **Caption** R/O
- **Left**
- **Top**
- **Width**
- **Height**
- **WindowState**
- **DisplayScrollBars**

Objects:

- **ActiveDocument** → **Document**
- **ActiveWindow** → **Window**
- **Options** → **Options**
- **UserProperties** → **UserProperties**
- **CommandBars** → **CommandBars**
- **AutoCorrect** → **AutoCorrect**
- **Application** → **Application**

Collections:

- **Documents** → **Documents**
- **Windows** → **Windows**
- **RecentFiles** → **RecentFiles**
- **FontNames** → **FontNames**

Methods:

- **CentimetersToPoints**
- **MillimetersToPoints**
- **InchesToPoints**
- **PicasToPoints**
- **LinesToPoints**
- **Activate**
- **Quit**

### FullName (property, R/O)

Data type: **String**

Returns the name and path of the program (e.g. "C:\Program Files\SoftMaker Office\TextMaker.exe").

### Name (property, R/O)

Data type: **String**

Returns the name of the program (i.e., "TextMaker").

### Path (property, R/O)

Data type: **String**

Returns the path of the program, for example "C:\Program Files\SoftMaker Office\".

### Build (property, R/O)

Data type: **String**

Returns the build number of the program as a string, for example "582".

### Bits (property, R/O)

Data type: **String**

Returns a string with the "bitness" of the program: "16" for the 16 bit version of TextMaker and "32" for the 32 bit version.

### Visible (property)

Data type: **Boolean**

Gets or sets the visibility of the program window:

```
tm.Application.Visible = True   ' TextMaker will be visible  
tm.Application.Visible = False ' TextMaker will be invisible
```

**Important:** By default, **Visible** is set to **False** – thus, TextMaker is initially invisible until you explicitly make it visible.

### Caption (property, R/O)

Data type: **String**

Returns a string with the contents of the title bar of the program window (e.g. "TextMaker - Readme.tmd").

### Left (property)

Data type: **Long**

Gets or sets the horizontal position (= left edge) of the program window on the screen, measured in screen pixels.

### Top (property)

Data type: **Long**

Gets or sets the vertical position (= top edge) of the program window on the screen, measured in screen pixels.

### Width (property)

Data type: **Long**

Gets or sets the width of the program window on the screen, measured in screen pixels.

### Height (property)

Data type: **Long**

Gets or sets the height of the program window on the screen, measured in screen pixels.

### WindowState (property)

Data type: **Long** (SmoWindowState)

Gets or sets the current state of the program window. The possible values are:

```
smoWindowStateNormal    = 1 ' normal
smoWindowStateMinimize  = 2 ' minimized
smoWindowStateMaximize  = 3 ' maximized
```

### DisplayScrollBars (property)

Data type: **Boolean**

Gets or sets the option which indicates whether the document is shown with both a horizontal and a vertical scrollbar.

### ActiveDocument (pointer to object)

Data type: **Object**

Returns the currently active **Document** object that you can use to access the active document.

### ActiveWindow (pointer to object)

Data type: **Object**

Returns the currently active **Window** object that you can use to access the active document window.

### Options (pointer to object)

Data type: **Object**

Returns the **Options** object that you can use to access global program settings of TextMaker.

### UserProperties (pointer to object)

Data type: **Object**

Returns the **UserProperties** object that you can use to access the name and address of the user (as entered in TextMaker's **Tools > Options** dialog, **General** tab).

### **CommandBars (pointer to object)**

Data type: **Object**

Returns the **CommandBars** object that you can use to access the toolbars of TextMaker.

### **AutoCorrect (pointer to object)**

Data type: **Object**

Returns the **AutoCorrect** object that you can use to access the automatic correction settings of TextMaker.

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object, i.e. the pointer to itself. This object pointer is basically superfluous and only provided for the sake of completeness.

### **Documents (pointer to collection)**

Data type: **Object**

Returns the **Documents** collection, a collection of all currently opened documents.

### **Windows (pointer to collection)**

Data type: **Object**

Returns the **Windows** collection, a collection of all currently opened document windows.

### **RecentFiles (pointer to collection)**

Data type: **Object**

Returns the **RecentFiles** collection, a collection of the recently opened documents (as displayed at the bottom of TextMaker's **File** menu).

### **FontNames (pointer to collection)**

Data type: **Object**

Returns the **FontNames** collection, a collection of all installed fonts.

### **CentimetersToPoints (method)**

Converts the given value from centimeters (cm) to points (pt). This function is useful when you make calculations in centimeters, but a TextMaker function accepts only points as its measurement unit.

Syntax:

```
CentimetersToPoints (Centimeters)
```

Parameters:

**Centimeters** (type: **Single**) specifies the value to be converted.

Return type:

**Single**

Example:

```
' Set the top margin of the active document to 3cm  
tm.ActiveDocument.PageSetup.TopMargin = tm.Application.CentimetersToPoints (3)
```

### **MillimetersToPoints (method)**

Converts the given value from millimeters (mm) to points (pt). This function is useful if you make calculations in millimeters, but a TextMaker function accepts only points as its measurement unit.

Syntax:

```
MillimetersToPoints (Millimeters)
```

Parameters:

**Millimeters** (type: **Single**) specifies the value to be converted.

Return type:

**Single**

Example:

```
' Set the top margin of the active document to 30mm  
tm.ActiveDocument.PageSetup.TopMargin = tm.Application.MillimetersToPoints (30)
```

### **InchesToPoints (method)**

Converts the given value from inches to points (pt). This function is useful if you make calculations in inches, but a TextMaker function accepts only points as its measurement unit.

Syntax:

```
InchesToPoints (Inches)
```

Parameters:

**Inches** (type: **Single**) specifies the value to be converted.

Return type:

**Single**

Example:

```
' Set the bottom margin of the active document to 1 inch  
tm.ActiveDocument.PageSetup.BottomMargin = tm.Application.InchesToPoints (1)
```

### **PicasToPoints (method)**

Converts the given value from picas to points (pt). This function is useful if you make calculations in picas, but a TextMaker function accepts only points as its measurement unit.

Syntax:

```
PicasToPoints (Picas)
```

Parameters:

**Picas** (type: **Single**) specifies the value to be converted.

Return type:

**Single**

Example:

```
' Set the bottom margin of the active document to 6 picas  
tm.ActiveDocument.PageSetup.BottomMargin = tm.Application.PicasToPoints(6)
```

## **LinesToPoints (method)**

Identical to the **PicasToPoints** method (see there).

Syntax:

```
LinesToPoints(Lines)
```

Parameters:

**Lines** (type: **Single**) specifies the value to be converted.

Return type:

**Single**

Example:

```
' Set the bottom margin of the active document to 6 picas  
tm.ActiveDocument.PageSetup.BottomMargin = tm.Application.LinesToPoints(6)
```

## **Activate (method)**

Brings the program window to the foreground and sets the focus to it.

Syntax:

```
Activate
```

Parameters:

none

Return type:

none

Example:

```
' Bring TextMaker to the foreground  
tm.Application.Activate
```

Hint: This command is only successful if **Application.Visible = True**.

## **Quit (method)**

Ends the program.

Syntax:

```
Quit
```

Parameters:

none

Return type:

none

Example:

```
' End TextMaker  
tm.Application.Quit
```

If there are any unsaved documents open, the user will be asked if they should be saved. If you want to avoid this question, you need to either close all opened documents in your program or set the property **Saved** for the documents to **True** (see **Document**).

---

## Options (object)

Access path: Application → **Options**

### 1 Description

The **Options** object consolidates many global program settings, most of which can be found in the dialog box of the **Tools > Options** command in TextMaker.

### 2 Access to the object

There is exactly one instance of the **Options** object during the whole runtime of TextMaker. It is accessed through the **Application.Options** object:

```
Set tm = CreateObject("TextMaker.Application")  
tm.Application.Options.EnableSound = True
```

### 3 Properties, objects, collections, and methods

Properties:

- **AutoFormatReplaceQuotes**
- **CheckSpellingAsYouType**
- **ShowSpellingErrors**
- **ShowGermanSpellingReformErrors**
- **CreateBackup**
- **DefaultFilePath**
- **DefaultTemplatePath**
- **EnableSound**
- **Overtime**
- **SaveInterval**
- **SavePropertiesPrompt**
- **AutoWordSelection**
- **PasteAdjustWordSpacing**
- **TabIndentKey**
- **DefaultFileFormat**

Objects:

- **Application** → **Application**
- **Parent** → **Application**

### AutoFormatReplaceQuotes (property)

Data type: **Long** (SmoQuotesStyle)

Gets or sets the setting whether neutral quotation marks should be automatically converted to typographic ones. The possible values are:

```
smoQuotesNeutral = 0 ' Neutral = off
smoQuotesGerman  = 1 ' German
smoQuotesSwiss   = 2 ' Swiss German
smoQuotesEnglish = 3 ' English
smoQuotesFrench  = 4 ' French
smoQuotesAuto    = 5 ' Auto, depending on language
```

### CheckSpellingAsYouType (property)

Data type: **Boolean**

Gets or sets the setting "Background spell-checking" (**True** or **False**).

### ShowSpellingErrors (property)

Data type: **Boolean**

Gets or sets the setting "Underline typos in red" (**True** or **False**).

### ShowGermanSpellingReformErrors (property)

Data type: **Boolean**

Gets or sets the setting "Underline old German spelling in blue" (**True** or **False**).

### CreateBackup (property)

Data type: **Boolean**

Gets or sets the setting "Create backup files" (**True** or **False**).

### DefaultFilePath (property)

Data type: **String**

Gets or sets the file path used by default to save and open documents.

This is just a temporary setting: When you execute **File > Open** or **File > Save As** the next time, the path chosen here will appear in the dialog box. If the user changes the path, this path will then be the new default file path.

### DefaultTemplatePath (property)

Data type: **String**

Gets or sets the file path used by default to store document templates.

This setting is saved permanently. Each call to the **File > New** command lets you see the document templates in the path given here.



### **EnableSound (property)**

Data type: **Boolean**

Gets or sets the setting "Beep on errors" (**True** or **False**).

### **Overtyping (property)**

Data type: **Boolean**

Gets or sets Overwrite/Insert mode (**True**=Overwrite, **False**=Insert).

### **SaveInterval (property)**

Data type: **Long**

Gets or sets the setting "Autosave documents every *n* minutes" (0=off).

### **SavePropertiesPrompt (property)**

Data type: **Boolean**

Gets or sets the setting "Prompt for summary information when saving" (**True** or **False**).

### **AutoWordSelection (property)**

Data type: **Boolean**

Gets or sets the setting "Select whole words when selecting" (**True** or **False**).

### **PasteAdjustWordSpacing (property)**

Data type: **Boolean**

Gets or sets the setting "Add or remove spaces when pasting" (**True** or **False**).

### **TabIndentKey (property)**

Data type: **Boolean**

Gets or sets the setting "Set left and first line indent with Tab and Backspace keys" (**True** or **False**).

### **DefaultFileFormat (property)**

Data type: **Long** (TmDefaultFileFormat)

Gets or sets the standard file format in which TextMaker saves newly created documents. The possible values are:

```
tmDefaultFileFormatTextMaker    = 0 ' TextMaker (.tmd)
tmDefaultFileFormatWinWordXP     = 1 ' Microsoft Word XP/2003 (.doc)
tmDefaultFileFormatWinWord97    = 2 ' Microsoft Word 97/2000 (.doc)
tmDefaultFileFormatWinWord6     = 3 ' Microsoft Word 6.0/95 (.doc)
tmDefaultFileFormatOpenDoc      = 4 ' OpenDocument (.odt)
tmDefaultFileFormatRTF          = 5 ' RTF Rich Text Format (.rtf)
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## UserProperties (collection)

Access path: **Application** → **UserProperties**

### 1 Description

The **UserProperties** collection contains all components of the user's personal and business address (as entered in TextMaker's **Tools** > **Options** dialog, **General** tab).

The individual elements of this collection are of the type **UserProperty**.

### 2 Access to the collection

There is exactly one instance of the **UserProperties** collection during the whole runtime of TextMaker. It is accessed through the **Application.UserProperties** object:

```
' Show the first UserProperty (the user's last name)
MsgBox tm.Application.UserProperties.Item(1).Value
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **UserProperty** (default object)
- **Application** → **Application**
- **Parent** → **Application**

## Count (property, R/O)

Data type: **Long**

Returns the number of **UserProperty** objects in the collection, i.e. the number of all components of the user's address data (last name, first name, street etc. – separated into personal and business address).

This value is constantly 24, since there are exactly 24 such elements.

## Item (pointer to object)

Data type: **Object**

Returns an individual **UserProperty** object that you can use to get or set an individual component of the user's personal or business address (last name, first name, street, etc.).

Which **UserProperty** object you get depends on the numeric value that you pass to **Item**. The following table shows the admissible values:

<b>smoUserHomeAddressName</b>	= 1	' Last name (personal)
<b>smoUserHomeAddressFirstName</b>	= 2	' First name (personal)
<b>smoUserHomeAddressStreet</b>	= 3	' Street (personal)
<b>smoUserHomeAddressZip</b>	= 4	' ZIP code (personal)
<b>smoUserHomeAddressCity</b>	= 5	' City (personal)
<b>smoUserHomeAddressPhone1</b>	= 6	' Phone (personal)
<b>smoUserHomeAddressFax</b>	= 7	' Fax (personal)
<b>smoUserHomeAddressEmail</b>	= 8	' E-mail address (personal)
<b>smoUserHomeAddressPhone2</b>	= 9	' Mobile phone (personal)
<b>smoUserHomeAddressHomepage</b>	= 10	' Homepage (personal)
<b>smoUserBusinessAddressName</b>	= 11	' Last name (business)
<b>smoUserBusinessAddressFirstName</b>	= 12	' First name (business)
<b>smoUserBusinessAddressCompany</b>	= 13	' Company (business)
<b>smoUserBusinessAddressDepartment</b>	= 14	' Department (business)
<b>smoUserBusinessAddressStreet</b>	= 15	' Street (business)
<b>smoUserBusinessAddressZip</b>	= 16	' ZIP code (business)
<b>smoUserBusinessAddressCity</b>	= 17	' City (business)
<b>smoUserBusinessAddressPhone1</b>	= 18	' Phone (business)
<b>smoUserBusinessAddressFax</b>	= 19	' Fax (business)
<b>smoUserBusinessAddressEmail</b>	= 20	' E-mail address (business)
<b>smoUserBusinessAddressPhone2</b>	= 21	' Mobile phone (business)
<b>smoUserBusinessAddressHomepage</b>	= 22	' Homepage (business)
<b>smoUserHomeAddressInitials</b>	= 23	' User initials (personal)
<b>smoUserBusinessAddressInitials</b>	= 24	' User initials (business)

Examples:

```
' Show the user's last name (personal)
MsgBox tm.Application.UserProperties.Item(1).Value

' Change the business e-mail address to test@example.com
With tm.Application
    .UserProperties.Item(smoUserBusinessAddressEmail).Value = "test@example.com"
End With
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## UserProperty (object)

Access path: Application → UserProperties → **Item**

## 1 Description

A **UserProperty** object represents one individual component of the user's personal or business address (for example, the ZIP code or the phone number).

There is one **UserProperty** object for each of these components. The number of these objects is constant, since you cannot create new address components.

## 2 Access to the object

The individual **UserProperty** objects can be accessed solely through enumerating the elements of the **Application.UserProperties** collection. The type of this collection is **UserProperties**.

Example:

```
' Show the contents of the first address element (last name, personal)
MsgBox tm.Application.UserProperties.Item(1).Value
```

## 3 Properties, objects, collections, and methods

Properties:

- **Value** (default property)

Objects:

- **Application** → **Application**
- **Parent** → **UserProperties**

### **Value (property)**

Data type: **String**

Gets or sets the contents of the address component. The following example sets the company name of the user:

```
Sub Example()
    Set tm = CreateObject("TextMaker.Application")
    tm.UserProperties(smoUserBusinessAddressCompany).Value = "ACME Corp."
End Sub
```

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **UserProperties**.

---

## **CommandBars (collection)**

Access path: **Application** → **CommandBars**

## 1 Description

The **CommandBars** collection contains all toolbars available in TextMaker. The individual elements of this collection are of the type **CommandBar**.

## 2 Access to the collection

There is exactly one instance of the **CommandBars** collection during the whole runtime of TextMaker. It is accessed through the **Application.CommandBars** object:

```
' Show the name of the first toolbar
MsgBox tm.Application.CommandBars.Item(1).Name

' The same, but easier, using the default property
MsgBox tm.CommandBars(1)
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O
- **DisplayFonts**
- **DisplayTooltips**

Objects:

- **Item** → **CommandBar** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **CommandBar** objects in the collection, i.e. the number of toolbars available.

### DisplayFonts (property)

Data type: **Boolean**

Gets or sets the setting "" (**True** or **False**).

### DisplayTooltips (property)

Data type: **Boolean**

Gets or sets the setting whether a tooltip should be displayed when the mouse cursor is pointed to a toolbar button.

Corresponds to the setting "Show tooltips" in the **Tools > Options** dialog.

### Item (pointer to object)

Data type: **Object**

Returns an individual **CommandBar** object that you can use to access an individual toolbar.

Which **CommandBar** object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired toolbar. Examples:

```
' Make the first toolbar invisible
tm.Application.CommandBars.Item(1).Visible = False

' Make the toolbar named "Formatting" invisible
tm.Application.CommandBars.Item("Formatting").Visible = False
```

Note: It is not advisable to use the *names* of toolbars as a reference, since these names are different in each language that TextMaker's user interface supports. For example, if the user interface language is set to German, the name of the "Formatting" toolbar changes to "Formatleiste".

Instead, it is recommended to use the following symbolic constants for toolbars:

```
tmBarStatusShort      = 1  ' Status bar (no documents open)
tmBarStandardShort    = 2  ' Standard toolbar (no documents open)
tmBarStatus           = 3  ' Status bar
tmBarStandard         = 4  ' Standard toolbar
tmBarFormatting       = 5  ' Formatting toolbar
tmBarOutliner        = 6  ' Outliner toolbar
tmBarObjects         = 7  ' Objects toolbar
tmBarFormsEditing    = 8  ' Forms toolbar
tmBarMailMerge       = 9  ' Mail merge toolbar
tmBarDatabase        = 10 ' Database toolbar
tmBarDatabaseStatus  = 11 ' Status bar (in database windows)
tmBarTable           = 12 ' Table toolbar
tmBarStatistics      = 13 ' Statistics toolbar
tmBarPicture         = 14 ' Graphics toolbar
tmBarReviewing       = 16 ' Reviewing toolbar
tmBarHeaderAndFooter = 17 ' Header and footer toolbar
tmBarFullscreen      = 19 ' Full screen toolbar
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## CommandBar (object)

Access path: **Application** → **CommandBars** → **Item**

### 1 Description

A **CommandBar** object represents one individual toolbar.

For each toolbar there is its own **CommandBar** object. If you create new toolbars or delete them, the respective **CommandBar** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **CommandBar** objects can be accessed solely through enumerating the elements of the **Application.CommandBars** collection. The type of this collection is **CommandBars**.

Example:

```
' Show the name of the first toolbar
MsgBox tm.Application.CommandBars.Item(1).Name

' The same, but easier, using the default property
MsgBox tm.CommandBars(1)
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)
- **Visible**

Objects:

- **Application** → **Application**
- **Parent** → **CommandBars**

#### **Name (property)**

Data type: **String**

Gets or sets the name of the toolbar.

Example:

```
' Show the name of the first toolbar
MsgBox tm.Application.CommandBars.Item(1).Name
```

#### **Visible (property)**

Data type: **Boolean**

Gets or sets the visibility of the toolbar. The following example makes the "Formatting" toolbar invisible:

```
Sub Example()
    Set tm = CreateObject("TextMaker.Application")
    tm.Application.CommandBars.Item("Formatting").Visible = False
End Sub
```

#### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

#### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **CommandBars**.

---

#### **AutoCorrect (object)**

Access path: **Application** → **AutoCorrect**

## 1 Description

The **AutoCorrect** object contains settings related to automatic text correction and all SmartText entries.

## 2 Access to the object

There is exactly one instance of the **AutoCorrect** object during the whole runtime of TextMaker. It is accessed through the **Application.AutoCorrect** object:

```
' Show the number of SmartText entries
Set tm = CreateObject("TextMaker.Application")
MsgBox tm.Application.AutoCorrect.Entries.Count
```

## 3 Properties, objects, collections, and methods

Properties:

- **CorrectInitialCaps**
- **CorrectSentenceCaps**
- **ReplaceText**

Objects:

- **Application** → **Application**
- **Parent** → **Application**

Collections:

- **Entries** → **AutoCorrectEntries**

### CorrectInitialCaps (property)

Data type: **Boolean**

Gets or sets the setting "Correct first two uppercase letters".

If this property is **True**, TextMaker automatically corrects the case of the second letter in words that begin with two capital letters (for example "HENry" will be changed to "Henry").

### CorrectSentenceCaps (property)

Data type: **Boolean**

Gets or sets the setting "Capitalize first letter of sentences".

If this property is **True**, TextMaker capitalizes the first letter of a sentence in case it was accidentally written in lower-case.

### ReplaceText (property)

Data type: **Boolean**

Gets or sets the setting "Expand SmartText entries".

If this property is **True**, SmartText entries entered in the document will be automatically replaced by the SmartText content (for example: You type "lax" and TextMaker expands it with "Los Angeles").

### Application (pointer to object)

Data type: **Object**



Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

### Entries (pointer to collection)

Data type: **Object**

Returns the **AutoCorrectEntries** collection which contains all SmartText entries.

---

## AutoCorrectEntries (collection)

Access path: Application → AutoCorrect → **Entries**

### 1 Description

The **AutoCorrectEntries** collection contains all SmartText entries defined. The individual elements of this collection are of the type **AutoCorrectEntry**.

### 2 Access to the collection

There is exactly one instance of the **AutoCorrectEntries** collection during the whole runtime of TextMaker. It is accessed through the **Application.AutoCorrect.Entries** object:

```
Set tm = CreateObject("TextMaker.Application")
tm.Application.AutoCorrect.Entries.Add "lax", "Los Angeles"
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **AutoCorrectEntry** (default object)
- **Application** → **Application**
- **Parent** → **AutoCorrect**

Methods:

- **Add**

### Count (property, R/O)

Data type: **Long**

Returns the number of **AutoCorrectEntry** objects, i.e. the number of the currently defined SmartText entries.

### Item (pointer to object)

Data type: **Object**

Returns an individual **AutoCorrectEntry** object, i.e. the definition of one individual SmartText entry.

Which AutoCorrect object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired SmartText entry. Examples:

```
' Show the contents of the first defined SmartText entry
MsgBox tm.Application.AutoCorrect.Entries.Item(1).Value

' Show the contents of the SmartText entry with the name "teh"
MsgBox tm.Application.AutoCorrect.Entries.Item("teh").Value
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **AutoCorrect**.

### Add (method)

Add a new **AutoCorrectEntry** entry.

Syntax:

```
Add Name, Value
```

Parameters:

**Name** (type: **String**): The name for the new SmartText entry. If the name is empty or already exists, the call of the method fails.

**Value** (type: **String**): The text for the new SmartText entry. If the passed string is empty, the call of the method fails.

Return type:

**Object** (an **AutoCorrectEntry** object which represents the new SmartText entry)

Example:

```
' Create a SmartText entry named "lax" containing "Los Angeles"
tm.Application.AutoCorrect.Entries.Add "lax", "Los Angeles"
```

---

## AutoCorrectEntry (object)

Access path: Application → AutoCorrect → Entries → **Item**

### 1 Description

An **AutoCorrectEntry** object represents one individual SmartText entry, for example, "lax" for "Los Angeles".

For each SmartText entry there is its own **AutoCorrectEntry** object. If you create SmartText entries or delete them, the respective **AutoCorrectEntry** objects will be created or deleted dynamically.

## 2 Access to the object

The individual **AutoCorrectEntry** objects can be accessed solely through enumerating the elements of the collection **Application.AutoCorrect.Entries**. The type of this collection is **AutoCorrectEntries**.

Example:

```
' Show the name of the first SmartText entry
MsgBox tm.Application.AutoCorrect.Entries.Item(1).Name
```

## 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)
- **Value**

Objects:

- **Application** → **Application**
- **Parent** → **AutoCorrectEntries**

Methods:

- **Delete**

### **Name (property)**

Data type: **String**

Gets or sets the name of the SmartText entry (e.g. "lax").

### **Value (property)**

Data type: **String**

Gets or sets the contents of the SmartText entry (e.g. "Los Angeles").

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **AutoCorrectEntries**.

### **Delete (method)**

Deletes an **AutoCorrectEntry** object from the **AutoCorrectEntries** collection.

Syntax:

```
Delete
```

Parameters:

```
none
```

Return type:

none

Examples:

```
' Delete the first SmartText entry
tm.Application.AutoCorrect.Entries.Item(1).Delete

' Delete the SmartText entry with the name "lax"
tm.Application.AutoCorrect.Entries.Item("lax").Delete
```

---

## Documents (collection)

Access path: Application → **Documents**

### 1 Description

The **Documents** collection contains all opened documents. The individual elements of this collection are of the type **Document**.

### 2 Access to the collection

There is exactly one instance of the **Documents** collection during the whole runtime of TextMaker. It is accessed through the **Application.Documents** object:

```
' Show the number of opened documents
MsgBox tm.Application.Documents.Count

' Show the name of the first opened document
MsgBox tm.Application.Documents(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Document** (default object)
- **Application** → **Application**
- **Parent** → **Application**

Methods:

- **Add**
- **Open**
- **Close**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Document** objects in the collection, i.e. the number of the currently opened documents.

## **Item (pointer to object)**

Data type: **Object**

Returns an individual **Document** object, i.e. an individual open document.

Which Document object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired document. Examples:

```
' Show the name of the first document
MsgBox tm.Application.Documents.Item(1).FullName

' Show the name of the document "Test.tmd" (provided that is it opened)
MsgBox tm.Application.Documents.Item("Test.tmd").FullName

' You can also specify the full path
MsgBox tm.Application.Documents.Item("c:\Documents\Test.tmd").FullName
```

## **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **Application**.

## **Add (method)**

Creates a new empty document, based either on the standard document template **Normal.tmv** or any other document template you specify.

Syntax:

```
Add [Template]
```

Parameters:

**Template** (optional; type: **String**): Path and file name of the document template on which your document should be based. If omitted, the standard template **Normal.tmv** will be used.

If you omit the path or give only a relative path, TextMaker's default template path will be automatically prefixed. If you omit the file extension **.tmv**, it will be automatically added.

Return type:

**Object** (a **Document** object which represents the new document)

Example:

```
Sub Sample()
    Dim tm as Object
    Dim newDoc as Object

    Set tm = CreateObject("TextMaker.Application")
    tm.Visible = True
    Set newDoc = tm.Documents.Add
    MsgBox newDoc.Name
End Sub
```

You can use the **Document** object returned by the **Add** method like any other document. Alternatively, you can ignore the return value of the **Add** method and access the new document with the **ActiveDocument** method, for example.

## Open (method)

Opens an existing document.

Syntax:

```
Open FileName, [ReadOnly], [Password], [WritePassword], [FileFormat]
```

Parameters:

**FileName** (type: **String**): Path and file name of the document or document template to be opened.

**ReadOnly** (optional; type: **Boolean**): Indicates whether the document should be opened only for reading.

**Password** (optional; type: **String**): The read password for password-protected documents. If you omit this parameter for a password-protected document, the user will be asked to input the read password.

**WritePassword** (optional; type: **String**): The write password for password-protected documents. If you omit this parameter for a password-protected document, the user will be asked to input the write password.

**FileFormat** (optional; type: **Long** or **TmSaveFormat**): The file format of the document to be opened. The possible values are:

<b>tmFormatDocument</b>	= 0	' Document (the default value)
<b>tmFormatTemplate</b>	= 1	' Document template
<b>tmFormatWinWord97</b>	= 2	' Microsoft Word for Windows 97 and 2000
<b>tmFormatOpenDocument</b>	= 3	' OpenDocument, OpenOffice.org, StarOffice
<b>tmFormatRTF</b>	= 4	' Rich Text Format
<b>tmFormatPocketWordPPC</b>	= 5	' Pocket Word on Pocket PCs
<b>tmFormatPocketWordHPC</b>	= 6	' Pocket Word on Handheld PCs (Windows CE)
<b>tmFormatPlainTextAnsi</b>	= 7	' Text file with Windows character set
<b>tmFormatPlainTextDOS</b>	= 8	' Text file with DOS character set
<b>tmFormatPlainTextUnicode</b>	= 9	' Text file with Unicode character set
<b>tmFormatPlainTextUTF8</b>	= 10	' Text file with UTF8 character set
<b>tmFormatHTML</b>	= 12	' HTML
<b>tmFormatWinWord6</b>	= 13	' Microsoft Word for Windows 6.0
<b>tmFormatPlainTextUnix</b>	= 14	' Text file for UNIX, Linux, FreeBSD
<b>tmFormatWinWordXP</b>	= 15	' Microsoft Word for Windows XP and 2003

If you omit this parameter, the value **tmFormatDocument** will be taken.

Independent of the value for the **FileFormat** parameter TextMaker always tries to determine the file format by itself and ignores evidently false inputs.

Return type:

**Object** (a **Document** object which represents the opened document)

Examples:

```
' Open a document
tm.Documents.Open "c:\docs\test.tmd"

' Open a document only for reading
tm.Documents.Open "c:\docs\Test.tmd", True
```

## Close (method)

Closes all currently opened documents.

Syntax:

```
Close [SaveChanges]
```

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the documents which were changed since they were last saved should be saved or not. If you omit this parameter, the user will be asked to indicate it (if necessary). The possible values are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save
smoPromptToSaveChanges = 1   ' Ask the user
smoSaveChanges = 2          ' Save without asking
```

Return type:

none

Example:

```
' Close all opened documents without saving them
tm.Documents.Close smoDoNotSaveChanges
```

---

## Document (object)

Access paths:

- Application → Documents → **Item**
- Application → **ActiveDocument**
- Application → Windows → Item → **Document**
- Application → ActiveWindow → **Document**

### 1 Description

A **Document** object represents one individual document opened in TextMaker.

For each document there is its own **Document** object. If you open or close documents, the respective **Document** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **Document** objects can be accessed in the following ways:

- All currently open documents are administrated in the **Application.Documents** collection (type: **Documents**):

```
' Show the names of all opened documents
For i = 1 To tm.Application.Documents.Count
  MsgBox tm.Application.Documents.Item(i).Name
Next i
```

- The active document can be accessed through the **Application.ActiveDocument** object:

```
' Show the name of the current document
MsgBox tm.Application.ActiveDocument.Name
```

- **Document** is the **Parent** object for different objects which are linked with it, for example, **BuiltInDocumentProperties** or **Selection**:

```
' Show the name of the current document in an indirect way
MsgBox tm.Application.ActiveDocument.BuiltInDocumentProperties.Parent.Name
```

- The objects **Window** and **Selection** include the object pointer to the document which belongs to them:

```
' Access the active document through the active document window
MsgBox tm.Application.ActiveWindow.Document.Name
```

### 3 Properties, objects, collections, and methods

#### Properties:

- **Name** R/O
- **FullName** R/O
- **Path** R/O
- **PageCount** R/O
- **Saved**
- **ReadOnly**
- **EnableCaretMovement**
- **MergeFileName**
- **MergeFileFormat**
- **MergeFileHeader**
- **MergeRecord**

#### Objects:

- **PageSetup** → **PageSetup**
- **Selection** → **Selection**
- **ActiveWindow** → **Window**
- **Application** → **Application**
- **Parent** → **Documents**

#### Collections:

- **BuiltInDocumentProperties** → **DocumentProperties**
- **Paragraphs** → **Paragraphs**
- **Tables** → **Tables**
- **FormFields** → **FormFields**

#### Methods:

- **Activate**
- **Close**
- **Save**
- **SaveAs**
- **Select**
- **MailMerge**
- **PrintOut**
- **MergePrintOut**

#### **Name (property, R/O)**

Data type: **String**

Returns the name of the document (e.g., Smith.tmd).

#### **FullName (property, R/O)**

Data type: **String**

Returns the path and name of the document (e.g. c:\Letters\Smith.tmd).

#### **Path (property, R/O)**

Data type: **String**

Returns the path of the document (e.g. c:\Letters).



## PageCount (property, R/O)

Data type: **Long**

Returns the number of pages in the document.

## Saved (property)

Data type: **Boolean**

Gets or sets the **Saved** property of the document. It indicates whether a document was changed since it was last saved:

- If **Saved** is set to **True**, the document was not changed since it was last saved.
- If **Saved** is set to **False**, the document was changed since it was last saved. When closing the document, the user will be asked if it should be saved.

Note: As soon as the user changes something in a document, its **Saved** property will be set to **False** automatically.

## ReadOnly (property)

Data type: **Boolean**

Gets or sets the **ReadOnly** property of the document.

If the property is **True**, the document is protected against user changes. Users will not be able to edit, delete, or add content.

If you set this property to **True**, the **EnableCaretMovement** property (see there) will be automatically set to **False**. Therefore, the cursor cannot be moved inside the document anymore. However, you can always set the **EnableCaretMovement** property to **True** if you want to make cursor movement possible.

## EnableCaretMovement (property)

Data type: **Boolean**

Gets or sets the **EnableCaretMovement** property of the document. This property is sensible only in combination with the **ReadOnly** property (see there).

If the **EnableCaretMovement** property is **True**, the cursor can be moved freely inside a write-protected document. If it is set to **False**, cursor movement is not possible.

## MergeFileName (property)

Data type: **String**

Gets or sets the name of the merge database to which the document is assigned.

## MergeFileFormat (property)

Data type: **Long** (TmMergeType)

Gets or sets the file format of the merge database to which the document is assigned. The possible values are:

<code>tmMergeCSVAnsi</code>	=	3
<code>tmMergeDBaseAnsi</code>	=	5
<code>tmMergeCSVDos</code>	=	64
<code>tmMergeDBaseDos</code>	=	66
<code>tmMergeDBaseUnicode</code>	=	69

### **MergeFileHeader (property)**

Data type: **Boolean**

Gets or sets the option **Get field names from the first record** (as found in TextMaker's **Tools > Assign Database** dialog).

This property is applicable only for the CSV files (**tmMergeCSVAnsi**, **tmMergeCSVDos**).

### **MergeRecord (property)**

Data type: **Long**

Gets or sets the record number of the record shown in a merge document. Corresponds to the setting **Show merge record** in the dialog of the **File > Properties** command, **View** tab.

### **PageSetup (pointer to object)**

Data type: **Object**

Returns the **PageSetup** object that you can use to access the page formatting of the document (paper format, margins, etc.).

### **Selection (pointer to object)**

Data type: **Object**

Returns the **Selection** object that you can use to access the currently selected text in the document. If nothing is selected, the object returns the current text cursor.

### **ActiveWindow (pointer to object)**

Data type: **Object**

Returns the **Window** object that contains settings related to the document window of a document (for example, its height and width).

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **Documents**.

### **BuiltInDocumentProperties (pointer to collection)**

Data type: **Object**

Returns the **DocumentProperties** collection that you can use to access the document info (title, subject, author etc.).

## Paragraphs (pointer to collection)

Data type: **Object**

Returns the **Paragraphs** collection, a collection of all paragraphs in the document.

## Tables (pointer to collection)

Data type: **Object**

Returns the **Tables** collection, a collection of all tables in the document.

## FormFields (pointer to collection)

Data type: **Object**

Returns the **FormFields** collection, a collection of all form objects in the document.

## Activate (method)

Brings the document window to the front (if the **Visible** property is True) and sets the focus to the document window.

Syntax:

**Activate**

Parameters:

none

Return type:

none

Example:

```
' Bring the first document of the Documents collection to the front  
tm.Documents(1).Activate
```

## Close (method)

Closes the document.

Syntax:

**Close** [SaveChanges]

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the document should be saved or not. If you omit this parameter, the user will be asked – but only if the document was changed since it was last saved. The possible values are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save  
smoPromptToSaveChanges = 1   ' Ask the user  
smoSaveChanges = 2          ' Save without asking
```

Return type:

none

Example:

```
' Close the active document without saving
```

```
tm.ActiveDocument.Close smoDoNotSaveChanges
```

## Save (method)

Saves the document.

Syntax:

```
Save
```

Parameters:

none

Return type:

none

Example:

```
' Save the active document
tm.ActiveDocument.Save
```

## SaveAs (method)

Saves the document under a different name and/or path.

Syntax:

```
SaveAs FileName, [FileFormat]
```

Parameters:

**FileName** (type: **String**): Path and file name under which the document should be saved.

**FileFormat** (optional; type: **Long** or **TmSaveFormat**) determines the file format. This parameter can take the following values (left: the symbolic constants, right: the corresponding numeric values):

<b>tmFormatDocument</b>	= 0	' Document (the default value)
<b>tmFormatTemplate</b>	= 1	' Document template
<b>tmFormatWinWord97</b>	= 2	' Microsoft Word for Windows 97 and 2000
<b>tmFormatOpenDocument</b>	= 3	' OpenDocument, OpenOffice.org, StarOffice
<b>tmFormatRTF</b>	= 4	' Rich Text Format
<b>tmFormatPocketWordPPC</b>	= 5	' Pocket Word on Pocket PCs
<b>tmFormatPocketWordHPC</b>	= 6	' Pocket Word on Handheld PCs (Windows CE)
<b>tmFormatPlainTextAnsi</b>	= 7	' Text file with Windows character set
<b>tmFormatPlainTextDOS</b>	= 8	' Text file with DOS character set
<b>tmFormatPlainTextUnicode</b>	= 9	' Text file with Unicode character set
<b>tmFormatPlainTextUTF8</b>	= 10	' Text file with UTF8 character set
<b>tmFormatHTML</b>	= 12	' HTML
<b>tmFormatWinWord6</b>	= 13	' Microsoft Word for Windows 6.0
<b>tmFormatPlainTextUnix</b>	= 14	' Text file for UNIX, Linux, FreeBSD
<b>tmFormatWinWordXP</b>	= 15	' Microsoft Word for Windows XP and 2003

If you omit this parameter, **tmFormatDocument** will be taken.

Return type:

none

Example:

```
' Save the current document under the given name in RTF format
tm.ActiveDocument.SaveAs "c:\docs\test.rtf", tmFormatRTF
```

## Select (method)

Selects the entire document.

Syntax:

```
Select
```

Parameters:

none

Return type:

none

Example:

```
' Select the current document  
tm.ActiveDocument.Select
```

You can use the **Selection** object to change, for example, the text formatting or to copy the selected text into the clipboard.

## PrintOut (method)

Prints the document on the currently chosen printer.

Syntax:

```
PrintOut [From], [To]
```

Parameters:

**From** (optional; type: **Long**) indicates from which page to start. If omitted, printing starts from the first page.

**To** (optional; type: **Long**) indicates at which page to stop. If omitted, printing stops at the last page.

Return type:

**Boolean** (True if printing was successful)

Example:

```
' Print out the pages 2-5 from the current document  
tm.ActiveDocument.PrintOut 2, 5
```

## MailMerge (method)

Transfers database fields from the assigned database into the document, using the record number specified in the **File > Properties** dialog.

Syntax:

```
MailMerge Options, [ReplaceFields]
```

Parameters:

**Options** (type: **Long** or **TmMergeOption**) indicates what kind of data will be merged. The possible values are:

```
tmSingleFax           = 1  
tmSingleAddress      = 2  
tmMultipleFax        = 3  
tmMultipleAddress    = 4
```

**ReplaceFields** (optional; type: **Boolean**) determines whether the database fields in the document should be physically replaced by the corresponding field contents. The default value is **False**.

Return type:

none

Example:

```
' Insert record #5 from the assigned database into the document
tm.ActiveDocument.MergeRecord = 5
tm.ActiveDocument.MailMerge tmSingleAddress, True
```

## MergePrintOut (method)

Prints the document on the currently chosen printer as a merge document.

Syntax:

```
MergePrintOut [From], [To]
```

Parameters:

**From** (optional; type: **Long**) indicates the number of the first record to be printed. If omitted, printing starts with the first record.

**To** (optional; type: **Long**) indicates the number of the last record to be printed. If omitted, printing stops at the last record.

Return type:

**Boolean** (True if printing was successful)

Example:

```
' Print out the current merge document, records 99 through 105
tm.ActiveDocument.MergePrintOut 99, 105
```

---

## DocumentProperties (collection)

Access paths:

- Application → Documents → Item → **DocumentProperties**
- Application → ActiveDocument → **DocumentProperties**

### 1 Description

The **DocumentProperties** collection contains all document properties of a document, including, for example, title, author, number of words, etc.

The individual elements of this collection are of the type **DocumentProperty**.

### 2 Access to the collection

Each opened document has exactly one **DocumentProperties** collection. It is accessed through the **Document.BuiltInDocumentProperties** object:

```
' Set the title of the active document to "My Story"
tm.ActiveDocument.BuiltInDocumentProperties(smoPropertyTitle) = "My Story"

' Show the number of words of the active document
MsgBox tm.ActiveDocument.BuiltInDocumentProperties("Number of words")
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **DocumentProperty** (default object)
- **Application** → **Application**
- **Parent** → **Document**

#### Count (property, R/O)

Data type: **Long**

Returns the number of **DocumentProperty** objects in the collection, i.e. the number of the document properties of a document. The value of this property is fixed, since all TextMaker documents have the same number of the document properties.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **DocumentProperty** object, i.e. an individual document property.

Which **DocumentProperty** object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired document property.

The following table contains the possible numeric values and the names associated to them:

<b>smoPropertyTitle</b>	= 1	' "Title"
<b>smoPropertySubject</b>	= 2	' "Subject"
<b>smoPropertyAuthor</b>	= 3	' "Author"
<b>smoPropertyKeywords</b>	= 4	' "Keywords"
<b>smoPropertyComments</b>	= 5	' "Comments"
<b>smoPropertyAppName</b>	= 6	' "Application name"
<b>smoPropertyTimeLastPrinted</b>	= 7	' "Last print date"
<b>smoPropertyTimeCreated</b>	= 8	' "Creation date"
<b>smoPropertyTimeLastSaved</b>	= 9	' "Last save time"
<b>smoPropertyKeystrokes</b>	= 10	' "Number of keystrokes"
<b>smoPropertyCharacters</b>	= 11	' "Number of characters"
<b>smoPropertyWords</b>	= 12	' "Number of words"
<b>smoPropertySentences</b>	= 13	' "Number of sentences"
<b>smoPropertyParas</b>	= 14	' "Number of paragraphs"
<b>smoPropertyChapters</b>	= 15	' "Number of chapters"
<b>smoPropertySections</b>	= 16	' "Number of sections"
<b>smoPropertyLines</b>	= 17	' "Number of lines"
<b>smoPropertyPages</b>	= 18	' "Number of pages"
<b>smoPropertyCells</b>	= 19	' n/a (not available in TextMaker)
<b>smoPropertyTextCells</b>	= 20	' n/a (not available in TextMaker)
<b>smoPropertyNumericCells</b>	= 21	' n/a (not available in TextMaker)
<b>smoPropertyFormulaCells</b>	= 22	' n/a (not available in TextMaker)
<b>smoPropertyNotes</b>	= 23	' n/a (not available in TextMaker)
<b>smoPropertySheets</b>	= 24	' n/a (not available in TextMaker)
<b>smoPropertyCharts</b>	= 25	' n/a (not available in TextMaker)
<b>smoPropertyPictures</b>	= 26	' "Number of pictures"
<b>smoPropertyOLEObjects</b>	= 27	' n/a (not available in TextMaker)
<b>smoPropertyDrawings</b>	= 28	' n/a (not available in TextMaker)
<b>smoPropertyTextFrames</b>	= 29	' "Number of text frames"
<b>smoPropertyTables</b>	= 30	' "Number of tables"
<b>smoPropertyFootnotes</b>	= 31	' "Number of footnotes"
<b>smoPropertyAvgWordLength</b>	= 32	' "Average word length"
<b>smoPropertyAvgCharactersSentence</b>	= 33	' "Average characters per sentence"
<b>smoPropertyAvgWordsSentence</b>	= 34	' "Average words per sentence"

This list specifies *all* document properties that exist in SoftMaker Office, including those that are not available in TextMaker. The latter are marked as "not available in TextMaker".

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

---

## DocumentProperty (object)

Access paths:

- Application → Documents → Item → BuiltInDocumentProperties → **Item**
- Application → ActiveDocument → BuiltInDocumentProperties → **Item**

### 1 Description

A **DocumentProperty** object represents one individual document property of a document, for example, the title, the author, or the number of words in a document.

### 2 Access to the object

The individual **DocumentProperty** objects can be accessed solely through enumerating the elements of the collection **DocumentProperties**.

For each opened document there is exactly one instance of the **DocumentProperties** collection, namely **BuiltInDocumentProperties** in the **Document** object:

```
' Set the title of the active document to "My Story"  
tm.ActiveDocument.BuiltInDocumentProperties.Item(smoPropertyTitle) = "My Story"
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** R/O
- **Value** (default property)
- **Valid**
- **Type**

Objects:

- **Application** → **Application**
- **Parent** → **BuiltInDocumentProperties**

### Name (property, R/O)

Data type: **String**

Returns the name of the document property. Examples:



```
' Show the name of the document property smoPropertyTitle, i.e. "Title"
MsgBox tm.ActiveDocument.BuiltInDocumentProperties.Item(smoPropertyTitle).Name

' Show the name of the document property "Author", i.e. "Author"
MsgBox tm.ActiveDocument.BuiltInDocumentProperties.Item("Author").Name
```

## Value (property)

Data type: **String**

Gets or sets the contents of a document property.

The following example assigns a value to the document property "Title" defined by the numeric constant **smoPropertyTitle** and then reads its value again using the string constant "Title":

```
Sub Example()
    Dim tm as Object

    Set tm = CreateObject("TextMaker.Application")
    tm.Documents.Add ' Add a new empty document

    With tm.ActiveDocument

        ' Set the new title (using the numeric constant smoPropertyTitle)
        .BuiltInDocumentProperties.Item(smoPropertyTitle).Value = "New Title"

        ' Get again the same property (using the string constant this time)
        MsgBox .BuiltInDocumentProperties.Item("Title").Value

    End With
End Sub
```

Since **Item** is the default object of the **DocumentProperties** and **Value** is the default property of **DocumentProperty**, the example can be written clearer in the following way:

```
Sub Example()
    Dim tm as Object

    Set tm = CreateObject("TextMaker.Application")
    tm.Documents.Add ' Add a new empty document

    With tm.ActiveDocument

        ' Set the new title (using the numeric constant smoPropertyTitle)
        .BuiltInDocumentProperties(smoPropertyTitle) = "New Title"

        ' Get again this property (using the string constant this time)
        MsgBox .BuiltInDocumentProperties("Title")

    End With
End Sub
```

## Valid (property, R/O)

Data type: **Boolean**

Returns **True** if the document property is available in TextMaker.

Background: The list of document properties also contains items that are available only in PlanMaker (for example, **smoPropertySheets**, "Number of sheets"). When working with TextMaker, you can retrieve only those document properties that are known by this program – otherwise an empty value will be returned (VT\_EMPTY).

The **Valid** property allows you to test whether the respective document property is available in TextMaker before using it. Example:

```

Sub Test
  Dim tm as Object
  Dim i as Integer

  Set tm = CreateObject("TextMaker.Application")

  tm.Visible = True
  tm.Documents.Add ' Add an empty document

  With tm.ActiveDocument
    For i = 1 to .BuiltInDocumentProperties.Count
      If .BuiltInDocumentProperties(i).Valid then
        Print i, .BuiltInDocumentProperties(i).Name, "=", _
          .BuiltInDocumentProperties(i).Value
      Else
        Print i, "Not available in TextMaker"
      End If
    Next i
  End With

End Sub

```

## Type (property, R/O)

Data type: **Long** (SmoDocProperties)

Returns the data type of the document property. In order to evaluate a document property correctly, you must know its type. For example, **Title** (smoPropertyTitle) is a string value, **Creation Date** (smoPropertyTimeCreated) is a date. The possible values are:

```

smoPropertyTypeBoolean = 0 ' Boolean
smoPropertyTypeDate    = 1 ' Date
smoPropertyTypeFloat   = 2 ' Floating-point value
smoPropertyTypeNumber  = 3 ' Integer number
smoPropertyTypeString  = 4 ' String

```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **BuiltInDocumentProperties**.

---

## PageSetup (object)

Access paths:

- Application → Documents → Item → **PageSetup**
- Application → ActiveDocument → **PageSetup**

## 1 Description

The **PageSetup** object contains the page settings of the **Document** object to which it belongs. This object can be used to return or change the paper format, the page size, and the margins, as well as the print orientation of a document.

## 2 Access to the object

Each opened document has exactly one instance of the **PageSetup** object. It is accessed through the **Document.PageSetup** object:

```
' Set the left margin of the page to 2 cm
tm.ActiveDocument.PageSetup.LeftMargin = tm.CentimetersToPoints(2)
```

Hint: TextMaker allows you to divide a document into multiple chapters and then define different page settings for each of them. In this case, the **PageSetup** object always refers to the page settings of the chapter where the text cursor is placed at the moment.

## 3 Properties, objects, collections, and methods

Properties:

- **LeftMargin**
- **RightMargin**
- **TopMargin**
- **BottomMargin**
- **PageHeight**
- **PageWidth**
- **Orientation**
- **PaperSize**

Objects:

- **Application** → **Application**
- **Parent** → **Document**

### LeftMargin (property)

Data type: **Single**

Gets or sets the left page margin of the document in points (1 point corresponds to 1/72 inches).

### RightMargin (property)

Data type: **Single**

Gets or sets the right page margin of the document in points (1 point corresponds to 1/72 inches).

### TopMargin (property)

Data type: **Single**

Gets or sets the top page margin of the document in points (1 point corresponds to 1/72 inches).

### BottomMargin (property)

Data type: **Single**

Gets or sets the bottom page margin of the document in points (1 point corresponds to 1/72 inches).

### PageHeight (property)

Data type: **Single**

Gets or sets the page height of the document in points (1 point corresponds to 1/72 inches).

If you set this property, the **PaperSize** property (see below) will be automatically changed to a corresponding paper format.

### PageWidth (property)

Data type: **Single**

Gets or sets the page width of the document in points (1 point corresponds to 1/72 inches).

If you set this property, the **PaperSize** property (see below) will be automatically changed to a corresponding paper format.

### Orientation (property)

Data type: **Long** (SmoOrientation)

Gets or sets the page orientation. The following constants are allowed:

```
smoOrientLandscape = 0 ' Landscape format
smoOrientPortrait  = 1 ' Orient portrait
```

### PaperSize (property)

Data type: **Long** (SmoPaperSize)

Gets or sets the page size of the document. The following constants are allowed:

```
smoPaperCustom          = -1
smoPaperLetter          = 1
smoPaperLetterSmall     = 2
smoPaperTabloid         = 3
smoPaperLedger          = 4
smoPaperLegal           = 5
smoPaperStatement       = 6
smoPaperExecutive       = 7
smoPaperA3              = 8
smoPaperA4              = 9
smoPaperA4Small         = 10
smoPaperA5              = 11
smoPaperB4              = 12
smoPaperB5              = 13
smoPaperFolio           = 14
smoPaperQuarto          = 15
smoPaper10x14           = 16
smoPaper11x17           = 17
smoPaperNote            = 18
smoPaperEnvelope9      = 19
smoPaperEnvelope10     = 20
smoPaperEnvelope11     = 21
smoPaperEnvelope12     = 22
smoPaperEnvelope14     = 23
smoPaperCSheet          = 24
smoPaperDSheet          = 25
smoPaperESheet          = 26
smoPaperEnvelopeDL     = 27
smoPaperEnvelopeC5     = 28
smoPaperEnvelopeC3     = 29
smoPaperEnvelopeC4     = 30
smoPaperEnvelopeC6     = 31
smoPaperEnvelopeC65    = 32
smoPaperEnvelopeB4     = 33
smoPaperEnvelopeB5     = 34
```

<code>sмоPaperEnvelopeB6</code>	= 35
<code>sмоPaperEnvelopeItaly</code>	= 36
<code>sмоPaperEnvelopeMonarch</code>	= 37
<code>sмоPaperEnvelopePersonal</code>	= 38
<code>sмоPaperFanfoldUS</code>	= 39
<code>sмоPaperFanfoldStdGerman</code>	= 40
<code>sмоPaperFanfoldLegalGerman</code>	= 41

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

---

## Selection (object)

Access paths:

- `Application` → `Documents` → `Item` → **Selection**
- `Application` → `ActiveDocument` → **Selection**

### 1 Description

**Selection** identifies the current selection in a document.

If text is selected, the **Selection** object stands for the contents of this selection. If nothing is selected, the **Selection** object stands for the current cursor position. If you add text (for example, with the method **Selection.TypeText**), the contents of the selected area will be replaced with this text. If nothing was selected, the text will be pasted at the current cursor position.

You can use the **Font** object accessible from the **Selection** object to make changes in the text formatting. Example: `tm.ActiveDocument.Selection.Font.Size = 24` changes the font size for the text selected in the active document to 24 points.

### 2 Access to the object

Each opened document has exactly one instance of the **Selection** object. It can be accessed through the **Document.Selection** object:

```
' Copy the selection from the active document to the clipboard
tm.ActiveDocument.Selection.Copy
```

### 3 Properties, objects, collections, and methods

Objects:

- `Document` → `Document`
- `Font` → `Font`
- `Application` → `Application`
- `Parent` → `Document`

Methods:

- Copy
- Cut
- Paste
- Delete
- TypeText
- TypeParagraph
- TypeBackspace
- InsertBreak
- GoTo
- ConvertToTable
- SetRange
- InsertPicture

### Document (pointer to object)

Data type: **Object**

Returns the **Document** object which is assigned to the current selection.

### Font (pointer to object)

Data type: **Object**

Returns the **Font** object which is assigned to the current selection. It contains the properties which get and set the chosen character formatting inside the selection area.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

### Copy (method)

Copies the contents of the selection to the clipboard.

Syntax:

**Copy**

Parameters:

none

Return type:

none

Example:

```
' Copy the active selection to the clipboard
tm.ActiveDocument.Selection.Copy
```

## Cut (method)

Cuts out the contents of the selection and places them in the clipboard.

Syntax:

**Cut**

Parameters:

none

Return type:

none

Example:

```
' Cut the active selection and place it in the clipboard  
tm.ActiveDocument.Selection.Cut
```

## Paste (method)

Pastes the contents of the clipboard to the selection.

Syntax:

**Paste**

Parameters:

none

Return type:

none

Example:

```
' Replace the active selection with the contents of the clipboard  
tm.ActiveDocument.Selection.Paste
```

## Delete (method)

Deletes the contents of the selection.

Syntax:

**Delete**

Parameters:

none

Return type:

none

Example:

```
' Delete the active selection  
tm.ActiveDocument.Selection.Delete
```

## TypeText (method)

Insert a string into the selection.

Syntax:

```
TypeText Text
```

Parameters:

**Text** (type: **String**) is the string to be inserted.

Return type:

none

Example:

```
' Insert text at the current cursor position in the active document  
tm.ActiveDocument.Selection.TypeText "Programming with BasicMaker"
```

## TypeParagraph (method)

Insert a carriage return sign (CR) into the selection.

Syntax:

```
TypeParagraph
```

Parameters:

none

Return type:

none

Example:

```
' Insert a CR sign at the current cursor position in the active document  
tm.ActiveDocument.Selection.TypeParagraph
```

## TypeBackspace (method)

Insert a backspace character.

Syntax:

```
TypeBackspace
```

Parameters:

none

Return type:

none

Example:

```
' Executes backspace at the current cursor position in the active document  
tm.ActiveDocument.Selection.TypeBackspace
```



## InsertBreak (method)

Insert a manual break.

Syntax:

```
InsertBreak [Type]
```

Parameters:

**Type** (optional; type: **Long** or **TmBreakType**) defines the type of the break. The possible values are:

```
tmLineBreak      = 0 ' Line break
tmColumnBreak    = 1 ' Column break
tmSectionBreak   = 2 ' Section break
tmPageBreak      = 3 ' Page break
tmChapterBreak   = 4 ' Chapter break
```

If you omit the **Type** parameter, the value **tmPageBreak** will be taken.

Return type:

none

Example:

```
' Insert a page break at the current cursor position
tm.ActiveDocument.Selection.InsertBreak tmPageBreak
```

## GoTo (method)

Moves the text cursor to the specified position.

Syntax:

```
GoTo [What], [Which], [Count], [NumRow], [NumCol]
```

Parameters:

**What** (optional; type: **Long** or **TmGoToItem**) indicates whether the destination is a table or a paragraph:

```
tmGoToParagraph  = 1 ' Paragraph
tmGoToTable      = 2 ' Table
```

If you omit the **What** parameter, the value **tmGoToParagraph** will be taken.

**Which** (optional; type: **Long** or **TmGoToDirection**) indicates whether the movement should be absolute or relative to the current position:

```
tmGoToAbsolute  = 1 ' absolute
tmGoToRelative  = 2 ' relative
```

If you omit the **Which** parameter, the value **tmGoToAbsolute** will be taken.

**Count** (optional; type: **Long**) indicates the number of the item (i.e. the index of the table or the index of the paragraph in the document) that should be accessed.

If you omit the **Count** parameter, the value 1 will be taken.

**NumRow** (optional; type: **Long**): If **What** is set to **tmGoToTable**, this parameter optionally allows you to specify into which line of the table the cursor should be moved.

**NumCol** (optional; type: **Long**): If **What** is set to **tmGoToTable**, this parameter optionally allows you to specify into which row of the table the cursor should be moved.

Return type:

none

Examples:

```
' Move the cursor to the fourth paragraph
tm.ActiveDocument.Selection.GoTo tmGoToParagraph, tmGoToAbsolute, 4

' Move the cursor to the previous paragraph
tm.ActiveDocument.Selection.GoTo tmGoToParagraph, tmGoToRelative, -1

' Move the cursor to the first line of the first table
tm.ActiveDocument.Selection.GoTo tmGoToTable, tmGoToAbsolute, 1, 1, 1
```

## ConvertToTable (method)

Converts the selected text to a table.

Syntax:

```
ConvertToTable [NumRows], [NumCols], [Separator], [RemoveQuotationMarks],
[RemoveSpaces]
```

Parameters:

**NumRows** (optional; type: **Long**) indicates how many lines the table should have. If omitted, TextMaker will calculate the number of lines by itself.

**NumCols** (optional; type: **Long**) indicates how many columns the table should have. If omitted, TextMaker will calculate the number of columns by itself.

**Separator** (optional; type: either **String** or **Long** or **TmTableFieldSeparator**) specifies one or more characters that TextMaker should use to recognize the columns. You can indicate either a string or one of the following constants:

```
tmSeparateByCommas      = 0 ' Columns separated by commas
tmSeparateByParagraphs = 1 ' Columns separated by paragraphs
tmSeparateByTabs       = 2 ' Columns separated by tabs
tmSeparateBySemicolons = 3 ' Columns separated by semicolons
```

If you omit this parameter, the value **tmSeparateByTabs** will be taken.

**RemoveQuotationMarks** (optional; type: **Boolean**): Set this parameter to **True**, if TextMaker should delete all leading and trailing quotation marks from the entries. If you omit this parameter, the value **False** will be taken.

**RemoveSpaces** (optional; type: **Boolean**): Set this parameter to **True**, if TextMaker should delete all leading and trailing space characters from the entries. If you omit this parameter, the value **True** will be taken.

Return type:

**Object** (a **Table** object which represents the new table).

Example:

```
' Convert the current selection to a table. Column separator is comma.
tm.ActiveDocument.Selection.ConvertToTable Separator := tmSeparateByCommas

' Here, slashes are used as the separator
tm.ActiveDocument.Selection.ConvertToTable Separator := "/"
```

## SetRange (method)

Sets the start and end point of the selection, by specifying their character positions.

Syntax:

```
SetRange Start, End
```

Parameters:

**Start** (type: **Long**) sets the start position of the new selection, specified as the number of characters from the document beginning.

**End** (type: **Long**) sets the end position of the new selection, specified as the number of characters from the document beginning.

Return type:

none

Examples:

```
' Select the area from character 1 to character 4
tm.ActiveDocument.Selection.SetRange 1, 4
```

*Hint:* You can also use this method to select whole paragraphs. For this purpose, use the **Paragraph.Range.Start** and **Paragraph.Range.End** values to indicate the start and end position of the paragraph and pass it to the **SetRange** method.

## InsertPicture (method)

Insert a picture from a file into the selection.

Syntax:

```
InsertPicture PictureName
```

Parameters:

**PictureName** (type: **String**) is the path and file name of the picture to be inserted.

Return type:

none

Examples:

```
' Insert a picture at the current position
tm.ActiveDocument.Selection.InsertPicture "c:\Pictures\Fish.bmp"
```

---

## Font (object)

Access paths:

- Application → Documents → Item → Selection → **Font**
- Application → ActiveDocument → Selection → **Font**

### 1 Description

The **Font** object describes the character formatting of a text fragment. It is a child object of **Selection** and allows you to get and set all character attributes of the current selection.

### 2 Access to the object

Each opened document has exactly one instance of the **Font** object. It is accessed through the **Document.Selection.Font** object:

```
' Assign the Arial font to the current selection
tm.ActiveDocument.Selection.Font.Name = "Arial"
```

### 3 Properties, objects, collections, and methods

Properties:

- *Name* (default property)
- **Size**
- **Bold**
- **Italic**
- **Underline**
- **StrikeThrough**
- **Superscript**
- **Subscript**
- **AllCaps**
- **SmallCaps**
- **PreferredSmallCaps**
- **Blink**
- **Color**
- **ColorIndex**
- **BColor**
- **BColorIndex**
- **Spacing**
- **Pitch**

Objects:

- **Application** → **Application**
- **Parent** → **Selection**

#### **Name (property)**

Data type: **String**

Gets or sets the font name (as a string).

If multiple fonts are used inside the selection, an empty string will be returned.

#### **Size (property)**

Data type: **Single**

Gets or sets the font size in points (pt).

If multiple font sizes are used inside the selection, the constant **smoUndefined** (9.999.999) will be returned.

Example:

```
' Set the size of the selected text to 10.3 pt  
tm.ActiveDocument.Selection.Font.Size = 10.3
```

#### **Bold (property)**

Data type: **Long**

Gets or sets the character formatting "Bold":

- **True**: Bold on
- **False**: Bold off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly bold and partly not.

## Italic (property)

Data type: **Long**

Gets or sets the character formatting "Italic":

- **True:** Italic on
- **False:** Italic off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly italic and partly not.

## Underline (property)

Data type: **Long** (TmUnderline)

Gets or sets the character formatting "Underline". The following values are allowed:

```
tmUnderlineNone      = 0 ' off
tmUnderlineSingle    = 1 ' single underline
tmUnderlineDouble    = 2 ' double underline
tmUnderlineWords     = 3 ' word underline
tmUnderlineWordsDouble = 4 ' double word underline
```

If you are reading this property and the selection is partly underlined and partly not, the constant **smoUndefined** will be returned.

## StrikeThrough (property)

Data type: **Long**

Gets or sets the character formatting "StrikeThrough":

- **True:** StrikeThrough on
- **False:** StrikeThrough off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly struck through and partly not.

## Superscript (property)

Data type: **Long**

Gets or sets the character formatting "Superscript":

- **True:** Superscript on
- **False:** Superscript off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly superscripted and partly not.

## Subscript (property)

Data type: **Long**

Gets or sets the character formatting "Subscript":

- **True:** Subscript on

- **False:** Subscript off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly subscripted and partly not.

### AllCaps (property)

Data type: **Long**

Gets or sets the character formatting "All caps" (whole text in uppercase letters):

- **True:** AllCaps on
- **False:** AllCaps off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The option is partly set and partly not in the selection.

### SmallCaps (property)

Data type: **Long**

Gets or sets the character formatting "Small caps":

- **True:** SmallCaps on
- **False:** SmallCaps off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly in small capitals and partly not.

### PreferredSmallCaps (property)

Data type: **Long**

Gets or sets the character formatting "Small caps", but as opposed to the **SmallCaps** property, lets you choose the scale factor. The value 0 turns small caps off, all other values represent the percental scale factor of the small capitals.

Example:

```
' Format the selected text in small capitals with 75% of size
tm.ActiveDocument.Selection.Font.PreferredSmallCaps = 75

' Deactivate the SmallCaps formatting
tm.ActiveDocument.Selection.Font.PreferredSmallCaps = 0
```

### Blink (property)

Data type: **Long**

Gets or sets the character formatting "Blink":

- **True:** Blink on
- **False:** Blink off
- **smoToggle** (only when setting): The current state is reversed.
- **smoUndefined** (only when reading): The selection is partly blinking and partly not.

### Color (property)

Data type: **Long** (SmoColor)

Gets or sets the foreground color of text as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants

If the selection is formatted in different colors, the constant **smoUndefined** will be returned when you read this property.

### ColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the foreground color of text using an index color. "Index colors" consist of the 16 standard colors of TextMaker, numbered from 0 for black to 15 for light gray. Only values listed in the Color Indices table are allowed.

If the selection is formatted in different colors or in a color that is not an index color, the constant **smoUndefined** will be returned when you read this property.

Note: It is recommended to use the **Color** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

### BColor (property)

Data type: **Long** (SmoColor)

Gets or sets the background color of text as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

If the selection is formatted in different colors, the constant **smoUndefined** will be returned when you read this property.

### BColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the background color of text using an index color. "Index colors" consist of the 16 standard colors of TextMaker, numbered from -1 for transparent to 15 for light gray. Only values listed in the Color Indices table are allowed.

If the selection is formatted in different colors or in a color that is not an index color, the constant **smoUndefined** will be returned when you read this property.

Note: It is recommended to use the **BColor** property (see above) instead of this one, since it is not limited to the standard colors but enables you to access the entire BGR color palette.

### Spacing (property)

Data type: **Long**

Gets or sets the character spacing. The standard value is 100 (normal character spacing of 100%).

If you are reading this property and the selection is formatted in different character spacings, the constant **smoUndefined** will be returned.

### Pitch (property)

Data type: **Long**

Gets or sets the character pitch. The standard value is 100 (normal character pitch of 100%).

If you are reading this property and the selection is formatted in different character pitches, the constant **smoUndefined** will be returned.

Note that some printers ignore changes to the character pitch for their *internal* fonts.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

---

## Paragraphs (collection)

Access paths:

- Application → Documents → Item → **Paragraphs**
- Application → ActiveDocument → **Paragraphs**

### 1 Description

**Paragraphs** is a collection of all paragraphs in a document. The individual elements of this collection are of the type **Paragraph**.

### 2 Access to the collection

Each open document has exactly one instance of the **Paragraphs** collection. It is accessed through the **Document.Paragraphs** object:

```
' Show the number of paragraphs in the current document
MsgBox tm.ActiveDocument.Paragraphs.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Paragraph** (default object)
- **Application** → **Application**
- **Parent** → **Document**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Paragraph** objects in the document – in other words: the number of paragraphs in the document.



## **Item (pointer to object)**

Data type: **Object**

Returns an individual **Paragraph** object, i.e. an individual paragraph.

Which Paragraph object you get depends on the numeric value that you pass to **Item**: 1 for the first paragraph in the document, 2 for the second, etc.

## **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

---

## **Paragraph (object)**

Access paths:

- Application → Documents → Item → Paragraphs → **Item**
- Application → ActiveDocument → Paragraphs → **Item**

### **1 Description**

A **Paragraph** object represents one individual paragraph of the document and allows you to change its formatting.

For each paragraph there is its own **Paragraph** object. If you add paragraphs to a document or delete them, the respective **Paragraph** objects will be created or deleted dynamically.

### **2 Access to the object**

The individual **Paragraph** objects can be accessed solely through enumerating the elements of the **Paragraphs** collection. Each document has exactly one instance of this collection.

An example:

```
' Set alignment to "justified" for the first paragraph
tm.ActiveDocument.Paragraphs.Item(1).Alignment = tmAlignParagraphJustify

' The same using an auxiliary object
Dim paragr as Object
Set paragr = tm.ActiveDocument.Paragraphs.Item(1)
paragr.Alignment = tmAlignParagraphJustify
Set paragr = Nothing ' Auxiliary object deleted again
```

### **3 Properties, objects, collections, and methods**

Properties:

- **BorderBounds**
- **FirstLineIndent**
- **LeftIndent**
- **RightIndent**

- **LineSpacingRule**
- **LineSpacing**
- **PreferredLineSpacing**
- **SpaceBefore**
- **SpaceAfter**
- **Alignment**
- **Hyphenation**
- **OutlineLevel**
- **PageBreakBefore**
- **ColumnBreakBefore**
- **KeepWithNext**
- **KeepTogether**
- **WidowControl**
- **BorderClearance**

Objects:

- **Shading** → **Shading**
- **DropCap** → **DropCap**
- **Range** → **Range**
- **Application** → **Application**
- **Parent** → **Paragraphs**

Collections:

- **Borders** → **Borders**

### **BorderBounds (property)**

Data type: **Long** (TmBorderBounds)

Gets or sets the spacing between the paragraph borders and the paragraph itself. The possible values are:

```
tmBoundsPage    = 0 ' Borders extend to the page margins
tmBoundsIndents = 1 ' Borders extend to the paragraph margins
tmBoundsText    = 2 ' Borders extend to the paragraph text
```

### **FirstLineIndent (property)**

Data type: **Single**

Gets or sets the first line indent of the paragraph in points (1 point corresponds to 1/72 inches).

### **LeftIndent (property)**

Data type: **Single**

Gets or sets the left indent of the paragraph in points (1 point corresponds to 1/72 inches).

### **RightIndent (property)**

Data type: **Single**

Gets or sets the right indent of the paragraph in points (1 point corresponds to 1/72 inches).

### **LineSpacingRule (property)**

Data type: **Long** (TmLineSpacing)

Gets or sets the way in which the line spacing of the paragraph is performed. The possible values are:

```
tmLineSpaceAuto      = 0 ' Automatically (in percent)
tmLineSpaceExactly   = 1 ' Exactly (in points)
tmLineSpaceAtLeast   = 2 ' At least (in points)
```

### LineSpacing (property)

Data type: **Single**

Gets or sets the line spacing of the paragraph.

Unlike the property **PreferredLineSpacing** (see below), the line spacing mode (see **LineSpacingRule**) is ignored here – the line spacing will be always specified in points and normalized to a standard font size of 12 points.

In other words: No matter if the line spacing is set to "Automatically 100%", to "Exactly 12 pt" or to "At least 12 points", this property will always return the result 12.

### PreferredLineSpacing (property)

Data type: **Single**

Gets or sets the line spacing of the paragraph.

This property returns and expects values dependent on the chosen line spacing mode (see **LineSpacingRule**):

- **tmLineSpaceAuto**: The values are expressed in percent. For example, 100 stands for 100% line spacing.
- **tmLineSpaceExactly**: The values are absolute values in points.
- **tmLineSpaceAtLeast**: The values are absolute values in points.

Example:

```
' Set the line spacing to "Automatically 150%"
tm.ActiveDocument.Paragraphs(1).LineSpacingRule = LineSpacingAuto
tm.ActiveDocument.Paragraphs(1).PreferredLineSpacing = 150
```

### SpaceBefore (property)

Data type: **Single**

Gets or sets the space above the paragraph in points (1 point corresponds to 1/72 inches).

### SpaceAfter (property)

Data type: **Single**

Gets or sets the space below the paragraph in points (1 point corresponds to 1/72 inches).

### Alignment (property)

Data type: **Long** (TmParagraphAlignment)

Gets or sets the alignment of the paragraph. The possible values are:

```
tmAlignParagraphLeft   = 0 ' left aligned
tmAlignParagraphRight  = 1 ' right aligned
tmAlignParagraphCenter = 2 ' centered
tmAlignParagraphJustify = 3 ' justified
```

## Hyphenation (property)

Data type: **Long** (TmHyphenation)

Gets or sets the hyphenation mode. The possible values are:

```
tmHyphenationNone      = 0 ' no hyphenation
tmHyphenationAlways    = 1 ' hyphenate wherever possible
tmHyphenationEvery2Lines = 2 ' 2 lines hyphenation
tmHyphenationEvery3Lines = 3 ' 3 lines hyphenation
```

## OutlineLevel (property)

Data type: **Long** (TmOutlineLevel)

Gets or sets the outline level of the paragraph. The possible values are:

```
tmOutlineLevelBodyText = 0 ' Body Text
tmOutlineLevel1        = 1 ' Level 1
tmOutlineLevel2        = 2 ' Level 2
tmOutlineLevel3        = 3 ' Level 3
tmOutlineLevel4        = 4 ' Level 4
tmOutlineLevel5        = 5 ' Level 5
tmOutlineLevel6        = 6 ' Level 6
tmOutlineLevel7        = 7 ' Level 7
tmOutlineLevel8        = 8 ' Level 8
tmOutlineLevel9        = 9 ' Level 9
```

## PageBreakBefore (property)

Data type: **Boolean**

Gets or sets the property "Page break" of the paragraph (**True** or **False**).

## ColumnBreakBefore (property)

Data type: **Boolean**

Gets or sets the property "Column break" of the paragraph (**True** or **False**).

## KeepWithNext (property)

Data type: **Boolean**

Gets or sets the property "Keep with next" (paragraph) of the paragraph (**True** or **False**).

## KeepTogether (property)

Data type: **Boolean**

Gets or sets the property "Keep together" of the paragraph (**True** or **False**).

## WidowControl (property)

Data type: **Boolean**

Gets or sets the property "Avoid widows/orphans" of the paragraph (**True** or **False**).

## BorderClearance (property)

Gets or sets the spacing between the paragraph borders and the paragraph text. Each of four sides can be accessed individually.

Syntax 1 (setting a value):

```
BorderClearance(Index) = n
```

Syntax 2 (reading a value):

```
n = BorderClearance(Index)
```

Parameters:

**Index** (type: **Long** or **TmBorderClearance**) indicates which side of the paragraph should be accessed:

```
tmBorderClearanceLeft      = 1  
tmBorderClearanceRight   = 2  
tmBorderClearanceTop     = 3  
tmBorderClearanceBottom  = 4
```

**n** (type: **Single**) identifies the spacing in points.

Return type:

Single

Examples:

```
' Set the spacing to the left border to 5 pt in the first paragraph  
tm.ActiveDocument.Paragraphs(1).BorderClearance(tmBorderClearanceLeft) = 5  
  
' Get the spacing to the left border in the first paragraph  
MsgBox tm.ActiveDocument.Paragraphs(1).BorderClearance(tmBorderClearanceLeft)
```

## Shading (pointer to object)

Data type: **Object**

Returns the **Shading** object that describes the shading of the paragraph.

## DropCap (pointer to object)

Data type: **Object**

Returns the **DropCap** object that describes the drop cap character of the paragraph.

## Range (pointer to object)

Data type: **Object**

Returns the **Range** object that describes the start and end position of the paragraph calculated as the number of signs from the document beginning.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Paragraphs**.

## Borders (pointer to collection)

Data type: **Object**

Returns the **Borders** collection which represents the five border lines of a paragraph. You can use this collection to get or change the line settings (thickness, color, etc.).

---

## Range (object)

Access paths:

- Application → Documents → Item → Paragraphs → Item → **Range**
- Application → ActiveDocument → Paragraphs → Item → **Range**

### 1 Description

The **Range** object is a child object of the **Paragraph** object. It returns the start and end position of the paragraph, expressed as the number of characters from the beginning of the document.

### 2 Access to the object

For each **Paragraph** object there is exactly one **Range** object. This **Range** object can be accessed solely through the object pointer **Range** in the associated **Paragraph** object:

```
' Display the end position of the first paragraph in the active document  
MsgBox tm.ActiveDocument.Paragraphs.Item(1).Range.End
```

### 3 Properties, objects, collections, and methods

Properties:

- **Start** R/O
- **End** R/O

Objects:

- **Application** → **Application**
- **Parent** → **Paragraph**

### Start (property, R/O)

Data type: **Long**

Returns the start position of the paragraph, expressed as the number of character from the beginning of the document.

### End (property, R/O)

Data type: **Long**

Returns the end position of the paragraph, expressed as the number of characters from the beginning of the document.

An example for the **Start** and **End** properties:

If the first paragraph of a document consists of the text "The first paragraph", the following applies:

- **tm.ActiveDocument.Paragraphs.Item(1).Range.Start** returns the value 0 ("the zeroth character from the beginning of the document").
- **tm.ActiveDocument.Paragraphs.Item(1).Range.End** returns 20.

You can use these values to select a paragraph or a part of it:

```
' Select the first two signs from the first paragraph
tm.ActiveDocument.Selection.SetRange 0, 1

' Select the whole paragraph
With tm.ActiveDocument
  .Selection.SetRange .Paragraphs(1).Range.Start, .Paragraphs(1).Range.End
End With
```

You can select the first four paragraphs as follows:

```
With tm.ActiveDocument
  .Selection.SetRange .Paragraphs(1).Range.Start, .Paragraphs(4).Range.End
End With
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Paragraph**.

---

## DropCap (object)

Access paths:

- Application → Documents → Item → Paragraphs → Item → **DropCap**
- Application → ActiveDocument → Paragraphs → Item → **DropCap**

### 1 Description

The **DropCap** object describes the drop cap character of a paragraph. It is a child object of **Paragraph** and allows you to get and set the properties of the drop cap character.

### 2 Access to the object

Each paragraph has exactly one instance of the **DropCap** object. It is accessed through the object pointer **DropCap** in the **Paragraph** object:

```
' Activate a drop cap for the first paragraph
tm.ActiveDocument.Paragraphs(1).DropCap.Position = tmDropNormal

' ... and change the font of the drop cap character
tm.ActiveDocument.Paragraphs(1).DropCap.FontName = "Arial"
```

### 3 Properties, objects, collections, and methods

Properties:

- **FontName**
- **Size**
- **Position**
- **LeftMargin**
- **RightMargin**
- **TopMargin**
- **BottomMargin**

Objects:

- **Application** → **Application**
- **Parent** → **Paragraph**

#### FontName (property)

Data type: **String**

Gets or sets the font name of the drop cap character.

#### Size (property)

Data type: **Single**

Gets or sets the font size of the drop cap character in points.

#### Position (property)

Data type: **Long** (TmDropPosition)

Gets or sets the mode in which the drop cap character is positioned. The possible values are:

```
tmDropNone      = 0 ' No drop cap character
tmDropNormal    = 1 ' In the paragraph
tmDropMargin    = 2 ' To the left of the paragraph
tmDropBaseLine = 3 ' On the base line
```

#### LeftMargin (property)

Data type: **Single**

Gets or sets the left margin of the drop cap character in points (1 point corresponds to 1/72 inches).

#### RightMargin (property)

Data type: **Single**

Gets or sets the right margin of the drop cap character in points (1 point corresponds to 1/72 inches).

#### TopMargin (property)

Data type: **Single**

Gets or sets the top margin of the drop cap character in points (1 point corresponds to 1/72 inches).



## BottomMargin (property)

Data type: **Single**

Gets or sets the bottom margin of the drop cap character in points (1 point corresponds to 1/72 inches).

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Paragraph**.

---

## Tables (collection)

Access paths:

- Application → Documents → Item → **Tables**
- Application → ActiveDocument → **Tables**

### 1 Description

**Tables** is a collection of all tables in a document. The individual elements of this collection are of the type **Table**.

### 2 Access to the collection

Each open document has exactly one instance of the **Tables** collection. It is accessed through the **Document.Tables** object:

```
' Display the number of tables in the active document
MsgBox tm.ActiveDocument.Tables.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Table** (default object)
- **Application** → **Application**
- **Parent** → **Document**

Methods:

- **Add**

## Count (property, R/O)

Data type: **Long**

Returns the number of **Table** objects in the document – in other words: the number of the tables in the document.

## **Item (pointer to object)**

Data type: **Object**

Returns an individual **Table** object, i.e. an individual table.

Which **Table** object you get depends on the parameter that you pass to **Item**. You can specify either the numeric index or the name of the desired table. Examples:

```
' Display the number of rows in the first table
MsgBox tm.Tables.Item(1).Rows.Count

' Display the number of rows in the table names "Table1"
MsgBox tm.Tables.Item("Table1").Rows.Count
```

## **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the **Document**.

## **Add (method)**

Add a new table to the document at the current selection.

Syntax:

```
Add NumRows, NumColumns
```

Parameters:

**NumRows** (type: **Long**) defines the number of rows for the new table. If you specify a value of 0 or less, the default value 3 will be used.

**NumColumns** (type: **Long**) defines the number of columns for the new table. If you specify a value of 0 or less, the default value 3 will be used.

Return type:

**Object** (a **Table** object which represents the new table).

Example:

```
' Add a 3*3 table to the document
tm.ActiveDocument.Tables.Add 3, 3

' The same getting the table as an object directly
Dim newTable as Object
Set newTable = tm.ActiveDocument.Tables.Add(3, 3)
MsgBox newTable.Rows.Count ' Display the number of table rows
```

---

## **Table (object)**

Access paths:

- Application → Documents → Item → Tables → **Item**

■ Application → ActiveDocument → Tables → **Item**

## 1 Description

A **Table** object represents one individual table of the document and allows you to change its formatting.

For each table there is its own **Table** object. If you add tables to a document or delete them, the respective **Table** objects will be created or deleted dynamically.

## 2 Access to the object

The individual **Table** objects can be accessed solely through enumerating the elements of the **Tables** collection. Each document has exactly one instance of this collection.

An example:

```
' Convert the first table of the document to text  
tm.ActiveDocument.Tables.Item(1).ConvertToText
```

## 3 Properties, objects, collections, and methods

Objects:

- **Shading** → **Shading**
- **Cell** → **Cell**
- **Application** → **Application**
- **Parent** → **Tables**

Collections:

- **Rows** → **Rows**
- **Borders** → **Borders**

Methods:

- **ConvertToText**

### Shading (pointer to object)

Data type: **Object**

Returns the **Shading** object assigned to the table which represents the shading of the entire table.

### Cell (pointer to object)

Data type: **Object**

Returns a **Cell** object that represents a table cell specified by a row and a column.

Syntax:

```
Cell(Row, Column)
```

Parameters:

**Row** (type: **Long**) specifies the row of the cell within the table.

**Column** (type: **Long**) specifies the column of the cell within the table.

Examples:

```
' Set the vertical alignment of cell B3 in the first table to "Centered"
```

```

With tm.ActiveDocument
  .Tables(1).Cell(2,3).Format.VerticalAlignment = tmCellVerticalAlignmentCenter
End With

' The same, but with a detour through the Rows collection
With tm.ActiveDocument
  .Tables(1).Rows(2).Cells(3).Format.VerticalAlignment = tmCellVerticalAlignmentCenter
End With

```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Tables**.

### Rows (pointer to collection)

Data type: **Object**

Returns the **Rows** collection assigned to the table. You can use it to enumerate the individual rows in the table, allowing you to get or set their formatting.

### Borders (pointer to collection)

Data type: **Object**

Returns the **Borders** collection which represents the six border lines of a table. You can use this collection to get or change the line settings (thickness, color, etc.).

### ConvertToText (method)

Converts the table to text.

Syntax:

```
ConvertToText [Separator]
```

Parameters:

**Separator** (optional; type: either **String** or **Long** or **TmTableFieldSeparator**) indicates the character that should be used to separate the columns. You can specify either an arbitrary character or one of the following symbolic constants:

```

tmSeparateByCommas      = 0 ' Columns separated by commas
tmSeparateByParagraphs = 1 ' Columns separated by paragraphs
tmSeparateByTabs       = 2 ' Columns separated by tabulators
tmSeparateBySemicolons = 3 ' Columns separated by semicolons

```

If you omit this parameter, the constant **tmSeparateByTabs** will be used.

Return type:

**Object** (a **Range** object which represents the converted text)

Example:

```
' Convert the first table in the document to text
tm.ActiveDocument.Tables.Item(1).ConvertToText tmSeparateByTabs
```

---

## Rows (collection)

Access paths:

- Application → Documents → Item → Tables → Item → **Rows**
- Application → ActiveDocument → Tables → Item → **Rows**

### 1 Description

**Rows** is a collection of all table rows in a table. The individual elements of this collection are of the type **Row**.

### 2 Access to the collection

Each table has exactly one instance of the **Rows** collection. It is accessed through the object pointer **Rows** of the table:

```
' Display the number of rows in the first table of the document
MsgBox tm.ActiveDocument.Tables(1).Rows.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Row** (default object)
- **Application** → **Application**
- **Parent** → **Table**

#### Count (property, R/O)

Data type: **Long**

Returns the number of **Row** objects in the table – in other words: the number of rows in the table.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **Row** object, i.e. an individual table row.

*Which* Row object you get depends on the numeric value that you pass to **Item**: 1 for the first row in the table, 2 for the second, etc.

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Table**.

---

## Row (object)

Access paths:

- Application → Documents → Item → Tables → Item → Rows → **Item**
- Application → ActiveDocument → Tables → Item → Rows → **Item**

### 1 Description

A **Row** object represents one individual table row of a table and allows you to change the formatting of this table row.

For each table row there is its own **Row** object. If you add the rows to a table or delete them, the respective **Row** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **Row** objects can be accessed solely through enumerating the elements of the **Rows** collection. Each table has exactly one instance of this collection.

An example:

```
' Display the height of the 2nd row of the 1st table  
MsgBox tm.ActiveDocument.Tables(1).Rows.Item(2).Height
```

### 3 Properties, objects, collections, and methods

Properties:

- **Height**
- **HeightRule**
- **KeepTogether**
- **BreakPageAtRow**
- **AllowBreakInRow**
- **RepeatAsHeaderRow**

Objects:

- **Shading** → **Shading**
- **Application** → **Application**
- **Parent** → **Rows**

Collections:

- **Cells** → **Cells**
- **Borders** → **Borders**

## Height (property)

Data type: **Single**

Gets or sets the height of the table represented by **Row** in points (1 point corresponds to 1/72 inches).

Please note that the following applies if the **HeightRule** property (see below) of the table row is set to "Automatic":

- When reading this property, the value **SmoUndefined** (9.999.999) will be returned.

- When changing this property, the method used to determine the height of the table row (**HeightRule**) will automatically be changed to "At least".

### HeightRule (property)

Data type: **Long** (TmRowHeightRule)

Gets or sets the method used to determine the height of the table row represented by **Row**. The possible values are:

```
tmRowHeightAuto      = 0 ' Set row height to "automatic"  
tmRowHeightExact     = 1 ' Set row height to "exact"  
tmRowHeightAtLeast   = 2 ' Set row height to "at least"
```

### KeepTogether (property)

Data type: **Boolean**

Gets or sets the property "Keep together with next row".

If set to **True**, TextMaker will not be allowed to insert an automatic page break between the table row and the next one. Instead, the break will be inserted above the row.

### BreakPageAtRow (property)

Data type: **Boolean**

Gets or sets the property "Break page at row". If set to **True**, TextMaker inserts a page break above the table row.

### AllowBreakInRow (property)

Data type: **Boolean**

Gets or sets the property "Allow page break in row".

If set to **True**, TextMaker is allowed to insert a page break within the row if required. If set to **False**, the whole table row will be transferred to the next page.

### RepeatAsHeaderRow (property)

Data type: **Boolean**

Gets or sets the property "Repeat row as header". This property is available only for the first row in a table.

If set to **True**, TextMaker repeats the row on every page, if the table extends over two or more pages. This is useful for repeating table headings on each page.

### Shading (pointer to object)

Data type: **Object**

Returns the **Shading** object assigned to the **Row** object which represents the shading of the entire table row.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Rows**.

## Cells (pointer to collection)

Data type: **Object**

Returns the **Cells** collection assigned to the table which contains all cells of the table row.

## Borders (pointer to collection)

Data type: **Object**

Returns the **Borders** collection which represents the five border lines of a table row. You can use this collection to get or change the line settings (thickness, color, etc.).

---

## Cells (collection)

Access paths:

- Application → Documents → Item → Tables → Item → Rows → Item → **Cells**
- Application → ActiveDocument → Tables → Item → Rows → Item → **Cells**

### 1 Description

**Cells** is a collection of all table cells in an individual table row. The individual elements of this collection are of the type **Cell**.

### 2 Access to the collection

Each row of a table has exactly one instance of the **Cells** collection. It is accessed through the object pointer **Cells** of the table row:

```
' Display the number of cells in the 2nd row of the 1st table
MsgBox tm.ActiveDocument.Tables(1).Rows(2).Cells.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Cell** (default object)
- **Application** → **Application**
- **Parent** → **Row**

## Count (property, R/O)

Data type: **Long**

Returns the number of **Cell** objects in the table row – in other words: the number of cells in the table row.



## **Item (pointer to object)**

Data type: **Object**

Returns an individual **Cell** object, i.e. an individual table cell.

Which **Cell** object you get depends on the numeric value that you pass to **Item**: 1 for the first cell in the table row, 2 for the second, etc.

## **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the type **Table**.

---

## **Cell (object)**

Access paths:

- Application → Documents → Item → Tables → Item → **Cell(x, y) → Item**
- Application → ActiveDocument → Tables → Item → **Cell(x, y) → Item**
- Application → Documents → Item → Tables → Item → Rows → Item → Cells → **Item**
- Application → ActiveDocument → Tables → Item → Rows → Item → Cells → **Item**

## **1 Description**

A **Cell** object represents one individual cell of a table row and allows you to retrieve and change the formatting of this table cell.

For each cell there is its own **Cell** object. If you add cells to a table row or delete them, the respective **Cell** objects will be created or deleted dynamically.

## **2 Access to the object**

The individual **Cell** objects can be accessed solely through enumerating the elements of the **Cells** collection. Each row of a table has exactly one instance of this collection.

An example:

```
' Set the width of the 5th cell in the 2nd row of the 1st table to 25
tm.ActiveDocument.Tables(1).Rows(2).Cells(5).PreferredWidth = 25
```

## **3 Properties, objects, collections, and methods**

Properties:

- **PreferredWidthType**
- **PreferredWidth**
- **Width**
- **VerticalAlignment**
- **Orientation**
- **LockText**
- **LeftPadding**

- **RightPadding**
- **TopPadding**
- **BottomPadding**

Objects:

- **Shading** → **Shading**
- **Application** → **Application**
- **Parent** → **Row**

Collections:

- **Borders** → **Borders**

## PreferredWidthType (property)

Data type: **Long** (TmPreferredWidthType)

Gets or sets the method used to determine the width of the cell. The possible values are:

```
tmPreferredWidthPoints    = 0 ' Width in points
tmPreferredWidthPercent  = 1 ' Width in percent
tmPreferredWidthAuto     = 2 ' Automatic width
```

## PreferredWidth (property)

Data type: **Single**

Gets or sets the width of the cell. It depends on the width type of the cell whether the value is expressed in points or in percent (see **PreferredWidthType** above).

Example:

```
' Set the width for the first cell to 25 percent
tm.ActiveDocument.Tables(1).Rows(1).Cells(1).PreferredWidthType =
    tmPreferredWidthPercent
tm.ActiveDocument.Tables(1).Rows(1).Cells(1).PreferredWidth = 25

' Set the width for the second cell to 3.5cm
tm.ActiveDocument.Tables(1).Rows(1).Cells(2).PreferredWidthType = tmPreferredWidthPoints
tm.ActiveDocument.Tables(1).Rows(1).Cells(1).PreferredWidth =
    tm.CentimetersToPoints(3.5)
```

## Width (property)

Data type: **Single**

Gets or sets the width of the cell in points (1 point corresponds to 1/72 inches).

Unlike the **PreferredWidth** property (see there), it will be ignored whether the cell has an absolute, percental or automatic width – it will always return the width in points.

## VerticalAlignment (property)

Data type: **Long** (TmCellVerticalAlignment)

Gets or sets the vertical alignment of the text inside the cell. The possible values are:

```
tmCellVerticalAlignmentTop    = 0 ' top alignment
tmCellVerticalAlignmentCenter = 1 ' center alignment
tmCellVerticalAlignmentBottom = 2 ' bottom alignment
```

```
tmCellVerticalAlignmentJustify = 3 ' vertical justification
```

### Orientation (property)

Data type: **Long**

Gets or sets the print orientation of the cell. The possible values are: 0, 90, 180 and -90, corresponding to the respective rotation angle.

Note: The value 270 will be automatically converted to -90.

### LockText (property)

Data type: **Boolean**

Gets or sets the property "Lock text" for the cell (**True** or **False**).

Note that TextMaker locks the cell only if forms mode is enabled.

### LeftPadding (property)

Data type: **Single**

Gets or sets the left text margin inside the cell, measured in points (1 point corresponds to 1/72 inches).

### RightPadding (property)

Data type: **Single**

Gets or sets the right text margin inside the cell, measured in points (1 point corresponds to 1/72 inches).

### TopPadding (property)

Data type: **Single**

Gets or sets the top text margin inside the cell, measured in points (1 point corresponds to 1/72 inches).

### BottomPadding (property)

Data type: **Single**

Gets or sets the bottom text margin inside the cell, measured in points (1 point corresponds to 1/72 inches).

### Shading (pointer to object)

Data type: **Object**

Returns the **Shading** object which you can use to access the shading of the table cell.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Row**.

## Borders (pointer to collection)

Data type: **Object**

Returns the **Borders** collection which represents the four border lines of a table cell. You can use this collection to get or change the line settings (thickness, color, etc.).

---

## Borders (collection)

Access paths for paragraph borders:

- Application → Documents → Item → Paragraphs → Item → **Borders**
- Application → ActiveDocument → Paragraphs → Item → **Borders**

Access paths for table borders:

- Application → Documents → Item → Tables → Item → **Borders**
- Application → ActiveDocument → Tables → Item → **Borders**

Access path for table row borders:

- Application → Documents → Item → Tables → Item → Rows → Item → **Borders**
- Application → ActiveDocument → Tables → Item → Rows → Item → **Borders**

Access path for table cell borders:

- Application → Documents → Item → Tables → Item → Cell(x, y) → **Borders**
- Application → ActiveDocument → Tables → Item → Cell(x, y) → **Borders**
- Application → Documents → Item → Tables → Item → Rows → Item → Cells → Item → **Borders**
- Application → ActiveDocument → Tables → Item → Rows → Item → Cells → Item → **Borders**

## 1 Description

**Borders** is a collection of the border lines (left, right, top, bottom, etc.) of a paragraph, a table, a table row, or a cell. Accordingly, it is a child object of the **Paragraph**, **Table**, **Row** or **Cell** object.

The individual elements of this collection are of the type **Border**.

## 2 Access to the object

Each paragraph, table, table row or cell has exactly one instance of the **Borders** collection. It is accessed through the object pointer **Borders** in the respective object. The parameter you pass is the number of the border that you would like to access, as follows:

```
tmBorderTop           = -1 ' Top border line
tmBorderLeft          = -2 ' Left border line
tmBorderBottom        = -3 ' Bottom border line
tmBorderRight         = -4 ' Right border line
tmBorderHorizontal    = -5 ' Horizontal grid line (only for tables)
tmBorderVertical      = -6 ' Vertical grid line (only for tables and table rows)
tmBorderBetween       = -7 ' Border line between paragraphs (only for paragraphs)
```

Some examples:

```
' Change the left border of the first paragraph
tm.ActiveDocument.Paragraphs(1).Borders(tmBorderLeft).Type = tmLineStyleSingle

' Change the top border of the first table
```

```

tm.ActiveDocument.Tables(1).Borders(tmBorderTop).Type = tmLineStyleDouble

' Change the vertical grid lines of the second row in the first table
tm.ActiveDocument.Tables(1).Rows(2).Borders(tmBorderVertical).Color = smoColorRed

' Change the bottom border of the third cell in the second row from the first table
tm.ActiveDocument.Tables(1).Rows(2).Cells(3).Borders(tmBorderBottom).Type =
    tmLineStyleDouble

```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Border** (default object)
- **Application** → **Application**
- **Parent** → **Paragraph, Table, Row or Cell**

#### Count (property, R/O)

Data type: **Long**

Returns the number of **Border** objects in the collection, i.e. the number of border lines available for an object:

- When used with a child object of a **Paragraph** object, **5** is returned, since paragraphs can have five different types of border lines (left, right, top, bottom, between the paragraphs).
- When used with a child object of a **Table** object, **6** is returned, since tables can have six different types of border lines (left, right, top, bottom, horizontal gutter, vertical gutter).
- When used with a child object of a **Row** object, **5** is returned, since table rows can have five different types of border lines (left, right, top, bottom, vertical gutter).
- When used with a child object of a **Cell** object, **4** is returned, since table cells can have four different types of border lines (left, right, top, bottom).

#### Item (pointer to object)

Data type: **Object**

Returns an individual **Border** object that you can use to get or set the properties (thickness, color, etc.) of one individual border line.

Which **Border** object you get depends on the numeric value that you pass to **Item**. The following table shows the admissible values:

<b>tmBorderTop</b>	= -1	' Top border line
<b>tmBorderLeft</b>	= -2	' Left border line
<b>tmBorderBottom</b>	= -3	' Bottom border line
<b>tmBorderRight</b>	= -4	' Right border line
<b>tmBorderHorizontal</b>	= -5	' Horizontal grid line (only for tables)
<b>tmBorderVertical</b>	= -6	' Vertical grid line (only for tables and table rows)
<b>tmBorderBetween</b>	= -7	' Border line between paragraphs (only for paragraphs)

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the types **Paragraph**, **Table**, **Row** or **Cell**.

## Example for the usage of the Borders collection

```
Sub Main
  Dim tm as Object

  Set tm = CreateObject("TextMaker.Application")
  tm.Visible = True

  With tm.ActiveDocument.Paragraphs.Item(1)
    .Borders(tmBorderLeft).Type      = tmLineStyleSingle
    .Borders(tmBorderLeft).Thick1    = 4
    .Borders(tmBorderLeft).Color     = smoColorBlue

    .Borders(tmBorderRight).Type     = tmLineStyleDouble
    .Borders(tmBorderRight).Thick1   = 1
    .Borders(tmBorderRight).Thick2   = 1
    .Borders(tmBorderRight).Color    = smoColorRed
  End With

  Set tm = Nothing
End Sub
```

---

## Border (object)

Access paths for paragraph borders:

- Application → Documents → Item → Paragraphs → Item → Borders → **Item**
- Application → ActiveDocument → Paragraphs → Item → Borders → **Item**

Access paths for table borders:

- Application → Documents → Item → Tables → Item → Borders → **Item**
- Application → ActiveDocument → Tables → Item → Borders → **Item**

Access path for table row borders:

- Application → Documents → Item → Tables → Item → Rows → Item → Borders → **Item**
- Application → ActiveDocument → Tables → Item → Rows → Item → Borders → **Item**

Access path for table cell borders:

- Application → Documents → Item → Tables → Item → Cell(x, y) → Borders → **Item**
- Application → ActiveDocument → Tables → Item → Cell(x, y) → Borders → **Item**
- Application → Documents → Item → Tables → Item → Rows → Item → Cells → Item → Borders → **Item**
- Application → ActiveDocument → Tables → Item → Rows → Item → Cells → Item → Borders → **Item**

## 1 Description

A **Border** object represents one individual border line of a paragraph, a table, a table row, or a table cell – for example the left, right, top, or bottom line. You can use this object to get or change the line settings (thickness, color, etc.) of a border line.

## 2 Access to the object

The individual **Border** objects can be accessed solely through enumerating the elements of the **Borders** collection of a paragraph, table, table row, or table cell. As a parameter, you pass the number of the border that you would like to access, as follows:

```
tmBorderTop           = -1 ' Top border line
tmBorderLeft          = -2 ' Left border line
tmBorderBottom        = -3 ' Bottom border line
tmBorderRight         = -4 ' Right border line
tmBorderHorizontal    = -5 ' Horizontal grid line (only for tables)
tmBorderVertical      = -6 ' Vertical grid line (only for tables and table rows)
tmBorderBetween       = -7 ' Border line between paragraphs (only for paragraphs)
```

Examples:

```
' Change the left border of the first paragraph
tm.ActiveDocument.Paragraphs(1).Borders(tmBorderLeft).Type = tmLineStyleSingle

' Change the top border of the first table
tm.ActiveDocument.Tables(1).Borders(tmBorderTop).Type = tmLineStyleDouble

' Change the vertical grid lines of the second row in the first table
tm.ActiveDocument.Tables(1).Rows(2).Borders(tmBorderVertical).Color = smoColorRed

' Change the bottom border of the third cell in the second row from the first table
tm.ActiveDocument.Tables(1).Rows(2).Cells(3).Borders(tmBorderBottom).Type =
    tmLineStyleDouble
```

## 3 Properties, objects, collections, and methods

Properties:

- **Type**
- **Thick1**
- **Thick2**
- **Separation**
- **Color**
- **ColorIndex**

Objects:

- **Application** → **Application**
- **Parent** → **Borders**

### Type (property)

Data type: **Long** (TmLineStyle)

Gets or sets the type of the border line. The possible values are:

```
tmLineStyleNone       = 0 ' No border
tmLineStyleSingle     = 1 ' Simple border
tmLineStyleDouble     = 2 ' Double border
```

### Thick1 (property)

Data type: **Single**

Gets or sets the thickness of the first border line in points (1 point corresponds to 1/72 inches).

## Thick2 (property)

Data type: **Single**

Gets or sets the thickness of the second border line in points (1 point corresponds to 1/72 inches).

This property is used only if the type of the border is set to **tmLineStyleDouble**.

## Separation (property)

Data type: **Single**

Gets or sets the offset between two border lines in points (1 point corresponds to 1/72 inches).

This property is used only if the type of the border is set to **tmLineStyleDouble**.

## Color (property)

Data type: **Long** (SmoColor)

Gets or sets the color of the border line(s) as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

## ColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the color of the border line(s) as an index color. "Index colors" are the standard colors of TextMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values listed in the Color Indices table.

Note: It is recommended to use the **Color** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Borders**.

---

## Shading (object)

Access paths for paragraph shading:

- Application → Documents → Item → Paragraphs → Item → **Shading**
- Application → ActiveDocument → Paragraphs → Item → **Shading**

Access paths for table shading:

- Application → Documents → Item → Tables → Item → **Shading**
- Application → ActiveDocument → Tables → Item → **Shading**

Access paths for table row shading:

- Application → Documents → Item → Tables → Item → Rows → Item → **Shading**
- Application → ActiveDocument → Tables → Item → Rows → Item → **Shading**



Access paths for table cell shading:

- Application → Documents → Item → Tables → Item → Cell(x, y) → **Shading**
- Application → ActiveDocument → Tables → Item → Cell(x, y) → **Shading**
- Application → Documents → Item → Tables → Item → Rows → Item → Cells → Item → **Shading**
- Application → ActiveDocument → Tables → Item → Rows → Item → Cells → Item → **Shading**

## 1 Description

The **Shading** object represents the shading of one of the following objects: paragraphs, tables, table rows or cells. It is a child object of the **Paragraph**, **Table**, **Row** or **Cell** object.

## 2 Access to the object

Each paragraph, table, table row or cell has exactly one instance of the **Shading** object. It is accessed through the object pointer **Shading** in the respective object:

```
' Change the shading of the first paragraph
tm.ActiveDocument.Paragraphs(1).Shading.Texture = smoPatternHalftone

' Change the shading of the first table
tm.ActiveDocument.Tables(1).Shading.Texture = smoPatternHalftone

' Change the shading of the second row in the first table
tm.ActiveDocument.Tables(1).Rows(2).Shading.Texture = smoPatternHalftone

' Change the shading of the third cell in the second row from the first table
tm.ActiveDocument.Tables(1).Rows(2).Cells(3).Shading.Texture = smoPatternHalftone
```

## 3 Properties, objects, collections, and methods

Properties:

- **Texture**
- **Intensity**
- **ForegroundPatternColor**
- **ForegroundPatternColorIndex**
- **BackgroundPatternColor**
- **BackgroundPatternColorIndex**

Objects:

- **Application** → **Application**
- **Parent** → **Paragraph**, **Table**, **Row** oder **Cell**

### Texture (property)

Data type: **Long** (SmoShadePatterns)

Gets or sets the fill pattern for the shading. The possible values are:

```
smoPatternNone           = 0
smoPatternHalftone       = 1
smoPatternRightDiagCoarse = 2
smoPatternLeftDiagCoarse = 3
smoPatternHashDiagCoarse = 4
smoPatternVertCoarse     = 5
smoPatternHorzCoarse     = 6
smoPatternHashCoarse     = 7
smoPatternRightDiagFine  = 8
smoPatternLeftDiagFine   = 9
smoPatternHashDiagFine   = 10
```

<code>smoPatternVertFine</code>	= 11
<code>smoPatternHorzFine</code>	= 12
<code>smoPatternHashFine</code>	= 13

To add a *shading*, set the **Texture** property to `smoPatternHalftone` and specify the required intensity of shading with the **Intensity** property.

To add a *pattern*, set the **Texture** property to one of the values between `smoPatternRightDiagCoarse` and `smoPatternHashFine`.

To *remove* an existing shading or pattern, set the **Texture** property to `smoPatternNone`.

### Intensity (property)

Data type: **Long**

Gets or sets the intensity of the shading. The possible values are between 0 and 100 (percent).

This value can be set or get only if a shading was chosen with the **Texture** property (i.e., the **Texture** property was set to `smoPatternHalftone`). If a pattern was chosen (i.e., the **Texture** property has any other value), accessing the **Intensity** property fails.

### ForegroundPatternColor (property)

Data type: **Long** (SmoColor)

Gets or sets the foreground color for the shading or pattern as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

### ForegroundPatternColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the foreground color for the shading or pattern as an index color. "Index colors" are the standard colors of TextMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Note: It is recommended to use the **ForegroundPatternColor** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

### BackgroundPatternColor (property)

Data type: **Long** (SmoColor)

Gets or sets the background color for the shading or pattern as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

### BackgroundPatternColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the background color for the shading or pattern as an index color. "Index colors" are the standard colors of TextMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Note: It is recommended to use the **BackgroundPatternColor** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the types **Paragraph**, **Table**, **Row** or **Cell**.

## Example for the usage of the Shading object

```
Sub Main
  Dim tm as Object

  Set tm = CreateObject("TextMaker.Application")
  tm.Visible = True

  With tm.ActiveDocument.Paragraphs.Item(1)
    .Shading.Texture = smoPatternHorzFine
    .Shading.BackgroundColor = smoColorAqua
  End With

  Set tm = Nothing
End Sub
```

---

## FormFields (collection)

Access paths:

- Application → Documents → Item → **FormFields**
- Application → ActiveDocument → **FormFields**

### 1 Description

**FormFields** is a collection of all form objects (text fields, check boxes and drop-down lists) in a document. The individual elements of this collection are of the type **FormField**.

### 2 Access to the collection

Each opened document has exactly one instance of the **FormFields** collection. It is accessed through the **Document.FormFields** object:

```
' Display the number of form fields in the active document
MsgBox tm.ActiveDocument.FormFields.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O
- **DisplayFieldNames**
- **Shaded**

Objects:

- **Item** → **FormField** (default object)
- **Application** → **Application**
- **Parent** → **Document**

### Count (property, R/0)

Data type: **Long**

Returns the number of **FormField** objects in the document – in other words: the number of form objects in the document.

### DisplayFieldNames (property)

Data type: **Boolean**

Gets or sets the setting "Display field names" in the respective document (**True** or **False**).

### Shaded (property)

Data type: **Boolean**

Gets or sets the setting "Shade fields" in the respective document (**True** or **False**).

### Item (pointer to object)

Data type: **Object**

Returns an individual **FormField** object, i.e. an individual form object.

Which **FormField** object you get depends on the parameter that you pass to **Item**. You can specify either the numeric index or the name of the desired form object. Examples:

```
' Show the numeric type of the first form field in the document
MsgBox tm.ActiveDocument.FormFields(1).Type

' Show the numeric type of the form field named "DropDown1"
MsgBox tm.ActiveDocument.FormFields("DropDown1").Type
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Document**.

---

## FormField (object)

Access paths:

- **Application** → **Documents** → **Item** → **FormFields** → **Item**
- **Application** → **ActiveDocument** → **FormFields** → **Item**

## 1 Description

A **FormField** object represents one individual form object of a document and allows you to retrieve the value it returns or to change its formatting.

Each form object can represent either a text field, a check box or a drop-down list.

For each form object there is its own **FormField** object. If you add form objects to a document or delete them, the respective **FormField** objects will be created or deleted dynamically.

## 2 Access to the object

The individual **FormField** objects can be accessed solely through enumerating the elements of the **FormFields** collection. Each document has exactly one instance of this collection.

An example:

```
' Show the name of the first form object in the document
MsgBox tm.ActiveDocument.FormFields(1).Name
```

Text fields, checkboxes and drop-down lists have *common* properties as well as *type-specific* ones. Accessing these properties can be performed in different ways:

- Properties that are available in *all* form objects (for example, whether they are visible) can be found directly in the **FormField** object. Details on these properties will follow below.
- On the other hand, properties that are *type-specific* (for example, only drop-down lists have a list of the items they contain) can be found in the child objects **TextInput**, **CheckBox** and **DropDown**. Details on these properties will be presented for each child object separately.

## 3 Properties, objects, collections, and methods

Properties:

- **Name**
- **Visible**
- **Printable**
- **Locked**
- **Tabstop**
- **Type R/O**
- **Result R/O**

Objects:

- **TextInput** → **TextInput**
- **CheckBox** → **CheckBox**
- **DropDown** → **DropDown**
- **Application** → **Application**
- **Parent** → **FormFields**

### Name (property)

Data type: **String**

Gets or sets the name of the object. Corresponds to the **Name** option in the dialog box of TextMaker's **Object > Properties** command.

### Visible (property)

Data type: **Boolean**

Gets or sets the "Visible" setting of the object (**True** or **False**). Corresponds to the "Visible" option in the dialog box of TextMaker's **Object > Properties** command.

### Printable (property)

Data type: **Boolean**

Gets or sets the "Printable" setting of the object (**True** or **False**). Corresponds to the "Printable" option in the dialog box of TextMaker's **Object > Properties** command.

### Locked (property)

Data type: **Boolean**

Gets or sets the "Locked" setting of the object (**True** or **False**). Corresponds to the "Locked" option in the dialog box of TextMaker's **Object > Properties** command.

### Tabstop (property)

Data type: **Boolean**

Gets or sets the setting whether the object has a tab stop (**True** or **False**). Corresponds to the "Tab stop" option in the dialog box of TextMaker's **Object > Properties** command.

### Type (property, R/O)

Data type: **Long** (TmFieldType)

Returns the type of the object as an integer. The possible values are:

```
tmFieldFormTextInput      = 1  ' Text field
tmFieldFormCheckBox       = 10  ' Check box
tmFieldFormDropDown       = 11  ' Drop-down list
```

### Result (property, R/O)

Data type: **String**

Returns the current result of the object:

- For **CheckBox**: the text of the checkbox if it is checked; otherwise an empty string
- For **DropDown**: the entry selected at the moment (as text)
- For **TextInput**: the content of the text field

### TextInput (pointer to object)

Data type: **Object**

Returns the **TextInput** object that allows you to access the text field specific properties of the form object.

Note: The form object represents a text field or a text frame only if the property **TextInput.Valid** returns **True**.

### CheckBox (pointer to object)

Data type: **Object**

Returns the **CheckBox** object that allows you to access the checkbox specific properties of the form object.

Note: The form object represents a checkbox only if the property **CheckBox.Valid** returns **True**.

### DropDown (pointer to object)

Data type: **Object**

Returns the **DropDown** object that allows you to access the drop-down list specific properties of the form object.

Note: The form object represents a drop-down list only if the property **DropDown.Valid** returns **True**.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **FormFields**.

---

## TextInput (object)

Access paths:

- Application → Documents → Item → FormFields → Item → **TextInput**
- Application → ActiveDocument → FormFields → Item → **TextInput**

### 1 Description

A **TextInput** object represents one individual form object of the type **TextInput** and allows you to retrieve and change its value.

A **TextInput** object can be any of the following object types:

- a text field (created by **Object > New Form Object > Text Field**)
- a text frame (created by **Object > New Text Frame**)
- a drawing, to which text has been added using the **Add Text** command

**TextInput** is a child object of the **FormField** object.

### 2 Access to the object

The **TextInput** object can be accessed solely through the parent object **FormField**.

Only if the property **TextInput.Valid** returns the value **True**, the form object really represents a text field – and not a checkbox or a drop-down list.

An example:

```
' Check the type of the first form object.  
' If it is a TextInput object, retrieve the text it contains  
  
If tm.ActiveDocument.FormFields(1).TextInput.Valid Then  
  MsgBox tm.ActiveDocument.FormFields(1).TextInput.Text
```

End If

### 3 Properties, objects, collections, and methods

Properties:

- **Text** (default property)
- **Valid R/O**
- **LockText**

Objects:

- **Application** → **Application**
- **Parent** → **FormField**

#### **Text (property)**

Data type: **String**

Gets or sets the content of the text field.

#### **Valid (property, R/O)**

Data type: **Boolean**

Returns **False** if the object is not a **TextInput** object.

#### **LockText (property)**

Data type: **Boolean**

Gets or sets the setting "Lock text" of the text field (**True** or **False**). Corresponds to the option "Lock text" in the dialog box of TextMaker's **Object > Properties** command.

Note that TextMaker locks the text field for text input only when forms mode is active.

#### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

#### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the type **FormField**.

---

### **CheckBox (object)**

Access paths:

- Application → Documents → Item → FormFields → Item → **CheckBox**
- Application → ActiveDocument → FormFields → Item → **CheckBox**



## 1 Description

A **CheckBox** object represents one individual form object of the type **CheckBox** and allows you to retrieve and change its value.

**CheckBox** is a child object of the **FormField** object.

## 2 Access to the object

The **CheckBox** object can be accessed solely through the parent object **FormField**.

Only if the property **CheckBox.Valid** returns the value **True**, the form object really represents a checkbox – and not a text field or a drop-down list.

An example:

```
' Check the type of the first form object. If it is a
' CheckBox object, display its value (True or False).

If tm.ActiveDocument.FormFields(1).CheckBox.Valid Then
    MsgBox tm.ActiveDocument.FormFields(1).CheckBox.Value
End If
```

## 3 Properties, objects, collections, and methods

Properties:

- **Value** (default property)
- **Text**
- **Valid** R/O

Objects:

- **Application** → **Application**
- **Parent** → **FormField**

### **Value (property)**

Data type: **Boolean**

Gets or sets the property whether the checkbox is checked or not (**True** or **False**).

### **Text (property)**

Data type: **String**

Gets or sets the text of the checkbox.

### **Valid (property, R/O)**

Data type: **Boolean**

Returns **False** if the object is not a **CheckBox** object.

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **FormField**.

---

## DropDown (object)

Access paths:

- Application → Documents → Item → FormFields → Item → **DropDown**
- Application → ActiveDocument → FormFields → Item → **DropDown**

### 1 Description

A **DropDown** object represents one individual form object of the type **DropDown** (drop-down list) and allows you to retrieve and change its value.

**DropDown** is a child object of the **FormField** object.

### 2 Access to the object

The **DropDown** object can be accessed solely through the parent object **FormField**.

Only if the property **DropDown.Valid** returns the value **True**, the form object really represents a drop-down list – and not a text field or a checkbox.

An example:

```
' Check the type of the first form object. If it is  
' a DropDown object, display the index of the selected entry.  
  
If tm.ActiveDocument.FormFields(1).DropDown.Valid Then  
  MsgBox tm.ActiveDocument.FormFields(1).DropDown.Value  
End If
```

### 3 Properties, objects, collections, and methods

Properties:

- **Value** (default property)
- **Valid** R/O
- **ListEntries**

Objects:

- **Application** → **Application**
- **Parent** → **FormField**

## Value (property)

Data type: **Long**

Gets or sets the numeric index of the selected list entry.

## Valid (property, R/O)

Data type: **Boolean**

Returns **False** if the object is not a **DropDown** object.

## ListEntries (pointer to collection)

Data type: **Object**

Returns the **ListEntries** collection that contains all entries in the drop-down list. You can use this collection to retrieve and edit the entries of the drop-down list (such as: delete existing entries and add new ones).

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **FormField**.

---

## ListEntries (collection)

Access paths:

- Application → Documents → Item → FormFields → Item → DropDown → **ListEntries**
- Application → ActiveDocument → FormFields → Item → DropDown → **ListEntries**

### 1 Description

**ListEntries** is a collection of all list entries in a **DropDown** object. You can use it to retrieve and edit the individual entries of a drop-down list.

The individual elements of this collection are of the type **ListEntry**.

### 2 Access to the collection

Each **DropDown** form object has exactly one instance of the **ListEntries** collection. It is accessed through the **DropDown.ListEntries** object:

```
' Show the number of list entries in the first form element
' (if it is really a drop-down list)

If tm.ActiveDocument.FormFields(1).DropDown.Valid Then
  MsgBox tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Count
End If
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **ListEntry** (default object)
- **Application** → **Application**
- **Parent** → **DropDown**

Methods:

- **Add**

## ■ Clear

### Count (property, R/O)

Data type: **Long**

Returns the number of **ListEntry** objects in the collection – in other words: the number of entries in the drop-down list.

### Item (pointer to object)

Data type: **Object**

Returns an individual **ListEntry** object, i.e. an individual list entry in the drop-down list.

Which **ListEntry** object you get depends on the parameter that you pass to **Item**. You can specify either the numeric index or the name of the desired list entry. Examples:

```
' Show the first list entry
MsgBox tm.FormFields(1).DropDown.ListEntries.Item(1).Name

' Show the list entry with the text "Test"
MsgBox tm.FormFields(1).DropDown.ListEntries.Item("Test").Name
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **DropDown**.

### Add (method)

Adds a new entry to the drop-down list.

Syntax:

```
Add Name
```

Parameters:

**Name** (type: **String**) specifies the string to be added.

Return type:

**Object** (a **ListEntry** object that represents the new entry)

Example:

```
' Add an entry to the first form field in the document (a drop-down list)
tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Add "Green"

' The same, but using the return value (mind the parentheses!)
Dim entry as Object
Set entry = tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Add("Green")
```

## Clear (method)

Deletes all entries from the drop-down list.

Syntax:

**Clear**

Parameters:

none

Return type:

none

Example:

```
' Delete all entries from the first form field in the document
tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Clear
```

---

## ListEntry (object)

Access paths:

- Application → Documents → Item → FormFields → Item → DropDown → ListEntries → **Item**
- Application → ActiveDocument → FormFields → Item → DropDown → ListEntries → **Item**

### 1 Description

A **ListEntry** object represents one individual entry in a drop-down list (a form object) and allows you to retrieve, change and delete it.

For each entry in a drop-down list there is its own **ListEntry** object. If you add entries to a drop-down list or delete them, the respective **ListEntry** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **FormField** objects can be accessed solely through enumerating the elements of the **ListEntries** collection. Each drop-down list has exactly one instance of this collection.

An example:

```
' Show an entry from the first form field in the document (a drop-down list)
MsgBox tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Item(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)

Objects:

- **Application** → Application
- **Parent** → ListEntries

Methods:

- **Delete**

## **Name (property)**

Data type: **String**

Gets or sets the content of the **ListEntry** object – in other words: the content of the respective list entry.

Examples:

```
' Show the first list entry
MsgBox tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Item(1).Name

' Set a new value for the first list entry
tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Item(1).Name = "Green"
```

Hint: You can use this method to replace the text only in *already existing* list entries. If you want to add *new* entries to the list, use the method **Add** from the **ListEntries** collection.

## **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the type **ListEntries**.

## **Delete (method)**

Deletes the **ListEntry** object from the parent **ListEntries** collection.

Syntax:

**Delete**

Parameters:

none

Return type:

none

Example:

```
' Delete the first list entry
tm.ActiveDocument.FormFields(1).DropDown.ListEntries.Item(1).Delete
```

---

## **Windows (collection)**

Access path: Application → **Windows**

### **1 Description**

The **Windows** collection contains all open document windows. The individual elements of this collection are of the type **Window**.

## 2 Access to the collection

There is exactly one instance of the **Windows** collection during the whole runtime of TextMaker. It is accessed through the **Application.Windows** object:

```
' Show the number of open document windows
MsgBox tm.Application.Windows.Count

' Show the name of the first open document window
MsgBox tm.Application.Windows(1).Name
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Window** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Window** objects in TextMaker – in other words: the number of open document windows.

### Item (pointer to object)

Data type: **Object**

Returns an individual **Window** object, i.e. an individual document window.

Which **Window** object you get depends on the parameter that you pass to **Item**. You can specify either the numeric index or the name of the desired document window. Examples:

```
' Show the name of the first document window
MsgBox tm.Application.Windows.Item(1).FullName

' Show the name of the document window "Test.tmd" (if opened)
MsgBox tm.Application.Windows.Item("Test.tmd").FullName

' You can also use the full name with path
MsgBox tm.Application.Windows.Item("c:\Documents\Test.tmd").FullName
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## Window (object)

Access paths:

- Application → Windows → **Item**
- Application → **ActiveWindow**
- Application → Documents → Item → **ActiveWindow**
- Application → ActiveDocument → **ActiveWindow**

### 1 Description

A **Window** object represents one individual document window that is currently open in TextMaker.

For each document window there is its own **Window** object. If you open or close document windows, the respective **Window** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **Window** objects can be accessed in any of the following ways:

- All document windows that are open at a time are listed in the collection **Application.Windows** (type: **Windows**):

```
' Show the names of all open document windows
For i = 1 To tm.Application.Windows.Count
  MsgBox tm.Application.Windows.Item(i).Name
Next i
```

- You can access the currently active document window through **Application.ActiveWindow**:

```
' Show the name of the active document window
MsgBox tm.Application.ActiveWindow.Name
```

- **Window** is the **Parent** object of the **View** object:

```
' Show the name of the active document in an indirect way
MsgBox tm.Application.ActiveWindow.View.Parent.Name
```

- The object **Document** contains an object pointer to the respective document window:

```
' Access the active document window through the active document
MsgBox tm.Application.ActiveDocument.ActiveWindow.Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **FullName** R/O
- **Name** R/O
- **Path** R/O
- **Left**
- **Top**
- **Width**
- **Height**
- **WindowState**
- **DisplayHorizontalRuler**
- **DisplayVerticalRuler**
- **DisplayRulers**
- **DisplayHorizontalScrollBar**
- **DisplayVerticalScrollBar**

Objects:



- **Document** → Document
- **View** → View
- **Application** → Application
- **Parent** → Windows

Methods:

- **Activate**
- **Close**

### **FullName (property, R/O)**

Data type: **String**

Returns the path and file name of the document opened in the window (e.g., "c:\Letters\Smith.tmd").

### **Name (property, R/O)**

Data type: **String**

Returns the file name of the document opened in the window (e.g., Smith.tmd).

### **Path (property, R/O)**

Data type: **String**

Returns the path of the document opened in the window (e.g., c:\Letters).

### **Left (property)**

Data type: **Long**

Gets or sets the horizontal position of the window, measured in screen pixels.

### **Top (property)**

Data type: **Long**

Gets or sets the vertical position of the window, measured in screen pixels.

### **Width (property)**

Data type: **Long**

Gets or sets the width of the window, measured in screen pixels.

### **Height (property)**

Data type: **Long**

Gets or sets the height of the window, measured in screen pixels.

### **WindowState (property)**

Data type: **Long** (SmoWindowState)

Gets or sets the state of the document window. The possible values are:

```
smoWindowStateNormal    = 1 ' normal
smoWindowStateMinimize  = 2 ' minimized
smoWindowStateMaximize  = 3 ' maximized
```

### **DisplayHorizontalRuler (property)**

Data type: **Boolean**

Gets or sets the setting whether a horizontal ruler should be shown in the document window (**True** or **False**).

### **DisplayVerticalRuler (property)**

Data type: **Boolean**

Gets or sets the setting whether a vertical ruler should be shown in the document window (**True** or **False**).

### **DisplayRulers (property)**

Data type: **Boolean**

Gets or sets the setting whether both horizontal and vertical rulers should be shown in the document window (**True** or **False**).

### **DisplayHorizontalScrollBar (property)**

Data type: **Boolean**

Gets or sets the setting whether a horizontal scroll bar should be shown in the document window (**True** or **False**).

### **DisplayVerticalScrollBar (property)**

Data type: **Boolean**

Gets or sets the setting whether a vertical scroll bar should be shown in the document window (**True** or **False**).

### **Document (pointer to object)**

Data type: **Object**

Returns the **Document** object assigned to this document window. You can use it to get and set various settings for your document.

### **View (pointer to object)**

Data type: **Object**

Returns the **View** object of the document window. You can use it to get and set various settings for the presentation on screen.

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Windows**.

## Activate (method)

Brings the document window to the foreground (if the property **Visible** for this document is **True**) and sets the focus to it.

Syntax:

**Activate**

Parameters:

none

Return type:

none

Example:

```
' Activate the first document window
tm.Windows(1).Activate
```

## Close (method)

Closes the document window.

Syntax:

**Close** [SaveChanges]

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the document opened in the window should be saved or not (if it was changed since last save). If you omit this parameter, the user will be asked to decide on it. The possible values for the parameter **SaveChanges** are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save
smoPromptToSaveChanges = 1   ' Ask the user
smoSaveChanges = 2          ' Save without asking
```

Return type:

none

Example:

```
' Close the active window without saving it
tm.ActiveWindow.Close smoDoNotSaveChanges
```

---

## View (object)

Access paths:

- Application → Windows → Item → **View**
- Application → ActiveWindow → **View**
- Application → Documents → Item → ActiveWindow → **View**
- Application → ActiveDocument → ActiveWindow → **View**

## 1 Description

The **View** object contains the various settings for the presentation on screen. It is a child object of the **Window** object.

Hint: The presentation settings provided by the **View** object are *document window specific* – i.e., each document window has its own settings. The *common* settings (valid for all documents) can be found in the objects **Application** and **Options**.

## 2 Access to the object

Each document window has exactly one instance of the **View** object. It is accessed through the object pointer **View** in the **Window** object:

```
' Show all special characters (tabs etc.) in the active window
tm.ActiveWindow.View.ShowAll = True
```

## 3 Properties, objects, collections, and methods

Properties:

- **Type**
- **Mode**
- **FieldShading**
- **HighlightComments**
- **RevisionsBalloonSide**
- **RevisionsBalloonWidth**
- **CommentsPaneAutoShow**
- **ShowHiddenText**
- **PrintHiddenText**
- **ShowParagraphs**
- **ShowSpaces**
- **ShowTabs**
- **ShowAll**
- **ShowBookmarks**
- **ShowTextBoundaries**
- **WrapToWindow**

Objects:

- **Zoom** → **Zoom**
- **Application** → **Application**
- **Parent** → **Window**

### Type (property)

Data type: **Long** (TmViewType)

Gets or sets the view type of the document window. The possible values are:

```
tmPrintView      = 0 ' View > Normal
tmMasterView     = 1 ' View > Master Pages
tmNormalView     = 2 ' View > Continuous
tmOutlineView    = 3 ' View > Outline
```

### Mode (property)

Data type: **Long** (TmViewMode)

Gets or sets the view mode of the document window. The possible values are:

```
tmViewModeText      = 0 ' Editing mode
tmViewModeObject    = 1 ' Object mode
```

If you set this property to **tmViewModeObject** while the view type of the document window (see above) is **tmNormalView** (**View > Continuous**) or **tmOutlineView** (**View > Outline**), TextMaker automatically switches to the value **tmPrintView**, because object mode is not available in the above-mentioned view types.

### FieldShading (property)

Data type: **Long** (TmFieldShading)

Gets or sets the property "Shade fields" in the dialog box of TextMaker's **File > Properties > View** command. The possible values are:

```
tmFieldShadingNever = 0 ' Do not shade fields in gray
tmFieldShadingAlways = 1 ' Shade fields in gray
```

### HighlightComments (property)

Data type: **Boolean**

Gets or sets the property of the document window whether comments in the document are color-highlighted (**True** or **False**).

### RevisionsBalloonSide (property)

Data type: **Long** (TmRevisionsBalloonMargin)

Gets or sets the position where comments appear inside the document window. The possible values are:

```
tmRightMargin = 0 ' at the right
tmLeftMargin  = 1 ' at the left
tmOuterMargin = 2 ' outside
tmInnerMargin = 3 ' inside
```

### RevisionsBalloonWidth (property)

Data type: **Long**

Gets or sets the width of the comment field in the document window, measured in points (1 point corresponds to 1/72 inches).

### CommentsPaneAutoShow (property)

Data type: **Boolean**

Gets or sets the setting of the document window whether the comment field should be automatically shown (**True** or **False**).

### ShowHiddenText (property)

Data type: **Boolean**

Gets or sets the setting of the document window whether hidden text should be shown or not (**True** or **False**).

### **PrintHiddenText (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether hidden text should be printed or not (**True** or **False**).

### **ShowParagraphs (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether paragraph end marks (¶) should be shown or not (**True** or **False**).

### **ShowSpaces (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether space characters should be displayed with a small point (·) or not (**True** or **False**).

### **ShowTabs (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether tab stops should be displayed with an arrow (→) or not (**True** or **False**).

### **ShowAll (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether all unprintable characters (paragraph signs, tab stops, space characters) should be displayed or not (**True** or **False**).

### **ShowBookmarks (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether bookmarks should be shown or not (**True** or **False**).

### **ShowTextBoundaries (property)**

Data type: **Boolean**

Gets or sets the setting of the document whether the page borders should be displayed as dotted lines or not (**True** or **False**).

### **WrapToWindow (property)**

Data type: **Boolean**

Gets or sets the setting of the document window whether the text should be wrapped at the window border or not (**True** or **False**).

## Zoom (pointer to object)

Data type: **Object**

Returns the **Zoom** object which contains the zoom level setting of the document window.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Window**.

---

## Zoom (object)

Access paths:

- Application → Windows → Item → View → **Zoom**
- Application → ActiveWindow → View → **Zoom**
- Application → Documents → Item → ActiveWindow → View → **Zoom**
- Application → ActiveDocument → ActiveWindow → View → **Zoom**

### 1 Description

The **Zoom** object contains the settings for the zoom level of a document window. It is a child object of the **View** object.

### 2 Access to the object

Each document window has exactly one instance of the **View** object and it has in turn exactly one instance of the **Zoom** object. The latter is accessed through the object pointer **Zoom** in the **View** object:

```
' Zoom the document window to 140%  
tm.ActiveWindow.View.Zoom.Percentage = 140
```

### 3 Properties, objects, collections, and methods

Properties:

- **Percentage**

Objects:

- **Application** → **Application**
- **Parent** → **View**

## Percentage (property)

Data type: **Long**

Gets or sets the zoom level of the document window, expressed in percent.

Example:

```
' Zoom the document window to 140%
tm.ActiveWindow.View.Zoom.Percentage = 140
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **View**.

---

## RecentFiles (collection)

Access path: Application → **RecentFiles**

### 1 Description

**RecentFiles** is a collection of all recently opened files listed in the **File** menu. The individual elements of this collection are of the type **RecentFile**.

### 2 Access to the collection

There is exactly one instance of the **RecentFiles** collection during the whole runtime of TextMaker. It is accessed directly through the **Application.RecentFiles** object:

```
' Show the name of the first recent file in the File menu
MsgBox tm.Application.RecentFiles.Item(1).Name

' Open the first recent file in the File menu
tm.Application.RecentFiles.Item(1).Open
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O
- **Maximum**

Objects:

- **Item** → **RecentFile** (default object)
- **Application** → **Application**
- **Parent** → **Application**

Methods:

- **Add**

### Count (property, R/O)

Data type: **Long**



Returns the number of **RecentFile** objects in TextMaker – in other words: the number of the recently opened files listed in the File menu.

### Maximum (property, R/O)

Data type: **Long**

Gets or sets the setting "Recently used files in File menu" – in other words: how many recently opened files are displayed in the File menu.

The value may be between 0 and 9.

### Item (pointer to object)

Data type: **Object**

Returns an individual **RecentFile** object, i.e. one individual file entry in the File menu.

Which **RecentFile** object you get depends on the numeric value that you pass to **Item**: 1 for the first of the recently opened files, 2 for the second, etc.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

### Add (method)

Adds a document to the list of recently opened files.

Syntax:

```
Add Document, [FileFormat]
```

Parameters:

**Document** is a string containing the file path and name of the document to be added.

**FileFormat** (optional; type: **Long** or **TmSaveFormat**) specifies the file format of the document to be added. The possible values are:

<b>tmFormatDocument</b>	= 0	' Document (the default value)
<b>tmFormatTemplate</b>	= 1	' Document template
<b>tmFormatWinWord97</b>	= 2	' Microsoft Word for Windows 97 and 2000
<b>tmFormatOpenDocument</b>	= 3	' OpenDocument, OpenOffice.org, StarOffice
<b>tmFormatRTF</b>	= 4	' Rich Text Format
<b>tmFormatPocketWordPPC</b>	= 5	' Pocket Word on Pocket PCs
<b>tmFormatPocketWordHPC</b>	= 6	' Pocket Word on Handheld PCs (Windows CE)
<b>tmFormatPlainTextAnsi</b>	= 7	' Text file with Windows character set
<b>tmFormatPlainTextDOS</b>	= 8	' Text file with DOS character set
<b>tmFormatPlainTextUnicode</b>	= 9	' Text file with Unicode character set
<b>tmFormatPlainTextUTF8</b>	= 10	' Text file with UTF8 character set
<b>tmFormatHTML</b>	= 12	' HTML
<b>tmFormatWinWord6</b>	= 13	' Microsoft Word for Windows 6.0
<b>tmFormatPlainTextUnix</b>	= 14	' Text file for UNIX, Linux, FreeBSD
<b>tmFormatWinWordXP</b>	= 15	' Microsoft Word for Windows XP and 2003

If you omit this parameter, the value **tmFormatDocument** will be taken.

Independent of the value for the **FileFormat** parameter TextMaker always tries to determine the file format by itself and ignores evidently false inputs.

Return type:

**Object** (a **RecentFile** object which represents the document to be added)

Example:

```
' Add the file Test.rtf to the File menu
tm.Application.RecentFiles.Add "Test.rtf", tmFormatRTF

' Do the same, but evaluate the return value (mind the brackets!)
Dim fileObj as Object
Set fileObj = tm.Application.RecentFiles.Add("Test.rtf", tmFormatRTF)
MsgBox fileObj.Name
```

---

## RecentFile (object)

Access path: Application → RecentFiles → **Item**

### 1 Description

A **RecentFile** object represents one individual of the recently opened files. You can use it to retrieve the properties of such a file and to open it again.

For each recently opened file there is its own **RecentFile** object. For each document that you open or close, the list of these files in the File menu will change accordingly – i.e., the respective **RecentFile** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **RecentFile** objects can be accessed solely through enumerating the elements of the **RecentFiles** collection. It can be accessed through the **Application.RecentFiles** object:

```
' Show the name of the first file in the File menu
MsgBox tm.Application.RecentFiles.Item(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **FullName** R/O
- **Name** R/O (default property)
- **Path** R/O

Objects:

- **Application** → Application
- **Parent** → RecentFiles

Methods:

- **Open**

### FullName (property, R/O)

Data type: **String**

Returns the path and name of the document in the File menu (e.g., "c:\Letters\Smith.tmd").

### **Name (property, R/O)**

Data type: **String**

Returns the name of the document (e.g., Smith.tmd).

### **Path (property, R/O)**

Data type: **String**

Returns the path of the document (e.g., c:\Letters).

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **Application**.

### **Open (method)**

Opens the appropriate document and returns the **Document** object for it.

Syntax:

**Open**

Parameters:

none

Return type:

**Document**

Example:

```
' Open the first document displayed in the File menu  
tm.Application.RecentFiles(1).Open
```

---

## **FontNames (collection)**

Access path: Application → **FontNames**

### **1 Description**

**FontNames** is a collection of all fonts installed in Windows. The individual elements of this collection are of the type **FontName**.

## 2 Access to the collection

There is exactly one instance of the **FontNames** collection during the whole runtime of TextMaker. It is accessed through the **Application.FontNames** object:

```
' Display the name of the first installed font
MsgBox tm.Application.FontNames.Item(1).Name

' The same, but shorter, omitting the default properties:
MsgBox tm.FontNames(1)
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **FontName** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **FontName** objects – in other words: the number of fonts installed in Windows.

### Item (pointer to object)

Data type: **Object**

Returns an individual **FontName** object, i.e. an individual installed font.

Which **FontName** object you get depends on the numeric value that you pass to **Item**: 1 for the first installed font, 2 for the second, etc.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Returns the parent object, i.e. **Application**.

---

## FontName (object)

Access path: **Application** → **FontNames** → **Item**

## 1 Description

A **FontName** object represents one individual of the fonts installed in Windows. For each installed font there is its own **FontName** object.

## 2 Access to the object

The individual **FontName** objects can be accessed solely through enumerating the elements of the **FontNames** collection. It can be accessed through the **Application.FontNames** object:

```
' Display the name of the first installed font
MsgBox tm.Application.FontNames.Item(1).Name

' The same, but shorter, omitting the default properties:
MsgBox tm.FontNames(1)
```

## 3 Properties, objects, collections, and methods

Properties:

- **Name** R/O (default property)
- **Charset**

Objekts:

- **Application** → **Application**
- **Parent** → **FontNames**

### **Name (property, R/O)**

Data type: **String**

Returns the name of the respective font.

### **Charset (property, R/O)**

Data type: **Long** (SmoCharset)

Returns the character set of the respective font. The possible values are:

```
sмоAnsiCharset    = 0 ' normal character set
sмоSymbolCharset = 2 ' symbol character set
```

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **FontNames**.

---

# BasicMaker and PlanMaker

You can use BasicMaker to program the spreadsheet application PlanMaker in the same way that you can program TextMaker. This chapter contains all the information about programming PlanMaker. It is structured as follows:

## ■ Programming PlanMaker

This section contains all the basic information required to program PlanMaker with BasicMaker.

## ■ PlanMaker's object model

This chapter describes all objects exposed by PlanMaker for programming.

---

## Programming PlanMaker

Programming the word processor *TextMaker* and the spreadsheet *PlanMaker* is practically identical. The only difference is that some keywords have different names (for example `PlanMaker.Application` instead of `TextMaker.Application`). If you have already worked through the section "Programming TextMaker" you will notice that the section you are currently reading is almost identical to it.

Naturally, the objects exposed by PlanMaker are different from those of TextMaker. A list of all objects exposed can be found in the next section "PlanMaker's object model".

To program PlanMaker with BasicMaker, you mainly use *OLE Automation commands*. General information on this subject can be found in section "OLE Automation".

Follow this schematic outline (details follow subsequently):

### 1. Declare a variable of type **Object**:

```
Dim pm as Object
```

### 2. Make a connection to PlanMaker via OLE Automation (PlanMaker will be launched automatically if it is not already running):

```
Set pm = CreateObject("PlanMaker.Application")
```

### 3. Set the property **Application.Visible** to **True** so that PlanMaker becomes visible:

```
pm.Application.Visible = True
```

### 4. Now you can program PlanMaker by reading and writing its "properties" and by invoking the "methods" it provides.

### 5. As soon as the PlanMaker object is not required anymore, you should cut the connection to PlanMaker:

```
Set pm = Nothing
```

That was just a quick rundown of the necessary steps. More detailed information on programming PlanMaker follows on the next pages. A list of all PlanMaker objects and their respective properties and methods can be found in the section "PlanMaker's object model".

---

## Connecting to PlanMaker

In order to control PlanMaker from BasicMaker, you first need to connect to PlanMaker via OLE Automation. For this, first declare a variable of type **Object**, then assign to it the object "PlanMaker.Application" through use of the **CreateObject** function.

```
Dim pm as Object  
Set pm = CreateObject("PlanMaker.Application")
```

If PlanMaker is already running, this function simply connects to PlanMaker; if not, then PlanMaker will be started beforehand.

The object variable "pm" now contains a reference to PlanMaker.

## Important: Making PlanMaker visible

*Please note:* If you start PlanMaker in the way just described, its application window will be *invisible* by default. In order to make it visible, you must set the property **Visible** to **True**.

The complete chain of commands should therefore be as follows:

```
Dim pm as Object
Set pm = CreateObject("PlanMaker.Application")
pm.Application.Visible = True
```

## The "Application" object

The *fundamental* object that PlanMaker exposes for programming is **Application**. All other objects – such as collections of open documents and windows – are attached to the **Application** object.

The **Application** object contains not only its own properties (such as **Application.Left** for the x coordinate of the application window) and methods (such as **Application.Quit** for exiting from PlanMaker), but also contains pointers to other objects, for example **Application.Options**, that in turn have their own properties and methods, and pointers to collections such as **Workbooks** (the collection of all currently open documents).

## Notations

As mentioned in the previous section, you need to use dot notation as usual with OLE Automation to access the provided properties, methods etc.

For example, **Application.Left** lets you address the **Left** property of the **Application** object. **Application.Documents.Add** references the **Add** method of the **Documents** collection which in turn is a member of **Application**.

---

## Getting and setting PlanMaker properties

As soon as a connection with PlanMaker has been made, you can "control" the application. For this, *properties* and *methods* are provided – this has already been discussed in the section "OLE Automation".

Let's first talk about *properties*. Properties are options and settings that can be retrieved and sometimes modified.

For example, if you wish to retrieve PlanMaker's application name, you can use the **Name** property of the **Application** object:

```
MsgBox "The name of this application is " & pm.Application.Name
```

**Application.Name** is a property that can only be read, but not written to. Other properties can be both retrieved and changed from BasicMaker scripts. For example, the coordinates of the PlanMaker application window are stored in the properties **Left**, **Top**, **Width**, and **Height**. You can retrieve them as follows:

```
MsgBox "The left window position is at: " & pm.Application.Left
```

But you can also change the content of this property:

```
pm.Application.Left = 200
```

PlanMaker reacts immediately and moves the left border of the application window to the screen position 200. You can also mix reading and changing the values of properties, as in the following example:

```
pm.Application.Left = pm.Application.Left + 100
```

Here, the current left border value is retrieved, increased by 100 and set as the new value for the left border. This will instruct PlanMaker to move its left window position 100 pixels to the right.

There is a large number of properties in the **Application** object. A list of them can be found in the section "PlanMaker's object model".

---

## Using PlanMaker's methods

In addition to properties, *methods* exist, and they implement commands that direct PlanMaker to execute a specific action.

For example, **Application.Quit** instructs PlanMaker to stop running, and **Application.Activate** lets you force PlanMaker to bring its application window to the foreground (if it's covered by windows from other applications):

```
pm.Application.Activate
```

### Function methods and procedure methods

There are two types of methods: those that return a value to the BASIC program and those that do not. The former are called (in the style of other programming languages) "function methods" or simply "functions", the latter "procedure methods" or simply "procedures".

This distinction may sound a bit picky to you, but it is not because it effects on the notation of instructions.

As long as you call a method without parameters, there is no syntactical difference:

#### Call as procedure:

```
pm.Workbooks.Add ' Add a document to the collection of open documents
```

#### Call as function:

```
Dim newDoc as Object  
Set newDoc = pm.Workbooks.Add ' The same (returning an object this time)
```

As soon as you access methods *with* parameters, you need to employ two different styles:

#### Call as procedure:

```
pm.Application.RecentFiles.Add "Test.pmd"
```

#### Call as function:

```
Dim x as Object  
Set x = pm.Application.RecentFiles.Add("Test.pmd") ' now with a return value
```

As you can see, if you call the method as a procedure, you *may not* surround the parameters with parentheses. If you call it as a function, you *must* surround them with parentheses.

---

## Using pointers to other objects

A third group of members of the **Application** object are *pointers to other objects*.

This may first sound a bit abstract at first, but is actually quite simple: It would clutter the Application object if all properties and methods of PlanMaker were attached directly to the Application method. To prevent this, groups of related properties and methods have been parceled out and placed into objects of their own. For example, PlanMaker has an **Options** object that lets you read out and modify many fundamental program settings:

```
pm.Application.Options.CreateBackup = True  
MsgBox "Overwrite mode activated? " & pm.Application.Options.Overtyp
```

---

## Using collections

The fourth group of members of the **Application** object are pointers to *collections*.

Collections are, as their name indicates, lists of objects belonging together. For example, there is a collection called **Application.Workbooks** that contains all open documents and a collection called **Application.RecentFiles** with all files that are listed in the history section of the File menu.

There are two standardized ways of accessing collections, and PlanMaker supports both of them. The more simple way is through the **Item** property that is part of every collection:



```
' Display the name of the first open document:
MsgBox pm.Application.Workbooks.Item(1).Name

' Close the (open) document "Test.tmd":
pm.Application.Workbooks.Item("Test.pmd").Close
```

If you wish to list all open documents, for example, first find out the number of open documents through the standardized **Count** property, then access the objects one by one:

```
' Return the names of all open documents:
For i=1 To pm.Application.Workbooks.Count
    MsgBox pm.Application.Workbooks.Item(i).Name
Next i
```

Every collection contains, by definition, the **Count** property which lets you retrieve the number of entries in the collection, and the **Item** property that lets you directly access one entry.

**Item** always accepts the number of the desired entry as an argument. Where it makes sense, it is also possible to pass other arguments to it, for example file names. You have seen this already above, when we passed both a number and a file name to **Item**.

For most collections, there is matching object type for their individual entries. The collection **Windows**, for example, has individual entries of type **Window** – note the use of the singular! One entry of the **Workbooks** collection is called **Workbook**, and an entry of the **RecentFiles** collection has the object type **RecentFile**.

### A more elegant approach to collections: For Each ... Next

There is a more elegant way to access all entries in a collection consecutively: BasicMaker also supports the **For Each** instruction:

```
' Display the names of all open documents

Dim x As Object

For Each x In pm.Application.Workbooks
    MsgBox x.Name
Next x
```

This gives the same results as the method previously described:

```
For i=1 To pm.Application.Workbooks.Count
    MsgBox pm.Application.Workbooks.Item(i).Name
Next i
```

### Collections may have their own properties and methods

Some collections may have their own properties and methods, in addition to the standard members **Item** and **Count**. For example, if you wish to create an empty document in PlanMaker, this is achieved by adding a new entry to its **Workbooks** collection:

```
pm.Application.Workbooks.Add ' leeres Dokument anlegen
```

---

## Hints for simplifying notations

If you are beginning to wonder whether so much typing is really necessary to address a single document, we can reassure you that it's not! There are several ways to reduce the amount of typing required.

### Using with instructions

The first shortcut is to use the **With** instruction when addressing *several* members of the same object.

First, the conventional style:

```
pm.Application.Left = 100
pm.Application.Top = 50
```

```

pm.Application.Width = 500
pm.Application.Height = 300
msgbox pm.Application.Options.CreateBackup

```

This code looks much clearer through use of the **With** instruction:

```

With pm.Application
    .Left = 100
    .Top = 50
    .Width = 500
    .Height = 300
msgbox .Options.CreateBackup
End With

```

## Omitting default properties

There is yet another way to reduce the amount of typing required: Each object (for example, **Application** or **Application.Workbooks**) has one of its properties marked as its *default property*. Conveniently enough, you can always leave out default properties.

The default property of **Application**, for example, is **Name**. Therefore, the two following instructions are equivalent:

```

MsgBox pm.Application.Name      ' Display the application name of PlanMaker
MsgBox pm.Application           ' Does exactly the same

```

Typically, the property that is used most often in an object has been designated its default property. For example, the most used property of a collection surely is the **Item** property, as the most common use of collections is to return one of their members. The following instructions therefore are equivalent:

```

MsgBox pm.Application.Workbooks.Item(1).Name
MsgBox pm.Application.Workbooks(1).Name

```

Finally things are getting easier again! But it gets even better: **Name** is the default property of a single **Workbook** object (note: "Workbook", not "Workbooks"! ). Each **Item** of the **Workbook** collection is of the **Workbook** type. As **Name** is the default property of **Workbook**, it can be omitted:

```

MsgBox pm.Application.Workbooks(1)

```

Not easy enough yet? OK... **Application** is the default property of PlanMaker. So, let's just leave out **Application** as well! The result:

```

MsgBox pm.Workbooks(1)

```

This basic knowledge should have prepared you to understand PlanMaker's object model. You can now continue with the next section that contains a detailed list of all objects that PlanMaker provides.

---

## PlanMaker's object model

PlanMaker provides BasicMaker (and all other OLE Automation compatible programming languages) with the objects listed below.

### Notes:

- The properties marked with "R/O" are "Read Only" (i.e. write-protected). They can be read, but not changed.
- The default property of an object is marked in italics.

The following table lists all objects and collections available in PlanMaker.

<b>Name</b>	<b>Type</b>	<b>Description</b>
<b>Application</b>	Object	"Root object" of PlanMaker
<b>Options</b>	Object	Global options

<b>Name</b>	<b>Type</b>	<b>Description</b>
<b>UserProperties</b>	Collection	Collection of all parts of the user's private and business address
<b>UserProperty</b>	Object	An individual part of the user's address
<b>CommandBars</b>	Collection	Collection of all toolbars
<b>CommandBar</b>	Object	An individual toolbar
<b>AutoCorrect</b>	Object	Automatic text correction and SmartText
<b>AutoCorrectEntries</b>	Collection	Collection of all SmartText entries
<b>AutoCorrectEntry</b>	Object	An individual SmartText entry
<b>Workbooks</b>	Collection	Collection of all open documents
<b>Workbook</b>	Object	An individual open document
<b>DocumentProperties</b>	Collection	Collection of all document properties of a document
<b>DocumentProperty</b>	Object	An individual document property
<b>Sheets</b>	Collection	Collection of all spreadsheets of a document
<b>Sheet</b>	Object	An individual spreadsheet of a document
<b>PageSetup</b>	Object	The page settings of a spreadsheet
<b>Range</b>	Object	A range of cells in a spreadsheet
<b>Rows</b>	Collection	Collection of all rows in a spreadsheet or range
<b>Columns</b>	Collection	Collection of all columns in a spreadsheet or range
<b>FormatConditions</b>	Collection	Collection of all conditional formattings in a range
<b>FormatCondition</b>	Object	An individual conditional formatting in a range
<b>NumberFormatting</b>	Object	The number formatting of a range
<b>Font</b>	Object	The character formatting of a range or a conditional formatting
<b>Borders</b>	Collection	Collection of all border lines of a range or a conditional formatting
<b>Border</b>	Object	An individual border line
<b>Shading</b>	Object	The shading of a range or a conditional formatting
<b>Validation</b>	Object	The input validation settings of a range
<b>AutoFilter</b>	Object	The AutoFilter of a worksheet
<b>Filters</b>	Collection	Collection of all columns in an AutoFilter
<b>Filter</b>	Object	An individual column in an AutoFilter
<b>Windows</b>	Collection	Collection of all open document windows
<b>Window</b>	Object	An individual document window
<b>RecentFiles</b>	Collection	Collection of all recently opened files, as listed in the File menu
<b>RecentFile</b>	Object	An individual recently opened file
<b>FontNames</b>	Collection	Collection of all fonts installed
<b>FontName</b>	Object	An individual installed font

Detailed descriptions of all objects and collections follow on the next pages.

---

## Application (object)

Access path: **Application**

### 1 Description

**Application** is the "root object" for all other objects in PlanMaker. It is the central control object that is used to carry out the whole communication between your Basic script and PlanMaker.

### 2 Access to the object

There is exactly one instance of the **Application** object during the whole runtime of PlanMaker. It is accessed directly through the object variable returned by the **CreateObject** function:

```
Set pm = CreateObject("PlanMaker.Application")
MsgBox pm.Application.Name
```

As **Application** is the default property of PlanMaker, it can generally be omitted:

```
Set pm = CreateObject("PlanMaker.Application")
MsgBox pm.Name ' has the same meaning as tm.Application.Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **FullName** R/O
- **Name** R/O (default property)
- **Path** R/O
- **Build** R/O
- **Bits** R/O
- **Visible**
- **Caption** R/O
- **Left**
- **Top**
- **Width**
- **Height**
- **WindowState**
- **Calculation**
- **CalculateBeforeSave**
- **DisplayCommentIndicator**
- **EditDirectlyInCell**
- **MoveAfterReturn**
- **MoveAfterReturnDirection**
- **PromptForSummaryInfo**
- **WarningOnError**

Objects:

- **Options** → **Options**
- **UserProperties** → **UserProperties**
- **CommandBars** → **CommandBars**
- **AutoCorrect** → **AutoCorrect**
- **ActiveWorkbook** → **Workbook**
- **ActiveSheet** → **Sheet**
- **ActiveWindow** → **Window**
- **ActiveCell** → **Range**
- **Selection** → **Range**
- **Range** → **Range**

- **Cells** → **Range**
- **Application** → **Application**

Collections:

- **Workbooks** → **Workbooks**
- **Windows** → **Windows**
- **RecentFiles** → **RecentFiles**
- **FontNames** → **FontNames**
- **Columns** → **Columns**
- **Rows** → **Rows**

Methods:

- **CentimetersToPoints**
- **MillimetersToPoints**
- **InchesToPoints**
- **PicasToPoints**
- **LinesToPoints**
- **Activate**
- **Calculate**
- **Quit**

### **FullName (property, R/O)**

Data type: **String**

Returns the name and path of the program (e.g. "C:\Program Files\SoftMaker Office\PlanMaker.exe").

### **Name (property, R/O)**

Data type: **String**

Returns the name of the program (in this case "PlanMaker")

### **Path (property, R/O)**

Data type: **String**

Returns the path of the program, for example "C:\Program Files\SoftMaker Office\".

### **Build (property, R/O)**

Data type: **String**

Returns the build number of the program as a string, for example "582".

### **Bits (property, R/O)**

Data type: **String**

Returns a string with the "bitness" of the program: "16" for the 16 bit version of PlanMaker and "32" for the 32 bit version.

### **Visible (property)**

Data type: **Boolean**

Gets or sets the visibility of the program window:

```
pm.Application.Visible = True ' PlanMaker will be visible
pm.Application.Visible = False ' PlanMaker will be invisible
```

**Important:** By default, **Visible** is set to **False** – thus, PlanMaker is initially invisible until you explicitly make it visible.

### Caption (property, R/O)

Data type: **String**

Returns a string with the contents of the title bar of the program window (e.g. "PlanMaker - MyTable.pmd").

### Left (property)

Data type: **Long**

Gets or sets the horizontal position (= left edge) of the program window on the screen, measured in screen pixels.

### Top (property)

Data type: **Long**

Gets or sets the vertical position (= top edge) of the program window on the screen, measured in screen pixels.

### Width (property)

Data type: **Long**

Gets or sets the width of the program window on the screen, measured in screen pixels.

### Height (property)

Data type: **Long**

Gets or sets the height of the program window on the screen, measured in screen pixels.

### WindowState (property)

Data type: **Long** (SmoWindowState)

Gets or sets the current state of the program window. The possible values are:

```
smoWindowStateNormal = 1 ' normal
smoWindowStateMinimize = 2 ' minimized
smoWindowStateMaximize = 3 ' maximized
```

### Calculation (property)

Data type: **Long** (PmCalculation)

Gets or sets the setting whether documents should be re-calculated automatically or manually. The possible values are:

```
pmCalculationAutomatic = 0 ' Update calculations automatically
pmCalculationManual = 1 ' Update calculations manually
```

Notes:

- PlanMaker allows you to apply this setting *per document*, whereas in Excel it is a global setting. This property is supported by PlanMaker only for compatibility reasons. It is recommended to use the identically named property **Calculation** in the **Workbook** object instead, as it allows you to change this setting for each document individually.
- If you retrieve this property while multiple documents are open where this setting has different values, the value **smoUndefined** will be returned.

### CalculateBeforeSave (property)

Data type: **Boolean**

Gets or sets the setting whether documents should be re-calculated when it is saved.

Hints:

- This property has an effect only if calculations are set to be updated manually. If the **Calculation** property (see there) is set to **pmCalculationAutomatic**, all calculations will always be up-to-date anyway.
- PlanMaker allows you to apply this setting *per document*, whereas in Excel it is a global setting. This property is supported by PlanMaker only for compatibility reasons. It is recommended to use the identically named property **CalculateBeforeSave** in the **Workbook** object instead, as it allows you to change this setting for each document individually.
- If you retrieve this property while multiple documents are open where this setting has different values, the value **smoUndefined** will be returned.

### DisplayCommentIndicator (property)

Data type: **Long** (PmCommentDisplayMode)

Gets or sets the mode in which comments are shown. The possible values are:

```
pmNoIndicator           = 0 ' Show neither comments nor yellow triangle
pmCommentIndicatorOnly = 1 ' Show only a yellow triangle
pmCommentOnly          = 2 ' Show comments, but no yellow triangle
pmCommentAndIndicator  = 3 ' Show both comments and triangle
```

Hints:

- PlanMaker allows you to apply this setting *per document*, whereas in Excel it is a global setting. This property is supported by PlanMaker only for compatibility reasons. It is recommended to use the identically named property **DisplayCommentIndicator** in the **Workbook** object instead, as it allows you to change this setting for each document individually.
- If you retrieve this property while multiple documents are open where this setting has different values, the value **smoUndefined** will be returned.

### EditDirectlyInCell (property)

Data type: **Boolean**

Gets or sets the setting whether cells can be edited directly in the spreadsheet or only in the Edit toolbar displayed above the spreadsheet.

### MoveAfterReturn (property)

Data type: **Boolean**

Gets or sets the setting whether the cell frame should advance to another cell when the user presses the Enter key.

If this property is set to **True**, the **MoveAfterReturnDirection** property (see there) will be automatically set to **pmDown**. However, you can use the **MoveAfterReturnDirection** property to choose a different direction anytime.

### MoveAfterReturnDirection (property)

Data type: **Long** (PmDirection)

Gets or sets the direction into which the cell frame should move when the user presses the Enter key. The possible values are:

```
pmDown    = 0 ' down
pmUp      = 1 ' up
pmToRight = 2 ' right
pmToLeft  = 3 ' left
```

### PromptForSummaryInfo (property)

Data type: **Boolean**

Gets or sets the setting "Ask for summary info when saving" that you can find in PlanMaker's **Tools > Options** dialog, **Files** tab.

### WarningOnError (property)

Data type: **Boolean**

Gets or sets the setting "Warning if a formula contains errors" that you can find in PlanMaker's **Tools > Options** dialog, **Edit** tab.

### Options (pointer to object)

Data type: **Object**

Returns the **Options** object that you can use to access global program settings of PlanMaker.

### UserProperties (pointer to object)

Data type: **Object**

Returns the **UserProperties** object that you can use to access the names and addresses of the user (as entered in PlanMaker's **Tools > Options** dialog, **General** tab).

### CommandBars (pointer to object)

Data type: **Object**

Returns the **CommandBars** object that you can use to access the toolbars of PlanMaker.

### AutoCorrect (pointer to object)

Data type: **Object**

Returns the **AutoCorrect** object that you can use to access the automatic correction settings of PlanMaker.

### ActiveWorkbook (pointer to object)

Data type: **Object**

Returns the currently active **Workbook** object that you can use to access the active document.



## ActiveSheet (pointer to object)

Data type: **Object**

Returns the currently active **Sheet** object that you can use to access the active worksheet of the active document.

**ActiveSheet** is an abbreviation for the **ActiveWorkbook.ActiveSheet**. The following both calls have the same meaning:

```
MsgBox pm.Application.ActiveWorkbook.ActiveSheet
MsgBox pm.Application.ActiveSheet
```

## ActiveWindow (pointer to object)

Data type: **Object**

Returns the currently active **Window** object that you can use to access the active document window.

## ActiveCell (pointer to object)

Data type: **Object**

Returns a **Range** object that represents the active cell in the active document window. You can use this object to retrieve and change the formatting and the contents of the cell.

**ActiveCell** is an abbreviation for **ActiveWindow.ActiveCell**. The following both calls have the same meaning:

```
pm.Application.ActiveWindow.ActiveCell.Font.Size = 14
pm.Application.ActiveCell.Font.Size = 14
```

Please note that **ActiveCell** always returns just *one individual cell* – even if a range of cells is selected in the worksheet. After all, selected cell ranges have exactly one active cell as well. You can see that when you select cells and then press the Enter key: a cell frame appears within to selection to indicate the active cell.

## Selection (pointer to object)

Data type: **Object**

Returns a **Range** object that represents the selected cells in the active worksheet of the current document window.

**Selection** is an abbreviation for **ActiveWorkbook.ActiveSheet.Selection**. The following both calls have the same meaning:

```
pm.Application.ActiveWorkbook.ActiveSheet.Selection.Font.Size = 14
pm.Application.Selection.Font.Size = 14
```

## Range (pointer to object)

Data type: **Object**

Creates a **Range** object in the active worksheet of the current document and returns a pointer to it. You can use this object to access the cells in a cell range and, for example, get or set their values.

Syntax 1:

```
obj = Range(Cell1)
```

Syntax 2:

```
obj = Range(Cell1, Cell2)
```

Parameters:

If Syntax 1 is used, **Cell1** (type: **String**) specifies the cell or cell range. (**Cell2** should be omitted.)

If Syntax 2 is used, **Cell1** specifies the left top corner and **Cell2** the right bottom corner of the cell range.

**Cell2** (optional; type: **String**) should be used only if **Cell1** refers to an individual cell.

Examples for syntax 1:

```
Range("A1:B20")      ' Cells A1 to B20
Range("A1")          ' Only cell A1
Range("A:A")         ' The whole column A
Range("3:3")         ' The whole row 3
Range("Summer")     ' Range labeled "Summer"
```

Example for syntax 2:

```
Range("A1", "B20")  ' Cells A1 to B20
```

**Range** is an abbreviation for **ActiveWorkbook.ActiveSheet.Range**. The following both calls have the same meaning:

```
pm.Application.ActiveWorkbook.ActiveSheet.Range("A1:B5").Value = 42
pm.Application.Range("A1:B5").Value = 42
```

## Cells (pointer to object)

Data type: **Object**

Returns a **Range** object that covers all cells of the current worksheet. This is useful for two applications:

- To apply an operation (e.g., formatting) to every cell in the entire worksheet:

```
' Colorize the whole active worksheet with red color
pm.Cells.Shading.ForegroundPatternColor = smoColorRed
```

- To address individual cells with loop variables instead of specifying the address as a string (such as, "B5" for the second column in the fifth row). To do this, use the **Item** property of the **Range** object that is addressed through the **Cells** pointer:

```
' Fill the first 5 * 10 cells of the active worksheet with 42
Dim row, col as Integer
For row = 1 To 5
  For col = 1 to 10
    pm.Cells.Item(row, col).Value = 42
  Next col
Next row
```

**Cells** is an abbreviation for **ActiveSheet.Cells**. The following both calls have the same meaning:

```
pm.Application.ActiveSheet.Cells(1, 1).Font.Size = 14
pm.Application.Cells(1, 1).Font.Size = 14
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object, i.e. the pointer to itself. This object pointer is basically superfluous and only provided for the sake of completeness.

## Workbooks (pointer to collection)

Data type: **Object**

Returns the **Workbooks** collection, a collection of all currently opened documents.

### Windows (pointer to collection)

Data type: **Object**

Returns the **Windows** collection, a collection of all currently opened document windows.

### RecentFiles (pointer to collection)

Data type: **Object**

Returns the **RecentFiles** collection, a collection of the recently opened documents (as displayed at the bottom of PlanMaker's **File** menu).

### FontNames (pointer to collection)

Data type: **Object**

Returns the **FontNames** collection, a collection of all installed fonts.

### Columns (pointer to collection)

Data type: **Object**

Returns the **Columns** collection, a collection of all columns in the active worksheet.

**Columns** is an abbreviation for **ActiveWorkbook.ActiveSheet.Columns**. The following both calls have the same meaning:

```
MsgBox pm.Application.ActiveWorkbook.ActiveSheet.Columns.Count  
MsgBox pm.Application.Columns.Count
```

### Rows (pointer to collection)

Data type: **Object**

Returns the **Rows** collection, a collection of all rows in the active worksheet.

**Rows** is an abbreviation for **ActiveWorkbook.ActiveSheet.Rows**. The following both calls have the same meaning:

```
MsgBox pm.Application.ActiveWorkbook.ActiveSheet.Rows.Count  
MsgBox pm.Application.Rows.Count
```

### CentimetersToPoints (method)

Converts the given value from centimeters (cm) to points (pt). This function is useful if you make calculations in centimeters, but a PlanMaker function accepts only points as its measurement unit.

Syntax:

```
CentimetersToPoints (Centimeters)
```

Parameters:

**Centimeters** (type: **Single**) specifies the value to be converted.

Return value:

## Single

Example:

```
' Set the top margin of the active worksheet to 3cm  
pm.ActiveSheet.PageSetup.TopMargin = pm.Application.CentimetersToPoints(3)
```

### MillimetersToPoints (method)

Converts the given value from millimeters (mm) to points (pt). This function is useful if you make calculations in millimeters, but a PlanMaker function accepts only points as its measurement unit.

Syntax:

```
MillimetersToPoints(Millimeters)
```

Parameters:

**Millimeters** (type: **Single**) specifies the value to be converted.

Return value:

**Single**

Example:

```
' Set the top margin of the active worksheet to 30mm  
pm.ActiveSheet.PageSetup.TopMargin = pm.Application.MillimetersToPoints(30)
```

### InchesToPoints (method)

Converts the given value from inches (in) to points (pt). This function is useful if you make calculations in inches, but a PlanMaker function accepts only points as its measurement unit.

Syntax:

```
InchesToPoints(Inches)
```

Parameters:

**Inches** (type: **Single**) specifies the value to be converted.

Return value:

**Single**

Example:

```
' Set the bottom margin of the active worksheet to 1 inch  
pm.ActiveSheet.PageSetup.BottomMargin = pm.Application.InchesToPoints(1)
```

### PicasToPoints (method)

Converts the given value from picas to points (pt). This function is useful if you make calculations in picas, but a PlanMaker function accepts only points as its measurement unit.

Syntax:

```
PicasToPoints(Picas)
```

Parameters:

**Picas** (type: **Single**) specifies the value to be converted.

Return value:

## Single

Example:

```
' Set the bottom margin of the active worksheet to 6 picas  
pm.ActiveSheet.PageSetup.BottomMargin = pm.Application.PicasToPoints(6)
```

## LinesToPoints (method)

Identical to the **PicasToPoints** method (see there).

Syntax:

```
LinesToPoints (Lines)
```

Parameters:

**Lines** (type: **Single**) specifies the value to be converted.

Return value:

**Single**

Example:

```
' Set the bottom margin of the active worksheet to 6 picas  
pm.ActiveSheet.PageSetup.BottomMargin = pm.Application.LinesToPoints(6)
```

## Activate (method)

Brings the program window to the foreground and sets the focus to it.

Syntax:

```
Activate
```

Parameters:

none

Return value:

none

Example:

```
' Bring PlanMaker to the foreground  
pm.Application.Activate
```

Hint: This command is only successful if **Application.Visible = True**.

## Calculate (method)

Re-calculates *all* currently open documents (similar to the menu command **Tools > Recalculate** in PlanMaker, but the menu command re-calculates only the *active* workbook).

Syntax:

```
Calculate
```

Parameters:

none

Return value:

none

Example:

```
' Re-calculate all open workbooks (documents)
pm.Application.Calculate
```

## Quit (method)

Ends the program.

Syntax:

```
Quit
```

Parameters:

none

Return value:

none

Example:

```
' End PlanMaker
pm.Application.Quit
```

If there are any unsaved documents open, the user will be asked if they should be saved. If you want to avoid this question, you need to either close all opened documents in your program or set the property **Saved** for the documents to **True** (see **Workbook**).

---

## Options (object)

Access path: Application → **Options**

### 1 Description

The **Options** object consolidates many global program settings, most of which can be found in the dialog box of the **Tools > Options** command in PlanMaker.

### 2 Access to the object

There is exactly one instance of the **Options** object during the whole runtime of PlanMaker. It is accessed through the **Application.Options** object:

```
Set pm = CreateObject("PlanMaker.Application")
pm.Application.Options.EnableSound = True
```

### 3 Properties, objects, collections, and methods

Properties:

- **CheckSpellingAsYouType**
- **CreateBackup**
- **DefaultFilePath**
- **DefaultTemplatePath**
- **EnableSound**
- **Overtyp**

- **SaveInterval**
- **SavePropertiesPrompt**

Objects:

- **Application** → **Application**
- **Parent** → **Application** (default object)

### **CheckSpellingAsYouType (property)**

Data type: **Boolean**

Gets or sets the setting "Background spell-checking" (**True** or **False**).

### **CreateBackup (property)**

Data type: **Boolean**

Gets or sets the setting "Create backup files" (**True** or **False**).

### **DefaultFilePath (property)**

Data type: **String**

Gets or sets the file path used by default to save and open documents.

This is just a temporary setting: When you execute **File > Open** or **File > Save As** the next time, the path chosen here will appear in the dialog box. If the user changes the path, this path will then be the new default file path.

### **DefaultTemplatePath (property)**

Data type: **String**

Gets or sets the file path used by default to store document templates.

This setting is saved permanently. Each call to the **File > New** command lets you see the document templates in the path given here.

### **EnableSound (property)**

Data type: **Boolean**

Gets or sets the setting "Beep on errors" (**True** or **False**).

### **Overtyping (property)**

Data type: **Boolean**

Gets or sets Overwrite/Insert mode (**True**=Overwrite, **False**=Insert).

### **SaveInterval (property)**

Data type: **Long**

Gets or sets the setting "Autosave documents every *n* minutes" (0=off).

## SavePropertiesPrompt (property)

Data type: **Boolean**

Gets or sets the setting "Prompt for summary information when saving" (**True** or **False**).

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## UserProperties (collection)

Access path: **Application** → **UserProperties**

### 1 Description

The **UserProperties** collection contains all components of the user's personal and business address (as entered in PlanMaker's **Tools > Options** dialog, **General** tab).

The individual elements of this collection are of the type **UserProperty**.

### 2 Access to the collection

There is exactly one instance of the **UserProperties** collection during the whole runtime of PlanMaker. It is accessed through the **Application.UserProperties** object:

```
' Show the first UserProperty (the user's last name)
MsgBox pm.Application.UserProperties.Item(1).Value
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **UserProperty** (default object)
- **Application** → **Application**
- **Parent** → **Application**

## Count (property, R/O)

Data type: **Long**

Returns the number of **UserProperty** objects in the collection, i.e. the number of all components of the user's address data (last name, first name, street etc. – separated into personal and business address).

This value is constantly 24, since there are exactly 24 such elements.



## Item (pointer to object)

Data type: **Object**

Returns an individual **UserProperty** object that you can use to get or set an individual component of the user's personal or business address (last name, first name, street, etc.).

Which **UserProperty** object you get depends on the numeric value that you pass to **Item**. The following table shows the admissible values:

<b>smoUserHomeAddressName</b>	= 1	' Last name (personal)
<b>smoUserHomeAddressFirstName</b>	= 2	' First name (personal)
<b>smoUserHomeAddressStreet</b>	= 3	' Street (personal)
<b>smoUserHomeAddressZip</b>	= 4	' ZIP code (personal)
<b>smoUserHomeAddressCity</b>	= 5	' City (personal)
<b>smoUserHomeAddressPhone1</b>	= 6	' Phone (personal)
<b>smoUserHomeAddressFax</b>	= 7	' Fax (personal)
<b>smoUserHomeAddressEmail</b>	= 8	' E-mail address (personal)
<b>smoUserHomeAddressPhone2</b>	= 9	' Mobile phone (personal)
<b>smoUserHomeAddressHomepage</b>	= 10	' Homepage (personal)
<b>smoUserBusinessAddressName</b>	= 11	' Last name (business)
<b>smoUserBusinessAddressFirstName</b>	= 12	' First name (business)
<b>smoUserBusinessAddressCompany</b>	= 13	' Company (business)
<b>smoUserBusinessAddressDepartment</b>	= 14	' Department (business)
<b>smoUserBusinessAddressStreet</b>	= 15	' Street (business)
<b>smoUserBusinessAddressZip</b>	= 16	' ZIP code (business)
<b>smoUserBusinessAddressCity</b>	= 17	' City (business)
<b>smoUserBusinessAddressPhone1</b>	= 18	' Phone (business)
<b>smoUserBusinessAddressFax</b>	= 19	' Fax (business)
<b>smoUserBusinessAddressEmail</b>	= 20	' E-mail address (business)
<b>smoUserBusinessAddressPhone2</b>	= 21	' Mobile phone (business)
<b>smoUserBusinessAddressHomepage</b>	= 22	' Homepage (business)
<b>smoUserHomeAddressInitials</b>	= 23	' User initials (personal)
<b>smoUserBusinessAddressInitials</b>	= 24	' User initials (business)

Examples:

```
' Show the user's first name (personal)
MsgBox pm.Application.UserProperties.Item(1).Value

' Change the business e-mail address to test@example.com
With pm.Application
    .UserProperties.Item(smoUserBusinessAddressEmail).Value = "test@example.com"
End With
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## UserProperty (object)

Access path: Application → UserProperties → **Item**

## 1 Description

A **UserProperty** object represents one individual component of the user's personal or business address (for example, the ZIP code or the phone number).

There is one **UserProperty** object for each of these components. The number of these objects is constant, since you cannot create new address components.

## 2 Access to the object

The individual **UserProperty** objects can be accessed solely through enumerating the elements of the **Application.UserProperties** collection. The type of this collection is **UserProperties**.

Example:

```
' Show the contents of the first address element (last name, personal)
MsgBox pm.Application.UserProperties.Item(1).Value
```

## 3 Properties, objects, collections, and methods

Properties:

- **Value** (default property)

Objects:

- **Application** → **Application**
- **Parent** → **UserProperties**

### **Value (property)**

Data type: **String**

Gets or sets the contents of the address component. The following example sets the company name of the user:

```
Sub Example()
    Set pm = CreateObject("PlanMaker.Application")
    pm.UserProperties(smoUserBusinessAddressCompany).Value = "ACME Corp."
End Sub
```

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **UserProperties**.

---

## **CommandBars (collection)**

Access path: **Application** → **CommandBars**

## 1 Description

The **CommandBars** collection contains all toolbars available in PlanMaker. The individual elements of this collection are of the type **CommandBar**.

## 2 Access to the collection

There is exactly one instance of the **CommandBars** collection during the whole runtime of PlanMaker. It is accessed through the **Application.CommandBars** object:

```
' Show the name of the first toolbar
MsgBox pm.Application.CommandBars.Item(1).Name

' The same, but easier, using the default property
MsgBox pm.CommandBars(1)
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O
- **DisplayFonts**
- **DisplayTooltips**

Objects:

- **Item** → **CommandBar** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **CommandBar** objects in the collection, i.e. the number of toolbars available.

### DisplayFonts (property)

Data type: **Boolean**

Gets or sets the setting "Show fonts in font lists" (**True** or **False**).

### DisplayTooltips (property)

Data type: **Boolean**

Gets or sets the setting whether a tooltip should be displayed when the mouse cursor is pointed to a toolbar button.

Corresponds to the setting "Show tooltips" in the **Tools > Options** dialog.

### Item (pointer to object)

Data type: **Object**

Returns an individual **CommandBar** object that you can use to access an individual toolbar.

Which **CommandBar** object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired toolbar. Examples:

```
' Make the first toolbar invisible
pm.Application.CommandBars.Item(1).Visible = False

' Make the toolbar named "Formatting" invisible
pm.Application.CommandBars.Item("Formatting").Visible = False
```

Note: It is not advisable to use the *names* of toolbars as a reference, since these names are different in each language that PlanMaker's user interface supports. For example, if the user interface language is set to German, the name of the "Formatting" toolbar changes to "Formatleiste".

Instead, it is recommended to use the following symbolic constants for toolbars:

```
pmBarStatusShort      = 1 ' Status bar (no documents open)
pmBarStandardShort    = 2 ' Standard toolbar (no documents open)
pmBarStatus           = 3 ' Status bar
pmBarStandard         = 4 ' Standard toolbar
pmBarFormatting       = 5 ' Formatting toolbar
pmBarObjects          = 6 ' Objects toolbar
pmBarEdit             = 7 ' Edit toolbar
pmBarOutliner         = 8 ' Outliner toolbar
pmBarChart            = 9 ' Chart toolbar
pmBarFormsEditing     = 10 ' Forms toolbar
pmBarPicture          = 11 ' Graphics toolbar
pmBarFullscreen       = 12 ' Full screen toolbar
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## CommandBar (object)

Access path: Application → CommandBars → **Item**

### 1 Description

A **CommandBar** object represents one individual toolbar.

For each toolbar there is its own **CommandBar** object. If you create new toolbars or delete them, the respective **CommandBar** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **CommandBar** objects can be accessed solely through enumerating the elements of the **Application.CommandBars** collection. The type of this collection is **CommandBars**.

Example:

```
' Show the name of the first toolbar
MsgBox pm.Application.CommandBars.Item(1).Name

' The same, but easier, using the default property
```

```
MsgBox pm.CommandBars(1)
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)
- **Visible**

Objects:

- **Application** → **Application**
- **Parent** → **CommandBars**

#### **Name (property)**

Data type: **String**

Gets or sets the name of the toolbar.

Example:

```
' Show the name of the first toolbar
MsgBox pm.Application.CommandBars.Item(1).Name
```

#### **Visible (property)**

Data type: **Boolean**

Gets or sets the visibility of the toolbar. The following example makes the "Formatting" toolbar invisible:

```
Sub Beispiel()
    Set pm = CreateObject("PlanMaker.Application")
    pm.Application.CommandBars.Item("Formatting").Visible = False
End Sub
```

#### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

#### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **CommandBars**.

---

## **AutoCorrect (object)**

Access path: **Application** → **AutoCorrect**

### 1 Description

The **AutoCorrect** object allows accessing the defined SmartText entries.

## 2 Access to the object

There is exactly one instance of the **AutoCorrect** object during the whole runtime of PlanMaker. It is accessed through the **Application.AutoCorrect** object:

```
' Show the number of SmartText entries
Set pm = CreateObject("PlanMaker.Application")
MsgBox pm.Application.AutoCorrect.Entries.Count
```

## 3 Properties, objects, collections, and methods

Objects:

- **Application** → **Application**
- **Parent** → **Application**

Collections:

- **Entries** → **AutoCorrectEntries**

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

### Entries (pointer to collection)

Data type: **Object**

Returns the **AutoCorrectEntries** collection which contains all SmartText entries.

---

## AutoCorrectEntries (collection)

Access path: **Application** → **AutoCorrect** → **Entries**

### 1 Description

The **AutoCorrectEntries** collection contains all SmartText entries defined. The individual elements of this collection are of the type **AutoCorrectEntry**.

### 2 Access to the collection

There is exactly one instance of the **AutoCorrectEntries** collection during the whole runtime of PlanMaker. It is accessed through the **Application.AutoCorrect.Entries** object:

```
Set pm = CreateObject("PlanMaker.Application")
pm.Application.AutoCorrect.Entries.Add "lax", "Los Angeles"
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **AutoCorrectEntry** (default object)
- **Application** → **Application**
- **Parent** → **AutoCorrect**

Methods:

- **Add**

#### Count (property, R/O)

Data type: **Long**

Returns the number of the **AutoCorrectEntry** objects, i.e. the number of the currently defined SmartText entries.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **AutoCorrectEntry** object, i.e. the definition of an individual SmartText entry.

Which AutoCorrect object you get depends on the value that you pass to **Item**: either the numeric index or the name of the necessary SmartText entry. Examples:

```
' Show the contents of the first defined SmartText entry
MsgBox pm.Application.AutoCorrect.Entries.Item(1).Value

' Show the contents of the SmartText entry with the name "teh"
MsgBox pm.Application.AutoCorrect.Entries.Item("teh").Value
```

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

#### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **AutoCorrect**.

#### Add (method)

Add a new **AutoCorrectEntry** entry.

Syntax:

```
Add Name, Value
```

Parameters:

**Name** (type: **String**): The name for the new SmartText entry. If the name is empty or already exists, the call of the method fails.

**Value** (type: **String**): The text for the new SmartText entry. If the passed string is empty, the call of the method fails.

Return value:

**Object** (an **AutoCorrectEntry** object which represents the new SmartText entry)

Example:

```
' Create a SmartText entry named "lax" containing "Los Angeles"  
pm.Application.AutoCorrect.Entries.Add "lax", "Los Angeles"
```

---

## AutoCorrectEntry (object)

Access path: Application → AutoCorrect → Entries → **Item**

### 1 Description

An **AutoCorrectEntry** object represents one individual SmartText entry, for example, "lax" for "Los Angeles".

For each SmartText entry there is its own **AutoCorrectEntry** object. If you create SmartText entries or delete them, the respective **AutoCorrectEntry** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **AutoCorrectEntry** objects can be accessed solely through enumerating the elements of the collection **Application.AutoCorrect.Entries**. The type of this collection is **AutoCorrectEntries**.

Example:

```
' Show the name of the first SmartText entry  
MsgBox pm.Application.AutoCorrect.Entries.Item(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)
- **Value**

Objects:

- **Application** → **Application**
- **Parent** → **AutoCorrectEntries**

Methods:

- **Delete**

#### **Name** (property)

Data type: **String**

Gets or sets the name of the SmartText entry (e.g. "lax").

#### **Value** (property)

Data type: **String**



Gets or sets the contents of the SmartText entry (e.g. "Los Angeles").

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **AutoCorrectEntries**.

### Delete (method)

Deletes an **AutoCorrectEntry** object of the **AutoCorrectEntries** collection.

Syntax:

**Delete**

Parameters:

none

Return value:

none

Examples:

```
' Delete the first SmartText entry
pm.Application.AutoCorrect.Entries.Item(1).Delete

' Delete the SmartText entry with the name "lax"
pm.Application.AutoCorrect.Entries.Item("lax").Delete
```

---

## Workbooks (collection)

Access path: Application → **Workbooks**

### 1 Description

The **Workbooks** collection contains all opened documents. The individual elements of this collection are of the type **Workbook**.

### 2 Access to the collection

There is exactly one instance of the **Workbooks** collection during the whole runtime of PlanMaker. It is accessed through the **Application.Workbooks** object:

```
' Show the number of opened documents
MsgBox pm.Application.Workbooks.Count

' Show the name of the first opened document
MsgBox pm.Application.Workbooks(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Workbook** (default object)
- **Application** → **Application**
- **Parent** → **Application**

Methods:

- **Add**
- **Open**
- **Close**

#### Count (property, R/O)

Data type: **Long**

Returns the number of the **Workbook** objects in the collection, i.e. the number of the currently opened documents.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **Workbook** object, i.e. an individual open document.

Which **Workbook** object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired document. Examples:

```
' Show the name of the first document
MsgBox pm.Application.Workbooks.Item(1).FullName

' Show the name of the document "Test.pmd" (provided that is it open)
MsgBox pm.Application.Workbooks.Item("Test.pmd").FullName

' You can also use the full name with the path
MsgBox pm.Application.Workbooks.Item("c:\Documents\Test.pmd").FullName
```

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

#### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

#### Add (method)

Creates a new empty document based on the standard document template **Normal.pmv** or any other document template you specify.

Syntax:

**Add** [Template]

Parameters:

**Template** (optional; type: **String**): Path and file name of the document template on which your document should be based. If omitted, the standard template **Normal.pmv** will be used.

If you omit the path or give only a relative path, PlanMaker's default template path will be automatically prefixed. If you omit the file extension **.pmv**, it will be automatically added.

Return value:

**Object** (a **Workbook** object that represents the new document)

Example:

```
Sub Sample()  
    Dim pm as Object  
    Dim newDoc as Object  
  
    Set pm = CreateObject("PlanMaker.Application")  
    pm.Visible = True  
    Set newDoc = pm.Documents.Add  
    MsgBox newDoc.Name  
End Sub
```

You can use the **Workbook** object returned by the **Add** method like any other document. Alternatively, you can ignore the return value of the **Add** method and access the new document with the **ActiveWorkbook** method, for example.

## Open (method)

Opens an existing document.

Syntax:

```
Open FileName, [ReadOnly], [Format], [Password], [WritePassword], [Delimiter],  
[TextMarker]
```

Parameters:

**FileName** (type: **String**): Path and file name of the document or document template to be opened.

**ReadOnly** (optional; type: **Boolean**): Indicates whether the document should be opened only for reading.

**Format** (optional; type: **Long** or **PmSaveFormat**): The file format of the document to be opened. The possible values are:

<b>pmFormatDocument</b>	= 0	' Document (the default value)
<b>pmFormatTemplate</b>	= 1	' Document template
<b>pmFormatExcel97</b>	= 2	' Excel 97/2000/XP
<b>pmFormatExcel5</b>	= 3	' Excel 5.0/7.0
<b>pmFormatExcelTemplate</b>	= 4	' Excel template
<b>pmFormatSYLK</b>	= 5	' Sylk
<b>pmFormatRTF</b>	= 6	' Rich Text Format
<b>pmFormatTextMaker</b>	= 7	' TextMaker (= RTF)
<b>pmFormatHTML</b>	= 8	' HTML
<b>pmFormatdBaseDOS</b>	= 9	' dBASE database with DOS character set
<b>pmFormatdBaseAnsi</b>	= 10	' dBASE database with Windows character set
<b>pmFormatDIF</b>	= 11	' Text file with Windows character set
<b>pmFormatPlainTextAnsi</b>	= 12	' Text file with Windows character set
<b>pmFormatPlainTextDOS</b>	= 13	' Text file with DOS character set
<b>pmFormatPlainTextUnix</b>	= 14	' Text file with ANSI character set for UNIX, Linux, FreeBSD
<b>pmFormatPlainTextUnicode</b>	= 15	' Text file with Unicode character set
<b>pmFormatdBaseUnicode</b>	= 18	' dBASE database with Unicode character set
<b>pmFormatPlainTextUTF8</b>	= 20	' Text file with UTF8 character set

If you omit this parameter, the value **pmFormatDocument** will be taken.

Independent of the value for the **FileFormat** parameter PlanMaker always tries to determine the file format by itself and ignores evidently false inputs.

**Password** (optional; type: **String**): The read password for password-protected documents. If you omit this parameter for a password-protected document, the user will be asked to input the read password.

**WritePassword** (optional; type: **String**): The write password for password-protected documents. If you omit this parameter for a password-protected document, the user will be asked to input the write password.

**Delimiter** (optional; type: **String**): Indicates the text delimiter (for text file formats), for example, comma or semicolon. If you omit this parameter, tabs will be used as a delimiter.

**TextMarker** (optional; type: **Long** or **PmImportTextMarker**): Indicates the characters the individual text fields are enclosed with (for text file formats). The possible values are:

```
pmImportTextMarkerNone      = 0 ' No marker
pmImportTextMarkerApostrophe = 1 ' Apostrophe marks
pmImportTextMarkerQmark     = 2 ' Quotation marks
```

Return value:

**Object** (a **Workbook** object which represents the opened document)

Examples:

```
' Open a document
pm.Workbooks.Open "c:\docs\test.pmd"

' Open a document only for reading
pm.Documents.Open "c:\docs\Test.pmd", True
```

## Close (method)

Closes all currently opened documents.

Syntax:

```
Close [SaveChanges]
```

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the documents which were changed since they were last saved should be saved or not. If you omit this parameter, the user will be asked to indicate it (if necessary). The possible values are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save
smoPromptToSaveChanges = 1   ' Ask the user
smoSaveChanges = 2          ' Save without asking
```

Return value:

none

Example:

```
' Close all opened documents without saving them
pm.Workbooks.Close smoDoNotSaveChanges
```

---

## Workbook (object)

Access paths:

- Application → Workbooks → **Item**
- Application → **ActiveWorkbook**
- Application → Windows → Item → **Workbook**
- Application → ActiveWindow → **Workbook**

## 1 Description

A **Workbook** object represents one individual document opened in PlanMaker.

For each document there is its own **Workbook** object. If you open or close documents, the respective **Workbook** objects will be created or deleted dynamically.

## 2 Access to the object

The individual **Workbook** objects can be accessed in the following ways:

- All currently open documents are administrated in the **Application.Workbooks** collection (type: **Workbooks**):

```
' Show the names of all opened documents
For i = 1 To pm.Application.Workbooks.Count
  MsgBox pm.Application.Workbooks.Item(i).Name
Next i
```

- The active document can be accessed through the **Application.ActiveWorkbook** object:

```
' Show the name of the current document
MsgBox pm.Application.ActiveWorkbook.Name
```

- **Workbook** is the **Parent** object for the **Sheets** object, a collection of all worksheets in a document:

```
' Show the name of the current document in an indirect way
MsgBox pm.Application.ActiveWorkbook.Sheets.Parent.Name
```

- The **Window** object includes an object pointer to the document that belongs to it:

```
' Access the active document from the active document window
MsgBox pm.Application.ActiveWindow.Workbook.Name
```

## 3 Properties, objects, collections, and methods

Properties:

- **Name** R/O (default property)
- **FullName** R/O
- **Path** R/O
- **Saved**
- **ReadOnly**
- **EnableCaretMovement**
- **ManualApply**
- **ScreenUpdate**
- **Calculation**
- **CalculateBeforeSave**
- **CalculateBeforeCopying**
- **CalculateBeforePrinting**
- **DisplayCommentIndicator**
- **FixedDecimal**
- **FixedDecimalPlaces**
- **Iteration**
- **MaxIteration**
- **MaxChange**
- **ShowGuideLinesForTextFrames**
- **ShowHiddenObjects**
- **RoundFinalResults**
- **RoundIntermediateResults**

Objects:

- **ActiveSheet** → **Sheet**
- **ActiveWindow** → **Window**
- **BuiltInDocumentProperties** → **DocumentProperties**
- **Application** → **Application**
- **Parent** → **Workbooks**

Collections:

- **Sheets** → **Sheets**

Methods:

- **Activate**
- **Calculate**
- **Close**
- **Save**
- **SaveAs**
- **PrintOut**

### **Name (property, R/O)**

Data type: **String**

Returns the name of the document (e.g. Smith.pmd).

### **FullName (property, R/O)**

Data type: **String**

Returns the path and name of the document (e.g., c:\Documents\Smith.pmd).

### **Path (property, R/O)**

Data type: **String**

Returns the path of the document (e.g. c:\Documents).

### **Saved (property)**

Data type: **Boolean**

Gets or sets the **Saved** property of the document. It indicates whether a document was changed since it was last saved:

- If **Saved** is set to **True**, the document was not changed since it was last saved.
- If **Saved** is set to **False**, the document was changed since it was last saved. When closing the document, the user will be asked if it should be saved.

Note: As soon as the user changes something in a document, its **Saved** property will be set to **False** automatically.

### **ReadOnly (property)**

Data type: **Boolean**

Gets or sets the **ReadOnly** property of the document.

If the property is **True**, the document is protected against user changes. Users will not be able to edit, delete, or add content.

If you set this property to **True**, the **EnableCaretMovement** property (see there) will be automatically set to **False**. Therefore, the cursor cannot be moved inside the document anymore. However, you can always set the **EnableCaretMovement** property to **True** if you want to make cursor movement possible.

### EnableCaretMovement (property)

Data type: **Boolean**

Gets or sets the **EnableCaretMovement** property of the document. This property is sensible only in combination with the **ReadOnly** property (see there).

If the **EnableCaretMovement** property is **True**, the cursor can be moved freely inside a write-protected document. If it is set to **False**, cursor movement is not possible.

### ManualApply (property)

Data type: **Boolean**

Gets or sets the setting whether formatting changes made by your BasicMaker script should be applied instantly or not.

By default, this property is set to **False**, causing formatting commands like **Range.Font.Size = 12** to be applied instantly.

If you would like to apply a large number of the formattings, you can set the **ManualApply** property to **True**. In this case, PlanMaker accumulates all formatting commands until you call the **Range.ApplyFormatting** method (see there). This leads to a speed advantage.

### ScreenUpdate (property)

Data type: **Boolean**

Gets or sets the setting whether PlanMaker should update the display after each change.

If you set this property to **false** and then change the contents or formatting of cells, these changes will not be shown on the screen until you set the property to **True** again. This can cause a speed advantage if you change many cells at once.

### Calculation (property)

Data type: **Long** (PmCalculation)

Gets or sets the setting whether the document should be re-calculated automatically or manually. The possible values are:

```
pmCalculationAutomatic = 0 ' Update calculations automatically
pmCalculationManual    = 1 ' Update calculations manually
```

### CalculateBeforeSave (property)

Data type: **Boolean**

Gets or sets the setting whether the document should be re-calculated when it is saved.

This property has an effect only if the document is set to be re-calculated manually. If the **Calculation** property (see there) is set to **pmCalculationAutomatic**, all calculations will always be up-to-date anyway.

### CalculateBeforeCopying (property)

Data type: **Boolean**

Gets or sets the setting whether the document should be re-calculated before copying or cutting cells.

This property has an effect only if the document is set to be re-calculated manually. If the **Calculation** property (see there) is set to **pmCalculationAutomatic**, all calculations will always be up-to-date anyway.

### CalculateBeforePrinting (property)

Data type: **Boolean**

Gets or sets the setting whether the document should be re-calculated before printing.

This property has an effect only if the document is set to be re-calculated manually. If the **Calculation** property (see there) is set to **pmCalculationAutomatic**, all calculations will always be up-to-date anyway.

### DisplayCommentIndicator (property)

Data type: **Long** (PmCommentDisplayMode)

Gets or sets the mode in which comments are shown. The possible values are:

```
pmNoIndicator           = 0 ' Show neither comments nor yellow triangle
pmCommentIndicatorOnly = 1 ' Show only a yellow triangle
pmCommentOnly          = 2 ' Show comments, but no yellow triangle
pmCommentAndIndicator  = 3 ' Show both comments and triangle
```

### FixedDecimal (property)

Data type: **Boolean**

Gets or sets the setting whether the decimal separator should be automatically shifted after the input of numbers.

The *number* of positions to shift the decimal separator is specified by the **FixedDecimalPlaces** property (see there).

Example:

```
' Move the decimal separator 2 positions to the left after input
pm.ActiveWorkbook.FixedDecimal = True
pm.ActiveWorkbook.FixedDecimalPlaces = 2 ' 4235 will become 42.35

' Move the decimal separator 2 positions to the right after input
pm.ActiveWorkbook.FixedDecimal = True
pm.ActiveWorkbook.FixedDecimalPlaces = -2 ' 42 will become 4200
```

### FixedDecimalPlaces (property)

Data type: **Boolean**

Gets or sets the number of positions to shift the decimal separator after the input of the numbers.

Note: This has no effect unless the **FixedDecimal** property (see there) is set to **True**.

### Iteration (property)

Data type: **Boolean**

Gets or sets the setting "Use iterations" in the **File > Properties** dialog, **Calculate** tab.

If you enable this property, you should also specify values for the **MaxChange** and **MaxIteration** properties (see there).



### **MaxIteration (property)**

Data type: **Long**

Gets or sets the setting "Maximal iterations" in the **File > Properties** dialog, **Calculate** tab. Applicable only if the **Iteration** property (see there) is set to **True**.

### **MaxChange (property)**

Data type: **Long**

Gets or sets the setting "Maximal change" (for iterations) in the **File > Properties** dialog, **Calculate** tab. Applicable only if the **Iteration** property (see there) is set to **True**.

### **ShowGuideLinesForTextFrames (property)**

Data type: **Boolean**

Gets or sets the setting "Guidelines for text frames" in the **File > Properties** dialog, **Options** tab.

### **ShowHiddenObjects (property)**

Data type: **Boolean**

Gets or sets the setting "Show hidden objects" in the **File > Properties** dialog, **Options** tab.

### **RoundFinalResults (property)**

Data type: **Boolean**

Gets or sets the setting "Round final results" in the **File > Properties** dialog, **Calculate** tab.

### **RoundIntermediateResults (property)**

Data type: **Boolean**

Gets or sets the setting "Round intermediate results" in the **File > Properties** dialog, **Calculate** tab.

### **ActiveSheet (pointer to object)**

Data type: **Object**

Returns the currently active **Sheet** object that you can use to access the active worksheet.

### **ActiveWindow (pointer to object)**

Data type: **Object**

Returns the currently active **Window** object that you can use to access the active document window.

### **BuiltInDocumentProperties (pointer to object)**

Data type: **Object**

Returns the **DocumentProperties** collection that you can use to access the document infos (title, subject, author etc.).

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Workbooks**.

### Sheets (pointer to collection)

Data type: **Object**

Returns the **Sheets** collection, a collection of all worksheets in the document.

### Activate (method)

Brings the document window to the front (if its **Visible** property is True) and sets the focus to the document window.

Syntax:

**Activate**

Parameters:

none

Return value:

none

Example:

```
' Bring the first document in the Workbooks collection to the front  
pm.Workbooks(1).Activate
```

### Calculate (method)

Re-calculates the document (corresponds to the command **Tools > Recalculate** in PlanMaker).

Syntax:

**Calculate**

Parameters:

none

Return value:

none

Example:

```
' Recalculate the first document in the Workbooks collection  
pm.Workbooks(1).Calculate
```

## Close (method)

Closes the document.

Syntax:

```
Close [SaveChanges]
```

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the document should be saved or not. If you omit this parameter, the user will be asked – but only if the document was changed since it was last saved. The possible values are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save  
smoPromptToSaveChanges = 1  ' Ask the user  
smoSaveChanges = 2         ' Save without asking
```

Return value:

none

Example:

```
' Close the active document without saving  
pm.ActiveWorkbook.Close smoDoNotSaveChanges
```

## Save (method)

Saves the document.

Syntax:

```
Save
```

Parameters:

none

Return value:

none

Example:

```
' Save the active document  
pm.ActiveWorkbook.Save
```

## SaveAs (method)

Saves the document under a different name and/or another path.

Syntax:

```
SaveAs FileName, [FileFormat], [Delimiter], [TextMarker]
```

Parameters:

**FileName** (type: **String**): Path and file name under which the document should be saved.

**FileName** (type: **String**): Path and file name under which the document should be saved.

**FileFormat** (optional; type: **Long** or **TmSaveFormat**) determines the file format. This parameter can take the following values (left: the symbolic constants, right: the corresponding numeric values):

```
pmFormatDocument      = 0 ' Document (the default value)  
pmFormatTemplate     = 1 ' Document template
```

<code>pmFormatExcel97</code>	= 2	' Excel 97/2000/XP
<code>pmFormatExcel5</code>	= 3	' Excel 5.0/7.0
<code>pmFormatExcelTemplate</code>	= 4	' Excel template
<code>pmFormatSYLK</code>	= 5	' Sylk
<code>pmFormatRTF</code>	= 6	' Rich Text Format
<code>pmFormatTextMaker</code>	= 7	' TextMaker (= RTF)
<code>pmFormatHTML</code>	= 8	' HTML
<code>pmFormatdBaseDOS</code>	= 9	' dBASE database with DOS character set
<code>pmFormatdBaseAnsi</code>	= 10	' dBASE database with Windows character set
<code>pmFormatDIF</code>	= 11	' Text file with Windows character set
<code>pmFormatPlainTextAnsi</code>	= 12	' Text file with Windows character set
<code>pmFormatPlainTextDOS</code>	= 13	' Text file with DOS character set
<code>pmFormatPlainTextUnix</code>	= 14	' Text file with ANSI character set for UNIX, Linux, FreeBSD
<code>pmFormatPlainTextUnicode</code>	= 15	' Text file with Unicode character set
<code>pmFormatdBaseUnicode</code>	= 18	' dBASE database with Unicode character set
<code>pmFormatPlainTextUTF8</code>	= 20	' Text file with UTF8 character set

If you omit this parameter, `pmFormatDocument` will be taken.

**Delimiter** (optional; type: **String**): Indicates the text delimiter (for text file formats), for example, comma or semicolon. If you omit this parameter, tabs will be used as a delimiter.

**TextMarker** (optional; type: **Long** or **PmImportTextMarker**): Indicates the characters the individual text fields are enclosed with (for text file formats). The possible values are:

<code>pmImportTextMarkerNone</code>	= 0	' No marker
<code>pmImportTextMarkerApostrophe</code>	= 1	' Apostrophe marks
<code>pmImportTextMarkerQmark</code>	= 2	' Quotation marks

Return value:

none

Example:

```
' Save the current document under a new name in Excel 97 format
pm.ActiveWorkbook.SaveAs "c:\docs\test.xls", pmFormatExcel97
```

## PrintOut (method)

Prints the document on the currently chosen printer.

Syntax:

```
PrintOut [From], [To]
```

Parameters:

**From** (optional; type: **Long**) indicates from which page to start. If omitted, printing starts from the first page.

**To** (optional; type: **Long**) indicates at which page to stop. If omitted, printing stops at the last page.

Return value:

none

Example:

```
' Print out the current document
pm.ActiveWorkbook.PrintOut
```

## DocumentProperties (collection)

Access paths:

■ Application → Workbooks → Item → **DocumentProperties**

■ Application → ActiveWorkbook → **DocumentProperties**

## 1 Description

The **DocumentProperties** collection contains all document properties of a document, including, for example, title, author, number of charts, etc.

The individual elements of this collection are of the type **DocumentProperty**.

## 2 Access to the collection

Each opened document has exactly one **DocumentProperties** collection. It is accessed through the **Document.BuiltInDocumentProperties** object:

```
' Set the title of the active document to "My Calculation"
pm.ActiveWorkbook.BuiltInDocumentProperties(smoPropertyTitle) = "My Calculation"

' Show the number of charts in the active document
MsgBox pm.ActiveWorkbook.BuiltInDocumentProperties("Number of charts")
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **DocumentProperty** (default object)
- **Application** → **Application**
- **Parent** → **Workbook**

### Count (property, R/O)

Data type: **Long**

Returns the number of **DocumentProperty** objects in the collection, i.e. the number of the document properties of a document. The value of this property is fixed, since all PlanMaker documents have the same number of the document properties.

### Item (pointer to object)

Data type: **Object**

Returns an individual **DocumentProperty** object, i.e. an individual document property.

Which **DocumentProperty** object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the desired document property.

The following table contains the possible numeric values and the names associated to them:

<b>smoPropertyTitle</b>	= 1	' "Title"
<b>smoPropertySubject</b>	= 2	' "Subject"
<b>smoPropertyAuthor</b>	= 3	' "Author"
<b>smoPropertyKeywords</b>	= 4	' "Keywords"
<b>smoPropertyComments</b>	= 5	' "Comments"
<b>smoPropertyAppName</b>	= 6	' "Application name"
<b>smoPropertyTimeLastPrinted</b>	= 7	' "Last print date"
<b>smoPropertyTimeCreated</b>	= 8	' "Creation date"
<b>smoPropertyTimeLastSaved</b>	= 9	' "Last save time"

<code>smoPropertyKeystrokes</code>	= 10	' n/a (not available in PlanMaker)
<code>smoPropertyCharacters</code>	= 11	' n/a (not available in PlanMaker)
<code>smoPropertyWords</code>	= 12	' n/a (not available in PlanMaker)
<code>smoPropertySentences</code>	= 13	' n/a (not available in PlanMaker)
<code>smoPropertyParas</code>	= 14	' n/a (not available in PlanMaker)
<code>smoPropertyChapters</code>	= 15	' n/a (not available in PlanMaker)
<code>smoPropertySections</code>	= 16	' n/a (not available in PlanMaker)
<code>smoPropertyLines</code>	= 17	' n/a (not available in PlanMaker)
<code>smoPropertyPages</code>	= 18	' "Number of pages"
<code>smoPropertyCells</code>	= 19	' "Number of cells"
<code>smoPropertyTextCells</code>	= 20	' "Number of cells with text"
<code>smoPropertyNumericCells</code>	= 21	' "Number of cells with numbers"
<code>smoPropertyFormulaCells</code>	= 22	' "Number of cells with formulas"
<code>smoPropertyNotes</code>	= 23	' "Number of comments"
<code>smoPropertySheets</code>	= 24	' "Number of worksheets"
<code>smoPropertyCharts</code>	= 25	' "Number of charts"
<code>smoPropertyPictures</code>	= 26	' "Number of pictures"
<code>smoPropertyOLEObjects</code>	= 27	' "Number of OLE objects"
<code>smoPropertyDrawings</code>	= 28	' "Number of drawings"
<code>smoPropertyTextFrames</code>	= 29	' "Number of text frames"
<code>smoPropertyTables</code>	= 30	' n/a (not available in PlanMaker)
<code>smoPropertyFootnotes</code>	= 31	' n/a (not available in PlanMaker)
<code>smoPropertyAvgWordLength</code>	= 32	' n/a (not available in PlanMaker)
<code>smoPropertyAvgCharactersSentence</code>	= 33	' n/a (not available in PlanMaker)
<code>smoPropertyAvgWordsSentence</code>	= 34	' n/a (not available in PlanMaker)

This list specifies *all* document properties that exist in SoftMaker Office, including those that are not available in PlanMaker. The latter are marked as "not available in PlanMaker".

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Workbook**.

---

## DocumentProperty (object)

Access paths:

- Application → Workbooks → Item → BuiltInDocumentProperties → **Item**
- Application → ActiveWorkbook → BuiltInDocumentProperties → **Item**

### 1 Description

A **DocumentProperty** object represents one individual document property of a document, for example, the title, the author, or the number of charts in a document.

### 2 Access to the object

The individual **DocumentProperty** objects can be accessed solely through enumerating the elements of the collection **DocumentProperties**.

For each opened document there is exactly one instance of the **DocumentProperties** collection, namely **BuiltInDocumentProperties** in the **Workbook** object:

```
' Set the title of the active document to "My Calculation"
pm.ActiveWorkbook.BuiltInDocumentProperties.Item(smoPropertyTitle) = "My calculation"
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** R/O
- **Value** (default property)
- **Valid**
- **Type**

Objects:

- **Application** → **Application**
- **Parent** → **BuiltInDocumentProperties**

#### **Name (property, R/O)**

Data type: **String**

Returns the name of the document property. Examples:

```
' Show the name of the document property smoPropertyTitle, i.e. "Title"
MsgBox pm.ActiveWorkbook.BuiltInDocumentProperties.Item(smoPropertyTitle).Name

' Show the name of the document property "Author", i.e. "Author"
MsgBox pm.ActiveWorkbook.BuiltInDocumentProperties.Item("Author").Name
```

#### **Value (property)**

Data type: **String**

Gets or sets the contents of a document property.

The following example assigns a value to the document property "Title" defined by the numeric constant **smoPropertyTitle** and then reads its value again using the string constant "Title":

```
Sub Beispiel()
    Dim pm as Object

    Set pm = CreateObject("PlanMaker.Application")
    pm.Workbooks.Add ' Add a new empty document

    With pm.ActiveWorkbook

        ' Set the new title (using the numeric constant smoPropertyTitle)
        .BuiltInDocumentProperties.Item(smoPropertyTitle).Value = "New Title"

        ' Get again the same property (using the string constant this time)
        MsgBox .BuiltInDocumentProperties.Item("Title").Value

    End With
End Sub
```

Since **Item** is the default object of the **DocumentProperties** and **Value** is the default property of **DocumentProperty**, the example can be written clearer in the following way:

```
Sub Beispiel()
    Dim pm as Object

    Set pm = CreateObject("PlanMaker.Application")
```

```

pm.Workbooks.Add ' Add a new empty document

With pm.ActiveWorkbook

    ' Set the new title (using the numeric constant smoPropertyTitle)
    .BuiltInDocumentProperties(smoPropertyTitle) = "New Title"

    ' Get again this property (using the string constant this time)
    MsgBox .BuiltInDocumentProperties("Title")

End With
End Sub

```

## Valid (property, R/O)

Data type: **Boolean**

Returns **True** if the document property is available in PlanMaker.

Background: The list of document properties also contains items that are available only in TextMaker (for example, **smoPropertyChapters**, "Number of chapters"). When working with PlanMaker, you can retrieve only those document properties that are known by this program – otherwise an empty value will be returned (VT\_EMPTY).

The **Valid** property allows you to test whether the respective document property is available in PlanMaker before using it. Example:

```

Sub Test
    Dim pm as Object
    Dim i as Integer

    Set pm = CreateObject("PlanMaker.Application")

    pm.Visible = True
    pm.Workbooks.Add ' Add an empty document

    With pm.ActiveWorkbook
        For i = 1 to .BuiltInDocumentProperties.Count
            If .BuiltInDocumentProperties(i).Valid then
                print i, .BuiltInDocumentProperties(i).Name, "=", _
                    .BuiltInDocumentProperties(i).Value
            Else
                print i, "Not available in PlanMaker"
            End If
        Next i
    End With

End Sub

```

## Type (property, R/O)

Data type: **Long** (SmoDocProperties)

Returns the data type of the document property. In order to evaluate a document property correctly, you must know its type. For example, **Title** (smoPropertyTitle) is a string value, **Creation Date** (smoPropertyTimeCreated) is a date. The possible values are:

```

smoPropertyTypeBoolean = 0 ' Boolean
smoPropertyTypeDate    = 1 ' Date
smoPropertyTypeFloat   = 2 ' Floating-point value
smoPropertyTypeNumber  = 3 ' Integer number
smoPropertyTypeString  = 4 ' String

```



## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **BuiltInDocumentProperties**.

---

## Sheets (collection)

Access paths:

- Application → Workbooks → Item → **Sheets**
- Application → ActiveWorkbook → **Sheets**

### 1 Description

The **Sheets** collection contains all worksheets of a document. The individual elements of this collection are of the type **Sheet**.

### 2 Access to the collection

Each open document has exactly one instance of the **Sheets** collection. It is accessed through the **Workbook.Sheets** object:

```
' Display the number of worksheets in the active document
MsgBox pm.ActiveWorkbook.Sheets.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Sheet**
- **Application** → **Application**
- **Parent** → **Workbook**

Methods:

- **Add**

## Count (property, R/O)

Data type: **Long**

Returns the number of **Sheet** objects in the document – in other words: the number of the worksheets in the document.

## Item (pointer to object)

Data type: **Object**

Returns an individual **Sheet** object, i.e. one individual worksheet.

Which Sheet object you get depends on the value that you pass to **Item**. You can specify either the numeric index or the name of the worksheet. Examples:

```
' Show the name of the first worksheet
MsgBox pm.Application.ActiveWorkbook.Sheets.Item(1).Name

' Show the name of the worksheet with the name "Income"
MsgBox pm.Application.ActiveWorkbook.Sheets.Item("Income").Name
```

### Application (pointer to object)

Returns the **Application** object.

### Parent (pointer to object)

Returns the parent object, i.e. an object of the type **Workbook**.

### Add (method)

Adds a new empty worksheet to the document and returns the **Sheet** object that represents this new worksheet.

Syntax:

```
Add [Name]
```

Parameters:

**Name** (optional; type: **String**): The name for the new worksheet. If you omit this parameter, the name is automatically generated ("Table1", "Table2", "Table3", etc.)

Return type:

**Object**

Example:

```
Sub Sample ()
    Dim pm as Object
    Dim newDoc as Object
    Dim newSheet as Object

    Set pm = CreateObject("PlanMaker.Application")
    pm.Visible = True

    ' Add a new document
    Set newDoc = pm.Workbooks.Add

    ' Add a worksheet to the document
    Set newSheet = newDoc.Sheets.Add("MySheet")

    ' Display the name of the new worksheet
    MsgBox newSheet.Name
End Sub
```

You can use the **Sheet** object returned by the **Add** method like any other worksheet. You can also ignore the return value of the **Add** method and get the new worksheet through the **ActiveSheet** object, for example.

---

## Sheet (object)

Access paths:

- Application → Workbooks → Item → Sheets → **Item**
- Application → Workbooks → **ActiveSheet**
- Application → ActiveWorkbook → **ActiveSheet**
- Application → **ActiveSheet**

### 1 Description

A **Sheet** object represents an individual worksheet in one of the open documents.

For each worksheet there is its own **Sheet** object. If you add worksheets to the document or delete them, the respective **Sheet** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **Sheet** objects can be accessed in the following ways:

- All worksheets of a document are administrated in the **Workbook.Sheets** collection (type: **Sheets**):

```
' Display the names of all worksheets in the active document
For i = 1 To pm.Application.ActiveWorkbook.Sheets.Count
  MsgBox pm.Application.ActiveWorkbook.Sheets.Item(i).Name
Next i
```

- The active worksheet of a document can be received from the **Workbook.ActiveSheet** object:

```
' Display the name of the active worksheet
MsgBox pm.Application.Workbooks(1).ActiveSheet.Name
```

- The active worksheet of the active document can be received from the **Application.ActiveSheet** object:

```
' Display the name of the active worksheet in the active document
MsgBox pm.Application.ActiveSheet.Name
```

- **Sheet** is the **Parent** object for several objects that are linked with it, for example, **Range** or **AutoFilter**:

```
' Den Namen des aktuellen Arbeitsblatts über einen Umweg anzeigen
MsgBox pm.Application.ActiveSheet.Range("A1:B20").Parent.Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property)
- **Index** R/O
- **Hidden**
- **PageBreaks**
- **DisplayRowHeadings**
- **DisplayColumnHeadings**
- **AutoFilterMode**

Objects:

- **PageSetup** → **PageSetup**
- **Selection** → **Range**
- **Rows** → **Rows**
- **Columns** → **Columns**
- **Cells** → **Range**

- **Range** → **Range**
- **AutoFilter** → **AutoFilter**
- **Application** → **Application**
- **Parent** → **Sheets**

Methods:

- **Activate**
- **Delete**
- **Move**
- **Select**
- **ShowAllData**

### ***Name*** (property)

Data type: **String**

Gets or sets the name of the worksheet.

### **Index** (property, R/O)

Data type: **Long**

Returns the numeric index of the worksheet within the other worksheets (see also **Move**).

### **Hidden** (property)

Data type: **Boolean**

Gets or sets the setting whether the worksheet is hidden. Corresponds to the commands **Table > Worksheet > Show** and **Hide** in PlanMaker.

### **PageBreaks** (property)

Data type: **Boolean**

Gets or sets the setting whether page breaks should be displayed in the worksheet. Corresponds to the **Page breaks** option in the dialog of PlanMaker's **Table > Properties** command.

### **DisplayRowHeadings** (property)

Data type: **Boolean**

Gets or sets the setting whether the row headings should be shown in the worksheet. Corresponds to the **Row header** option in the dialog of PlanMaker's **Table > Properties** command.

### **DisplayColumnHeadings** (property)

Data type: **Boolean**

Gets or sets the setting whether the column headings should be shown in the worksheet. Corresponds to the **Column header** option in the dialog of PlanMaker's **Table > Properties** command.

### **DisplayGridlines** (property)

Data type: **Boolean**

Gets or sets the setting whether grid lines should be shown in the worksheet. Corresponds to the **Grid** option in the dialog of PlanMaker's **Table > Properties** command.

### GridlineColor (property)

Data type: **Long** (SmoColor)

Gets or sets the color of the grid lines as a "BGR" value (Blue-Green-Red triplet). You can either indicate an arbitrary value or use one of the pre-defined BGR color constants.

### GridlineColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the color of the grid lines as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from -1 for transparent to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Note: It is recommended to use the **GridlineColor** property (see above) instead of this one, since it is not limited to the standard colors but enables you to access the entire BGR color palette.

### AutoFilterMode (property)

Gets or sets the setting whether drop-down arrows should be shown for active AutoFilters.

Note: You can always read this setting. But if you want to change it, you should note that this property can only be used to *hide* the drop-down arrows of AutoFilters. To *show* the arrows, you must call the **AutoFilter** method from the **Range** object instead.

### PageSetup (pointer to object)

Data type: **Object**

Returns the **PageSetup** object that you can use to access the page formatting of the worksheet (paper size, margins, etc.).

### Selection (pointer to object)

Data type: **Object**

Returns a **Range** object that represents the currently selected cells in the worksheet. You can use it to get and set their contents, formattings, etc..

If nothing is selected in the worksheet, the **Range** object represents the current cell.

### Rows (pointer to object)

Data type: **Object**

Returns the **Rows** collection, a collection of all rows in the worksheet.

The individual elements of this collection are **Range** objects, so you can use all properties and methods available for range objects with them.

Example:

```
' Set the font for all cells in row 10 to Courier New  
pm.ActiveSheet.Rows(10).Font.Name = "Courier New"
```

## Columns (pointer to object)

Data type: **Object**

Returns the **Columns** collection, a collection of all rows in the worksheet.

The individual elements of this collection are **Range** objects, so you can use all properties and methods available for range objects with them.

Example:

```
' Set the font for all cells in column C (= 3rd column) to Courier New
pm.ActiveSheet.Columns(3).Font.Name = "Courier New"
```

## Cells (pointer to object)

Data type: **Object**

Returns a **Range** object that contains all cells of the entire worksheets. This is useful for two types of applications:

- You can apply an operation to each cell in the worksheet (for example, a different formatting):

```
' Colorize the whole worksheet red
pm.ActiveSheet.Cells.Shading.ForegroundPatternColor = smoColorRed
```

- You can address the individual cells using loop variables instead of manually building a string with the cell address (for example, "B5" for the second column in the fifth row). To do this, use the **Item** property of the **Range** object returned by the **Cells** pointer, for example:

```
' Fill the first 5 by 10 cells of the active worksheet
Dim row, col as Integer
For row = 1 To 5
  For col = 1 to 10
    pm.ActiveSheet.Cells.Item(row, col).Value = 42
  Next col
Next row
```

## Range (pointer to object)

Data type: **Object**

Returns a **Range** object according to the specified parameters. You can use this object to access the cells in a cell range and, for example, get or set their values.

Syntax 1:

```
obj = Range(Cell1)
```

Syntax 2:

```
obj = Range(Cell1, Cell2)
```

Parameters:

If Syntax 1 is used, **Cell1** (type: **String**) specifies the cell or cell range. (**Cell2** should be omitted.)

If Syntax 2 is used, **Cell1** specifies the left top corner and **Cell2** the right bottom corner of the cell range.

**Cell2** (optional; type: **String**) should be used only if **Cell1** refers to an individual cell.

Examples for syntax 1:

```
Range("A1:B20")    ' Cells A1 to B20
Range("A1")        ' Only cell A1
Range("A:A")       ' The whole column A
Range("3:3")       ' The whole row 3
```

```
Range("Summer")      ' Range labeled "Summer"
```

Example for syntax 2:

```
Range("A1", "B20")  ' Cells A1 to B20
```

Example:

```
' Select the cells from A1 to B20 in the active worksheet  
pm.ActiveSheet.Range("A1:B20").Select
```

### **AutoFilter (pointer to object)**

Data type: **Object**

Returns the **AutoFilter** object that you can use to access the AutoFilter of the worksheet.

### **Application (pointer to object)**

Returns the **Application** object.

### **Parent (pointer to object)**

Returns the parent object, i.e. **Sheets**.

### **Activate (method)**

Makes the worksheet become the active worksheet.

Syntax:

```
Activate
```

Parameters:

```
none
```

Return type:

```
none
```

Example:

```
' Bring the first sheet of the active document to the front  
pm.ActiveWorkbook.Sheets(1).Activate
```

### **Calculate (method)**

Re-calculates the worksheet (similar to the menu command **Tools > Recalculate** in PlanMaker, but the menu command re-calculates *all* worksheets in a workbook).

Syntax:

```
Calculate
```

Parameters:

```
none
```

Return value:

```
none
```

Example:

```
' Re-calculate the first worksheet  
pm.ActiveWorkbook.Sheets(1).Calculate
```

## Delete (method)

Deletes the worksheet from the document.

Syntax:

**Delete**

Parameters:

none

Return type:

none

Example:

```
' Delete the first sheet from the active document  
pm.ActiveWorkbook.Sheets(1).Delete
```

## Move (method)

Changes the position of the worksheet within the other worksheets.

Syntax:

**Move** Index

Parameters:

**Index** (type: **Long**) indicates the target position.

Return type:

none

Example:

```
' Move the active worksheet to the third position  
pm.ActiveSheet.Move 3
```

## Select (method)

Selects all cells in the worksheet (corresponds to the command **Edit > Select all** in PlanMaker).

Syntax:

**Select**

Parameters:

none

Return type:

none

Example:



```
' Alle Zellen im aktuellen Arbeitsblatt selektieren  
pm.ActiveSheet.Select
```

## ShowAllData (method)

Makes all cells that are currently hidden by an AutoFilter visible again. Corresponds to clicking the entry "(All)" in the drop-down menu that appears when you click on the arrow button of an AutoFilter.

---

## PageSetup (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → **PageSetup**
- Application → Workbooks → ActiveSheet → **PageSetup**
- Application → ActiveWorkbook → ActiveSheet → **PageSetup**
- Application → ActiveSheet → **PageSetup**

### 1 Description

The **PageSetup** object contains the page settings of the **Sheet** object to which it belongs. You can use it to get or set the paper format (page size, margins, print orientation, etc.) of an individual worksheet.

### 2 Access to the object

Each worksheet in a document has exactly one instance of the **PageSetup** object. It is accessed through the **Sheet.PageSetup** object:

```
' Set the left margin of the active sheet to 2cm  
pm.ActiveSheet.PageSetup.LeftMargin = pm.CentimetersToPoints(2)
```

Hint: You can define different page settings for each individual worksheet in a document.

### 3 Properties, objects, collections, and methods

Properties:

- **LeftMargin**
- **RightMargin**
- **TopMargin**
- **BottomMargin**
- **HeaderMargin**
- **FooterMargin**
- **PageHeight**
- **PageWidth**
- **Orientation**
- **PaperSize**
- **PrintComments**
- **CenterHorizontally**
- **CenterVertically**
- **Zoom**
- **FirstPageNumber**
- **PrintGridlines**
- **PrintHeadings**
- **Order**
- **PrintArea**
- **PrintTitleRows**
- **PrintTitleColumns**

Objects:

- **Application** → **Application**
- **Parent** → **Sheet**

### **LeftMargin (property)**

Data type: **Single**

Gets or sets the left page margin of the worksheet in points (1 point corresponds to 1/72 inches).

### **RightMargin (property)**

Data type: **Single**

Gets or sets the right page margin of the worksheet in points (1 point corresponds to 1/72 inches).

### **TopMargin (property)**

Data type: **Single**

Gets or sets the top page margin of the worksheet in points (1 point corresponds to 1/72 inches).

### **BottomMargin (property)**

Data type: **Single**

Gets or sets the bottom page margin of the worksheet in points (1 point corresponds to 1/72 inches).

### **HeaderMargin (property)**

Data type: **Single**

Gets or sets the distance between the header and the top edge of the sheet in points (1 point corresponds to 1/72 inches).

### **FooterMargin (property)**

Data type: **Single**

Gets or sets the distance between the footer and the bottom edge of the sheet in points (1 point corresponds to 1/72 inches).

### **PageHeight (property)**

Data type: **Single**

Gets or sets the page height of the worksheet in points (1 point corresponds to 1/72 inches).

If you set this property, the **PaperSize** property (see below) will be automatically changed to a corresponding paper format.

### **PageWidth (property)**

Data type: **Single**

Gets or sets the page width of the worksheet in points (1 point corresponds to 1/72 inches).

If you set this property, the **PaperSize** property (see below) will be automatically changed to a corresponding paper format.

## Orientation (property)

Data type: **Long** (SmoOrientation)

Gets or sets the page orientation of the worksheet. The following constants are allowed:

```
smoOrientLandscape = 0 ' Landscape
smoOrientPortrait  = 1 ' Portrait
```

## PaperSize (property)

Data type: **Long** (SmoPaperSize)

Gets or sets the page size of the worksheet. The following constants are allowed:

```
smoPaperCustom          = -1
smoPaperLetter          = 1
smoPaperLetterSmall     = 2
smoPaperTabloid         = 3
smoPaperLedger          = 4
smoPaperLegal           = 5
smoPaperStatement       = 6
smoPaperExecutive       = 7
smoPaperA3              = 8
smoPaperA4              = 9
smoPaperA4Small         = 10
smoPaperA5              = 11
smoPaperB4              = 12
smoPaperB5              = 13
smoPaperFolio           = 14
smoPaperQuarto          = 15
smoPaper10x14           = 16
smoPaper11x17           = 17
smoPaperNote            = 18
smoPaperEnvelope9       = 19
smoPaperEnvelope10      = 20
smoPaperEnvelope11      = 21
smoPaperEnvelope12      = 22
smoPaperEnvelope14      = 23
smoPaperCSheet          = 24
smoPaperDSheet          = 25
smoPaperESheet          = 26
smoPaperEnvelopeDL      = 27
smoPaperEnvelopeC5      = 28
smoPaperEnvelopeC3      = 29
smoPaperEnvelopeC4      = 30
smoPaperEnvelopeC6      = 31
smoPaperEnvelopeC65     = 32
smoPaperEnvelopeB4      = 33
smoPaperEnvelopeB5      = 34
smoPaperEnvelopeB6      = 35
smoPaperEnvelopeItaly   = 36
smoPaperEnvelopeMonarch = 37
smoPaperEnvelopePersonal = 38
smoPaperFanfoldUS       = 39
smoPaperFanfoldStdGerman = 40
smoPaperFanfoldLegalGerman = 41
```

## PrintComments

Data type: **Long** (PmPrintLocation)

Gets or sets the setting whether comments should be printed in the worksheet. Corresponds to the setting "Comments" in the dialog box of the command **File > Page Setup > Options**. The following constants are allowed:

```
pmPrintNoComments    = 0 ' Don't print comments
pmPrintInPlace       = 1 ' Print comments
```

### CenterHorizontally

Data type: **Boolean**

Gets or sets the setting whether the worksheet should be centered horizontally when printing. Corresponds to the setting "Center horizontally" in the dialog box of the command **File > Page Setup > Options**.

### CenterVertically

Data type: **Boolean**

Gets or sets the setting whether the worksheet should be centered vertically when printing. Corresponds to the setting "Center vertically" in the dialog box of the command **File > Page Setup > Options**.

### Zoom

Data type: **Long**

Gets or sets the zoom level with which the worksheet should be printed. Corresponds to the setting "Scaling" in the dialog box of the command **File > Page Setup > Options**.

### FirstPageNumber

Data type: **Long**

Gets or sets the page number for the first page when printing. You can pass the value **pmAutomatic** to give the first page the page number 1. Corresponds to the setting "Page number" in the dialog box of the command **File > Page Setup > Options**.

### PrintGridlines

Data type: **Boolean**

Gets or sets the setting whether the grid lines of the worksheet should be printed. Corresponds to the setting "Grid lines" in the dialog box of the command **File > Page Setup > Options**.

### PrintHeadings

Data type: **Boolean**

Gets or sets the setting whether the row and column headers of the worksheet should be printed. Corresponds to the setting "Row and column headers" in the dialog box of the command **File > Page Setup > Options**.

### Order

Data type: **Long** (PmOrder)

Gets or sets the printing order for multi-page worksheets. Corresponds to the setting "Print order" in the dialog box of the command **File > Page Setup > Options**.

The possible values are:

```
pmOverThenDown = 0 ' From left to right
pmDownThenOver = 1 ' From top to bottom
```

## PrintArea

Data type: **String**

Gets or sets the print area of the worksheet. Corresponds to the command **File > Print Area > Define Print Area**.

If you get an empty string, no print area is currently defined. If you pass an empty string, the existing print area will be removed.

## PrintTitleRows

Data type: **String**

Gets or sets the setting which rows of the worksheet are to be repeated on each page of the printout. Corresponds to the setting "Repeated rows" in the dialog box of the command **File > Page Setup > Options**.

Example:

```
' Repeat the rows 2 to 5 of the active worksheet
pm.ActiveSheet.PageSetup.PrintTitleRows = "2:5"
```

## PrintTitleColumns

Data type: **String**

Gets or sets the setting which columns of the worksheet are to be repeated on each page of the printout. Corresponds to the setting "Repeated columns" in the dialog box of the command **File > Page Setup > Options**.

Example:

```
' Repeat the columns A to C of the active worksheet
pm.ActiveSheet.PageSetup.PrintTitleColumns = "A:C"
```

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Sheet**.

---

## Range (object)

Access paths (for arbitrary cell ranges):

- Application → Workbooks → Item → Sheets → Item → **Range**
- Application → Workbooks → ActiveSheet → **Range**
- Application → ActiveWorkbook → ActiveSheet → **Range**
- Application → ActiveSheet → **Range**
- Application → **Range**

Access paths (for entire table rows):

- Application → Workbooks → Item → Sheets → Item → Rows → **Item**
- Application → Workbooks → ActiveSheet → Rows → **Item**
- Application → ActiveWorkbook → ActiveSheet → Rows → **Item**
- Application → ActiveSheet → Rows → **Item**
- Application → Rows → **Item**

Access paths (for entire table columns):

- Application → Workbooks → Item → Sheets → Item → Columns → **Item**
- Application → Workbooks → ActiveSheet → Columns → **Item**
- Application → ActiveWorkbook → ActiveSheet → Columns → **Item**
- Application → ActiveSheet → Columns → **Item**
- Application → Columns → **Item**

Access paths (for the currently selected cells):

- Application → Workbooks → Item → Sheets → Item → **Selection**
- Application → Workbooks → ActiveSheet → **Selection**
- Application → ActiveWorkbook → ActiveSheet → **Selection**
- Application → ActiveSheet → **Selection**
- Application → **Selection**

## 1 Description

**Range** represents a certain cell range in a worksheet (**Sheet**). This range can cover an arbitrary number of cells, from one cell to the whole worksheet.

You can use a **Range** object to get and set among other things the contents and formatting of the cells in the represented range, to copy the range to the clipboard, etc.

## 2 Access to the object

There are many ways to access a **Range** object:

1. You can access the **Range** object directly by indicating the start and end cell. Example:

```
' Add a comment to the cell C10
pm.ActiveSheet.Range("C10").Comment = "My comment"
```

2. The **Sheet.Selection** property returns a **Range** object that represents the active selection, i.e. the currently selected cells. Example:

```
' Format the current selection with the font "Courier New"
pm.ActiveSheet.Selection.Font.Name = "Courier New"
```

3. The **Rows** collection returns **Range** objects that represent an entire row of the worksheet. You can access the **Rows** collection through the **Sheet.Rows** object. Example:

```
' Hide the row 2 in the worksheet
pm.ActiveSheet.Rows(2).Hidden = True
```

4. The **Columns** collection returns **Range** objects that represent an entire column of the worksheet. You can access the **Columns** collection through the **Sheet.Columns** object. Example:

```
' Hide the column C (= third column) in the worksheet
pm.ActiveSheet.Columns(3).Hidden = True
```

No matter how you access the **Range** object, you can apply all the properties and methods described below.

#### Properties:

- **Item** (default property)
- **Row R/O**
- **Column R/O**
- **Name**
- **Formula**
- **Value**
- **Value2**
- **HorizontalAlignment**
- **VerticalAlignment**
- **WrapText**
- **LeftPadding**
- **RightPadding**
- **TopPadding**
- **BottomPadding**
- **MergeCells**
- **Orientation**
- **VerticalText**
- **PageBreakCol**
- **PageBreakRow**
- **Comment**
- **Locked**
- **FormulaHidden**
- **CellHidden**
- **Nonprintable**
- **Hidden**
- **RowHeight**
- **ColumnWidth**

#### Objects:

- **Cells** → **Range**
- **Range** → **Range**
- **Workbook** → **Workbook**
- **Sheet** → **Sheet**
- **NumberFormatting** → **NumberFormatting**
- **Font** → **Font**
- **Shading** → **Shading**
- **Validation** → **Validation**
- **Application** → **Application**
- **Parent** → **Sheet**

#### Collections:

- **Borders** → **Borders**
- **FormatConditions** → **FormatConditions**

#### Methods:

- **AutoFit**
- **ApplyFormatting**
- **Select**
- **Copy**
- **Cut**
- **Paste**
- **Insert**
- **Delete**
- **Clear**
- **ClearContents**
- **ClearFormats**
- **ClearConditionalFormatting**
- **ClearComments**
- **ClearInputValidation**

## ■ AutoFilter

### **Item (property, R/O)**

Data type: **Object**

Returns a **Range** object that consists of just one individual cell from the given **Range** object. You can use it to address each cell of a **Range** object individually.

Syntax:

```
Item(RowIndex, ColumnIndex)
```

Parameters:

**RowIndex** (Type: **Long**) indicates the row number of the desired cell (as an offset to the top left cell in the range).

**ColumnIndex** (optional; Type: **Long**) indicates the column number of the desired cell (as an offset to the top left cell in the range).

Examples:

```
' Fill the first cell of the Range object with the value 42
pm.ActiveSheet.Range("B5:B10").Item(1, 1).Value = 42

' Shorter variant (Item is the default property of the Range object)
pm.ActiveSheet.Range("B5:B10")(1, 1).Value = 42

' Change the format for the first cell of the current selection
pm.ActiveSheet.Selection.Item(1, 1).Font.Size = 24

' Shorter again, using the default property
pm.ActiveSheet.Selection(1, 1).Font.Size = 24
```

### **Row (property, R/O)**

Data type: **Long**

Returns the row number of the top row in the given cell range.

If multiple cell ranges are selected, the value for the first selected range will be returned.

### **Column (property, R/O)**

Data type: **Long**

Returns the column number of the left-most column in the given cell range.

If multiple cell ranges are selected, the value for the first selected range will be returned.

### **Name (property)**

Data type: **String**

Gets or sets the name of the range. Corresponds to the PlanMaker command **Table > Name** that you can use it to create and retrieve named cell ranges.



## Formula (property)

Data type: **String**

Gets or sets the formulas of the cells in the range.

Example:

```
' Enter the same formula for the cells A1, A2, B1 and B2
pm.ActiveSheet.Range("A1:B2").Formula = "=CHAR(64)"
```

Note: If the formula doesn't start with "=" or "+", it will be entered as a literal value (number, string or date).

## Value (property)

Data type: **String**

Gets or sets the values of the cells in the cell range. Dates will be interpreted as a *string* (see also **Value2** below).

Example:

```
' In Zellen A1, A2, B1 und B2 den Wert 42 eintragen
pm.ActiveSheet.Range("A1:B2").Value = 42
```

## Value2 (property)

Data type: **String**

Gets or sets the values of the cells in the cell range. Dates will be interpreted as a *number* (see also **Value**).

## Difference between Formula, Value und Value2

To get or set the content of cells, you can use any of the three properties described above: **Formula**, **Value**, or **Value2**. The difference between them is as follows:

- If the cell contains a calculation, **Formula** returns the *formula text*, for example, "=ABS(A1)".
- **Value** and **Value2**, on the other hand, always return the *result* of the calculation. They only differ in the interpretation of *date values*: while **Value** returns a string, **Value2** returns the serial date number.

## HorizontalAlignment (property)

Data type: **Long** (PmHAlign)

Gets or sets the horizontal alignment of the cells in the cell range. The possible values are:

```
pmHAlignGeneral           = 0 ' Default
pmHAlignLeft              = 1 ' Left
pmHAlignRight             = 2 ' Right
pmHAlignCenter            = 3 ' Centered
pmHAlignJustify           = 4 ' Justified
pmHAlignCenterAcrossSelection = 5 ' Centered across columns
```

## VerticalAlignment (property)

Data type: **Long** (PmVAlign)

Gets or sets the vertical alignment of the cells in the cell range. The possible values are:

```
pmVAlignTop      = 0 ' Top
pmVAlignCenter   = 1 ' Centered
pmVAlignBottom   = 2 ' Bottom
pmVAlignJustify  = 3 ' Justified
```

### WrapText (property)

Data type: **Long**

Gets or sets the setting "Wrap text" for the cells in the cell range. Corresponds to the **Word-wrap** option in the dialog box of PlanMaker's **Format > Cell** command.

### LeftPadding (property)

Data type: **Single**

Gets or sets the left inner margin of the cells, measured in points (1 point corresponds to 1/72 inches).

### RightPadding (property)

Data type: **Single**

Gets or sets the right inner margin of the cells, measured in points (1 point corresponds to 1/72 inches).

### TopPadding (property)

Data type: **Single**

Gets or sets the top inner margin of the cells, measured in points (1 point corresponds to 1/72 inches).

### BottomPadding (property)

Data type: **Single**

Gets or sets the bottom inner margin of the cells, measured in points (1 point corresponds to 1/72 inches).

### MergeCells (property)

Data type: **Long**

Gets or sets the setting "Join cells" in the dialog box of PlanMaker's **Format > Cell** command: All cells of the cell range are merged to one big cell (**True**) or the cell connection will be removed again (**False**).

### Orientation (property)

Data type: **Long**

Gets or sets the print orientation of the cells in the cell range. The possible values are: 0, 90, 180 and -90 corresponding to the respective rotation angle.

Hint: The value 270 will be automatically converted to -90.

### VerticalText (property)

Data type: **Long**

Gets or sets the setting "Vertical text" in the dialog box of PlanMaker's **Format > Cell** command.

### **PageBreakCol (property)**

Data type: **Boolean**

Gets or sets the setting whether a page break should be performed left of the range.

If you set this property to **True**, a vertical page break will be performed between the cell range and the column left of it. If you set it to **False**, the break will be removed again.

Corresponds to the command **Insert > Page Break > Insert before Column**.

### **PageBreakRow (property)**

Data type: **Boolean**

Gets or sets the setting whether a page break should be performed above the range.

If you set this property to **True**, a horizontal page break will be performed above the cell range. If you set it to **False**, the break will be removed again.

Corresponds to the command **Insert > Page Break > Insert before Column**.

### **Comment (property)**

Data type: **String**

Gets or sets the comments for the cells in the cell range. When reading this property for cells with different comments or no comments at all, an empty string will be returned.

Corresponds to the comments that you can create and edit with PlanMaker's **Insert > Comment** command.

### **Locked (property)**

Data type: **Long**

Gets or sets the setting "Protect cell" corresponding to the option with the same name in the dialog of PlanMaker's **Format > Cell** command (**Protection** tab).

### **FormulaHidden (property)**

Data type: **Long**

Gets or sets the setting "Hide formula" corresponding to the option with the same name in the dialog of PlanMaker's **Format > Cell** command (**Protection** tab).

### **CellHidden (property)**

Data type: **Long**

Gets or sets the setting "Hide cell" corresponding to the option with the same name in the dialog of PlanMaker's **Format > Cell** command (**Protection** tab).

### **Nonprintable (property)**

Data type: **Long**

Gets or sets the setting "Do not print cell" corresponding to the option with the same name in the dialog of PlanMaker's **Format > Cell** command (**Protection** tab).

### Hidden (property)

Data type: **Long**

Gets or sets the setting whether whole columns or rows should be hidden, analogically to PlanMaker's commands **Table > Column > Hide** and **Table > Row > Hide**.

The specified range must contain one or more *entire* rows or one or more columns. Some examples:

- To reference column A, use the notation **A:A**.
- To reference the columns from A to C, use the notation **A:C**.
- To reference row 3, use the notation **3:3**.
- To reference the rows 3 to 7, use the notation **3:7**.

Examples:

```
' Hide the column A
pm.ActiveSheet.Range("A:A").Hidden = True

' Hide the columns A, B and C
pm.ActiveSheet.Range("A:C").Hidden = True

' Hide the row 3
pm.ActiveSheet.Range("3:3").Hidden = True

' Hide the rows from 3 to 7
pm.ActiveSheet.Range("3:7").Hidden = True
```

Whole rows can also be addressed through the **Rows** collection and whole columns through the **Columns** collection:

```
' Hide the column A (= the first column)
pm.ActiveSheet.Columns(1).Hidden = True

' Hide the row 3
pm.ActiveSheet.Rows(3).Hidden = True
```

### RowHeight (property)

Data type: **Long**

Gets or sets the row height in points (1 point corresponds to 1/72 inches).

The specified range must contain one or more *entire* rows. For notation examples, see the **Hidden** property.

### ColumnWidth (property)

Data type: **Long**

Gets or sets the column width in points (1 point corresponds to 1/72 inches).

The specified range must contain one or more *entire* columns. For notation examples, see the **Hidden** property.

### Cells (pointer to object)

Data type: **Object**

Returns a **Range** object with the elements corresponding exactly to those of the source range. Use this if you want to access the individual cells of a cell range through a loop variable. Example:

```
' Fill all cells of the range with values
Dim row, col as Integer
Dim rng as Object

Set rng = pm.ActiveSheet.Range("A1:F50")
For row = 1 To rng.Rows.Count
  For col = 1 to rng.Columns.Count
    rng.Cells.Item(row, col).Value = 42
  Next col
Next row
```

## Range (pointer to object)

Data type: **Object**

Returns a **Range** object for the specified parameters. You can use this to construct a "sub-range" for a range and get or set the values for it, for example.

Note: Please note that you have to use *relative* cell addresses here. For example, if you pass the cell address B2 as a parameter, it does not specify the cell with the absolute coordinates B2, but the cell that is located in the second row and second column of the original range (see example).

Syntax 1:

```
obj = Range(Cell1)
```

Syntax 2:

```
obj = Range(Cell1, Cell2)
```

Parameters:

If Syntax 1 is used, **Cell1** (type: **String**) specifies the cell or cell range. (**Cell2** should be omitted.)

If Syntax 2 is used, **Cell1** specifies the left top corner and **Cell2** the right bottom corner of the cell range.

**Cell2** (optional; type: **String**) should be used only if **Cell1** refers to an individual cell.

Examples for syntax 1:

```
Range("A1:B20")      ' Cells A1 to B20
Range("A1")          ' Only cell A1
Range("A:A")         ' The whole column A
Range("3:3")         ' The whole row 3
Range("Summer")     ' Range labeled "Summer"
```

Example for syntax 2:

```
Range("A1", "B20")  ' Cells A1 to B20
```

Example:

```
' Selects the cell D4
pm.ActiveSheet.Range("B2:F20").Range("C3:C3").Select
```

## Workbook (pointer to object)

Data type: **Object**

Returns the **Workbook** object that you can use to access the workbook (= document) assigned to the cell range.

### **Sheet (pointer to object)**

Data type: **Object**

Returns the **Sheet** object that you can use to access the worksheet assigned to the cell range.

### **NumberFormatting (pointer to object)**

Data type: **Object**

Returns the **NumberFormatting** object that you can use to access the number formatting of the cells in the cell range.

### **Font (pointer to object)**

Data type: **Object**

Returns the **Font** object that you can use to access the character formatting of the cells in the cell range.

### **Shading (pointer to object)**

Data type: **Object**

Returns the **Shading** object that you can use to access the shading of the cells in the cell range.

### **Validation (pointer to object)**

Data type: **Object**

Returns the **Validation** object that you can use to access the input validation in the cell range.

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. an object of the type **Sheet**.

### **Borders (pointer to collection)**

Data type: **Object**

Returns the **Borders** collection, which represents the four border lines of the cells in a range. You can use this collection to get or change the line settings (thickness, color, etc.).

### **FormatConditions (pointer to collection)**

Data type: **Object**

Returns the **FormatConditions** collection, a collection of all conditional formattings in the cell range.

## AutoFit (method)

Set the row(s) or column(s) to optimal height/width. Corresponds to the commands **Table > Row > Optimum Height** and **Table > Column > Optimum Width**.

The given range must cover *entire* rows or columns.

Syntax:

**AutoFit**

Parameters:

none

Return type:

none

Examples:

```
' Set the column A to optimal width
pm.ActiveSheet.Range("A:A").AutoFit

' Set the columns A, B and C to optimal width
pm.ActiveSheet.Range("A:C").AutoFit

' Set the row 3 to optimal width
pm.ActiveSheet.Range("3:3").AutoFit

' Set the rows from 3 to 7 to optimal width
pm.ActiveSheet.Range("3:7").AutoFit

' Set the column A (= the first column) to optimal width
pm.ActiveSheet.Columns(1).AutoFit

' Set the row 3 to optimal width
pm.ActiveSheet.Rows(3).AutoFit
```

## ApplyFormatting (method)

Usually, PlanMaker executes formatting commands instantaneously.

However, if you want to apply multiple formatting changes consecutively to an individual range, you can accelerate their execution by setting the worksheet property **ManualApply** (see the **Workbook** object) to **True**.

In this case you are responsible for notifying PlanMaker about the end of the formatting commands. To do this, enclose the formatting commands in a **With** structure and indicate their end using the **ApplyFormatting** method (see example).

Syntax:

**ApplyFormatting**

Parameters:

none

Return type:

none

An example using automatic formatting:

```
Sub Main
  Dim pm as Object

  Set pm = CreateObject("PlanMaker.Application")
  pm.Visible = True
```

```

With pm.ActiveSheet.Range("A1:C3")
    .Font.Name = "Arial"
    .Font.Size = 14
    .Font.Bold = TRUE
    .NumberFormatting.Type = pmNumberPercentage
    .NumberFormatting.Digits = 2
End With

Set pm = Nothing
End Sub

```

An example using manual formatting:

```

Sub Main
    Dim pm as Object

    Set pm = CreateObject("PlanMaker.Application")
    pm.Visible = True

    pm.ActiveWorkbook.ManualApply = True
    With pm.ActiveSheet.Range("A1:C3")
        .Font.Name = "Arial"
        .Font.Size = 14
        .Font.Bold = TRUE
        .NumberFormatting.Type = pmNumberPercentage
        .NumberFormatting.Digits = 2
        .ApplyFormatting
    End With
    pm.ActiveWorkbook.ManualApply = False

    Set pm = Nothing
End Sub

```

## Select (method)

Selects the cell range specified by the **Range** command.

Syntax:

```
Select [Add]
```

Parameters:

**Add** (optional; type: **Boolean**): If **False** or omitted, the new selection replaces the existing one. Otherwise, the new selection will be added to the old one.

Return type:

none

Examples:

```

' Select the range B2:D4
pm.ActiveSheet.Range("B2:D4").Select

' Extend the current selection by the range F6:F10
pm.ActiveSheet.Range("F6:F10").Select True

```

**Deselecting:** If you would like to remove any existing selections, so that nothing is selected, simply select a range consisting of only *one* cell:

```

' Set the cell frame into cell A1 (without selecting it)
pm.ActiveSheet.Range("A1").Select

```



## Copy (method)

Copies the cells of a range to the clipboard.

Syntax:

```
Copy
```

Parameters:

```
none
```

Return type:

```
none
```

## Cut (method)

Cuts the cells of a range to the clipboard.

Syntax:

```
Cut
```

Parameters:

```
none
```

Return type:

```
none
```

## Paste (method)

Pastes the content of the clipboard to the range. If the range consists of more than one cell, the content of the clipboard will be cut or extended so that it exactly matches the range.

Syntax:

```
Paste
```

Parameters:

```
none
```

Return type:

```
none
```

## Insert (method)

Inserts an empty cell area sized equally to the cell range defined by the **Range** object.

PlanMaker behaves in this case as if a cell range was selected and then the command **Table > Insert cells** was invoked.

Syntax:

```
Insert [Shift]
```

Parameters:

**Shift** (optional; type: **Long** or **PmInsertShiftDirection**): Indicates into which direction the existing cells will be moved. The possible values are:

```
pmShiftDown = 0 ' Downwards  
pmShiftToRight = 1 ' To the right
```

If this parameter is omitted, the value **pmShiftDown** is taken.

Return type:

none

### Delete (method)

Deletes all cells from the cell range defined by the **Range** object. The rest of the cells in the table are shifted accordingly to fill the gap.

PlanMaker behaves in this case as if a cell range was selected and then the command **Table > Delete cells** was invoked.

Syntax:

```
Delete [Shift]
```

Parameters:

**Shift** (optional; type: **Long** or **PmDeleteShiftDirection**): Indicates into which direction the existing cells will be moved. The possible values are:

```
pmShiftUp      = 0 ' Upwards  
pmShiftToLeft  = 1 ' To the left
```

If this parameter is omitted, the value **pmShiftUp** is taken.

Return type:

none

### Clear (method)

Deletes the contents and formattings of all cells in the cell range defined by the **Range** object.

Syntax:

```
Clear
```

Parameters:

none

Return type:

none

### ClearContents (method)

Deletes the contents of all cells in the cell range defined by the **Range** object. Their formattings are retained.

Syntax:

```
ClearContents
```

Parameters:

none

Return type:

none

### ClearFormats (method)

Deletes the formattings of all cells in the cell range defined by the **Range** object (except for conditional formattings). Their cell contents are retained.

Syntax:

**ClearFormats**

Parameters:

none

Return type:

none

### **ClearConditionalFormatting (method)**

Deletes the conditional formattings of all cells in the cell range defined by the **Range** object. Their cell contents are retained.

Syntax:

**ClearConditionalFormatting**

Parameters:

none

Return type:

none

### **ClearComments (method)**

Deletes all comments in the cell range defined by the **Range** object.

Syntax:

**ClearComments**

Parameters:

none

Return type:

none

### **ClearInputValidation (method)**

Removes all input validation settings in the cell range defined by the **Range** object.

Syntax:

**ClearInputValidation**

Parameters:

none

Return type:

none

### **AutoFilter (method)**

Activates, deactivates, or configures an AutoFilter for the range.

Syntax:

**AutoFilter** [Field], [Criteria1], [Operator], [Criteria2], [VisibleDropDown]

Parameters:

**Note:** If you do *not* indicate *any* parameters, any existing AutoFilter for the given range will be switched off (see examples below).

**Field** (optional; type: **Long**) indicates the number of the column inside the AutoFilter area after which want to filter the data. If you omit this parameter, the number 1 (i.e., the first column) will be taken.

**Criteria1** (optional; type: **Variant**) indicates the criterion of the filter – for example "red" if you want to filter for the value "red", or ">3" to filter for values greater than three. Exception: If one of the operators **pmTop10Items**, **pmTop10Percent**, **pmBottom10Items**, or **pmBottom10Percent** is used, then **Criteria1** contains a numeric value indicating how many values to display. If you omit the **Criteria1** parameter, all rows will be shown.

**Operator** (optional; type: **Long** or **PmAutoFilterOperator**) specifies the type of filtering:

<b>pmAll</b>	= 0	' Show all rows (i.e., do not filter)
<b>pmAnd</b>	= 1	' <b>Criteria1</b> and <b>Criteria2</b> must be matched
<b>pmBottom10Items</b>	= 2	' Show only the n lowest values*
<b>pmBottom10Percent</b>	= 3	' Show only the bottom n percent values*
<b>pmOr</b>	= 4	' <b>Criteria1</b> or <b>Criteria2</b> must be matched
<b>pmTop10Items</b>	= 5	' Show only the n highest values*
<b>pmTop10Percent</b>	= 6	' Show only the top n percent values*
<b>pmBlank</b>	= 7	' Show only blank rows
<b>pmNonblank</b>	= 8	' Show only non-blank rows

\* In these cases, **Criteria1** must contain the value for "n".

**Criteria2** (optional; type: **Variant**) indicates the second criterion of the filter – provided that **Operator** is set to **pmAnd** or **pmOr** so that two criteria can be given.

**VisibleDropDown** (optional; type: **Boolean**) allows you to indicate whether drop-down arrows should be shown for the filter (**True**) or not (**False**). If you omit this parameter, the value **True** is taken.

Return type:

none

Examples:

**pm.Application.ActiveSheet.Range("A1:D10").AutoFilter 1, pmTop10Items, 5** orders PlanMaker to display only the first 5 items from the column A1.

If you do not specify any parameters, any existing AutoFilter for the given range will be switched off. Example:

**pm.ActiveSheet.Range("A1:D10").AutoFilter** disables the above AutoFilter.

---

## Rows (collection)

Access paths for the rows of a worksheet:

- Application → Workbooks → Item → Sheets → Item → **Rows**
- Application → Workbooks → Item → ActiveSheet → **Rows**
- Application → ActiveWorkbook → ActiveSheet → **Rows**
- Application → ActiveSheet → **Rows**
- Application → **Rows**

Access paths for the rows of arbitrary cell ranges:

- Application → Workbooks → Item → Sheets → Item → Range → **Rows**
- Application → Workbooks → ActiveSheet → Range → **Rows**
- Application → ActiveWorkbook → ActiveSheet → Range → **Rows**
- Application → ActiveSheet → Range → **Rows**
- Application → Range → **Rows**

Access paths for the rows of entire table columns:

- Application → Workbooks → Item → Sheets → Item → Columns → Item → **Rows**
- Application → Workbooks → ActiveSheet → Columns → Item → **Rows**

- Application → ActiveWorkbook → ActiveSheet → Columns → Item → **Rows**
- Application → ActiveSheet → Columns → Item → **Rows**
- Application → Columns → Item → **Rows**

Access paths for the rows in the currently selected cells:

- Application → Workbooks → Item → Sheets → Item → Selection → **Rows**
- Application → Workbooks → ActiveSheet → Selection → **Rows**
- Application → ActiveWorkbook → ActiveSheet → Selection → **Rows**
- Application → ActiveSheet → Selection → **Rows**
- Application → Selection → **Rows**

## 1 Description

**Rows** is a collection of all rows in a worksheet or a cell range. The individual elements of this collection are of the type **Range**, which allows you to apply all properties and methods available for **Range** objects to them.

## 2 Access to the object

**Rows** can be a child object of two different objects:

- If used as child object of a **Sheet** object, it represents all rows of this worksheet.
- If used as child object of a **Range** object, it represents all rows of this cell range.

Examples for **Rows** as a child object of a **Sheet** object:

```
' Display the number of rows in the current worksheet
MsgBox pm.ActiveSheet.Rows.Count

' Format the first row in the worksheet in boldface
pm.ActiveSheet.Rows(1).Font.Bold = True
```

Examples for **Rows** as a child object of a **Range** object:

```
' Display the number of rows in the specified range
MsgBox pm.ActiveSheet.Range("A1:F50").Rows.Count

' Format the first row in a range in boldface
pm.ActiveSheet.Range("A1:F50").Rows(1).Font.Bold = True
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Range** (default object)
- **Application** → **Application**
- **Parent** → **Sheet** oder **Range**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Range** objects in the **Rows** collection – in other words: the number of the rows in the worksheet or cell range.

## **Item (pointer to object)**

Data type: **Object**

Returns an individual **Range** object, i.e. a cell range that covers one individual row.

Which **Range** object you get depends on the numeric value that you pass to **Item**: 1 for the first row, 2 for the second, etc.

Example:

```
' Set the font for the second row of the worksheet to Courier New  
pm.ActiveSheet.Rows.Item(2).Font.Name = "Courier New"
```

## **Application (pointer to object)**

Returns the **Application** object.

## **Parent (pointer to object)**

Returns the parent object, i.e. an object that is either of the type **Sheet** or **Range**.

---

## **Columns (collection)**

Access paths for the columns of a worksheet:

- Application → Workbooks → Item → Sheets → Item → **Columns**
- Application → Workbooks → Item → ActiveSheet → **Columns**
- Application → ActiveWorkbook → ActiveSheet → **Columns**
- Application → ActiveSheet → **Columns**
- Application → **Columns**

Access paths for the columns of arbitrary cell ranges:

- Application → Workbooks → Item → Sheets → Item → Range → **Columns**
- Application → Workbooks → ActiveSheet → Range → **Columns**
- Application → ActiveWorkbook → ActiveSheet → Range → **Columns**
- Application → ActiveSheet → Range → **Columns**
- Application → Range → **Columns**

Access paths for the columns of entire table columns:

- Application → Workbooks → Item → Sheets → Item → Rows → Item → **Columns**
- Application → Workbooks → ActiveSheet → Rows → Item → **Columns**
- Application → ActiveWorkbook → ActiveSheet → Rows → Item → **Columns**
- Application → ActiveSheet → Rows → Item → **Columns**
- Application → Rows → Item → **Columns**

Access paths for the columns in the currently selected cells:

- Application → Workbooks → Item → Sheets → Item → Selection → **Columns**
- Application → Workbooks → ActiveSheet → Selection → **Columns**
- Application → ActiveWorkbook → ActiveSheet → Selection → **Columns**
- Application → ActiveSheet → Selection → **Columns**
- Application → Selection → **Columns**

## **1 Description**

**Columns** is a collection of all columns in a worksheet or a cell range. The individual elements of this collection are of the type **Range**, which allows you to apply all properties and methods available for **Range** objects to them.

## 2 Access to the object

**Columns** can be the child object of two different objects:

- If used as child object of a **Sheet** object, it represents all columns of this worksheet.
- If used as child object of a **Range** object, it represents all columns of this cell range.

Examples for **Columns** as a child object of a **Sheet** object:

```
' Display the number of columns in the current worksheet
MsgBox pm.ActiveSheet.Columns.Count

' Format the first column in the worksheet in boldface
pm.ActiveSheet.Columns(1).Font.Bold = True
```

Examples for **Columns** as a child object of a **Range** object:

```
' Display the number of columns in the specified range
MsgBox pm.ActiveSheet.Range("A1:F50").Columns.Count

' Format the first column in a range in boldface
pm.ActiveSheet.Range("A1:F50").Columns(1).Font.Bold = True
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Range** (default object)
- **Application** → **Application**
- **Parent** → **Sheet** oder **Range**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Range** objects in the **Columns** collection – in other words: the number of the rows in the worksheet or cell range.

### Item (pointer to object)

Data type: **Object**

Returns an individual **Range** object, i.e. a cell range that covers one individual column.

Which **Range** object you get depends on the numeric value that you pass to **Item**: 1 for the first column, 2 for the second, etc.

Example:

```
' Set the font for second column in the worksheet to Courier New
pm.ActiveSheet.Columns.Item(2).Font.Name = "Courier New"
```

### Application (pointer to object)

Returns the **Application** object.

## Parent (pointer to object)

Returns the parent object, i.e. an object that is either of the type **Sheet** or **Range**.

## FormatConditions (collection)

Access paths:

- Application → Workbooks → Item → Sheets → Item → Range → **FormatConditions**
- Application → Workbooks → ActiveSheet → Range → **FormatConditions**
- Application → ActiveWorkbook → ActiveSheet → Range → **FormatConditions**
- Application → ActiveSheet → Range → **FormatConditions**
- Application → Range → **FormatConditions**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

The **FormatConditions** collection contains all conditional formattings of a **Range** object. The individual elements of this collection are of the type **FormatCondition**.

### 2 Access to the collection

Each **Range** object has exactly one instance of the **FormatConditions** collection. It is accessed through the **Range.FormatConditions** object:

```
' Display the number of conditional formattings of a range  
MsgBox pm.ActiveSheet.Range("A1:B3").FormatConditions.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **FormatCondition** (default object)
- **Application** → **Application**
- **Parent** → **Range**

Methods:

- **Add**
- **Delete**

## Count (property, R/O)

Data type: **Long**

Returns the number of **FormatCondition** objects in the **Range** object – in other words: the number of the conditional formattings in this cell range.

A cell can have up to three conditional formattings.

## Item (pointer to object)

Data type: **Object**



Returns one individual **FormatCondition** object, i.e. one individual conditional formatting.

Which **FormatCondition** object you get depends on the numeric value that you pass to **Item**: 1 for the first conditional formatting of the range, 2 for the second, etc.

Example:

```
' Show the formula for the second conditional formatting in the cell A1  
MsgBox pm.ActiveSheet.Range("A1").FormatConditions.Item(2).Formula1
```

### Application (pointer to object)

Returns the **Application** object.

### Parent (pointer to object)

Returns the parent object, i.e. **Range**.

### Add (method)

Adds a new conditional formatting.

Syntax:

```
Add Type, [Operator], [Formula1], [Formula2]
```

Parameters:

**Type** (type: **Long** or **PmFormatConditionType**) defines the type of the conditional formatting. The possible values are:

```
pmCellValue = 0 ' Check against a cell value  
pmExpression = 1 ' Check against a formula
```

**Operator** (optional; type: **Long** or **PmFormatConditionOperator**) defines the relational operator for the conditional formatting. The possible values are:

```
pmBetween = 0 ' is between  
pmNotBetween = 1 ' is not between  
pmEqual = 2 ' is equal to  
pmNotEqual = 3 ' is not equal to  
pmGreater = 4 ' is greater than  
pmLess = 5 ' is less than  
pmGreaterEqual = 6 ' is greater than or equal to  
pmLessEqual = 7 ' is less than or equal to
```

**Formula1** (optional; type: **VARIANT**) is either a numeric value, a string containing a number, a reference to a cell, or a formula. For **pmBetween** and **pmNotBetween** it specifies the minimum, for all other operators the value.

**Formula2** (optional; type: **VARIANT**) is either a numeric value, a string containing a number, a reference to a cell, or a formula. It indicates the maximum. Has to be specified only if **pmBetween** or **pmNotBetween** is used.

Return type:

**Object** (a **FormatCondition** object that represents the new conditional formatting)

### Summary of all parameter combinations possible:

Type	Operator	Formula1	Formula2
pmCellValue	All listed above	A) The value to be checked against <i>or</i> B) The minimum (when	The maximum (only applicable when <b>pmBetween</b> or <b>pmNotBetween</b> is used)

**pmBetween** or **pmNotBetween** is used)

pmExpression (n/a) An expression that returns (n/a)  
**True** if the condition is matched, otherwise returns **False**

Example:

```
' Add a conditional formatting (values from 1 to 50) to cell A1
Dim newCondition as Object
Set newCondition = pm.ActiveSheet.Range("A1").FormatConditions.Add(pmCellValue,
    pmBetween, 1, 50)

' Set the conditional formatting to change the font color to red
newCondition.Font.Color = smoColorRed
```

## Delete (method)

Removes all conditional formattings from the cell range.

Syntax:

**Delete**

Parameters:

none

Return type:

none

Example:

```
' Remove all conditional formattings from the cells A1 and A2
pm.Application.ActiveSheet.Range("A1:A2").FormatConditions.Delete
```

---

## FormatCondition (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → Range → FormatConditions → **Item**
- Application → Workbooks → ActiveSheet → Range → FormatConditions → **Item**
- Application → ActiveWorkbook → ActiveSheet → Range → FormatConditions → **Item**
- Application → ActiveSheet → Range → FormatConditions → **Item**
- Application → ActiveSheet → Range → FormatConditions → **Item**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

A **FormatCondition** object represents one individual conditional formatting.

If you add conditional formattings to a cell range or delete them, the respective **FormatCondition** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **FormatCondition** objects can be accessed solely through enumerating the elements of the corresponding **FormatConditions** collection.

For each range there is exactly one instance of the **FormatConditions** collection. It is accessed through the **Range.FormatConditions** object:

```
' Show the formula of the second conditional formatting for the cell A1
MsgBox pm.ActiveSheet.Range("A1").FormatConditions.Item(2).Formula1
```

### 3 Properties, objects, collections, and methods

- **Type** R/O
- **Operator** R/O
- **Formula1** R/O
- **Formula2** R/O

Objects:

- **Font** → **Font**
- **Shading** → **Shading**
- **Application** → **Application**
- **Parent** → **FormatConditions**

Collections:

- **Borders** → **Borders**

Methods:

- **Modify**
- **Delete**

#### Type (property, R/O)

Data type: **Long** (PmFormatConditionType)

Returns the type of the conditional formatting. The possible values are:

```
pmCellValue = 0 ' Check against a cell value
pmExpression = 1 ' Check against a formula
```

#### Operator (property, R/O)

Data type: **Long** (PmFormatConditionOperator)

Returns the relational operator for the conditional formatting. The possible values are:

```
pmBetween = 0 ' is between
pmNotBetween = 1 ' is not between
pmEqual = 2 ' is equal to
pmNotEqual = 3 ' is not equal to
pmGreater = 4 ' is greater than
pmLess = 5 ' is less than
pmGreaterEqual = 6 ' is greater than or equal to
pmLessEqual = 7 ' is less than or equal to
```

#### Formula1 (property, R/O)

Data type: **String**

If the type is **pmCellValue** and the operator is **pmBetween** or **pmNotBetween**, returns the minimum to test against.

If the type is **pmCellValue** and the operator is different from **pmBetween** or **pmNotBetween**, returns the value to test against.

If the type is **pmExpression**, returns the calculation formula to test against.

### Formula2 (property, R/0)

Data type: **String**

If the type is **pmCellValue** and the operator is **pmBetween** or **pmNotBetween**, returns the maximum to test against.

### Font (pointer to object)

Data type: **Object**

Returns the **Font** object that you can use to access the character formatting that is to be changed by a conditional formatting.

Hint: Those character formattings that are not *explicitly* set by the conditional formatting will be returned as "undefined" (i.e., **smoUndefined** or an empty string). The reason is that conditional formattings are always *additive*: For example, you can hard-format cells in the font "Arial 10" and then use the conditional formatting only to add the font color "Red" – in this case only the font color will be changed by **FormatCondition.Font**.

### Shading (pointer to object)

Data type: **Object**

Returns the **Shading** object that you can use to access the shading that is to be changed by the conditional formatting.

Please pay attention to the hint on undefined formattings at the **Font** object pointer (see above).

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **FormatConditions**.

### Borders (pointer to collection)

Data type: **Object**

Returns the **Borders** collection which represents one of the four border lines that is to be changed by a conditional formatting. You can use these objects to get or change the line settings (thickness, color, etc.).

Please pay attention to the hint on undefined formattings at the **Font** object pointer (see above).

### Modify (method)

Modifies an existing conditional formatting.

Syntax:

```
Modify Type, [Operator], [Formula1], [Formula2]
```

Parameters:

**Type** (type: **Long** or **PmFormatConditionType**) defines the type of the conditional formatting. The possible values are:

```
pmCellValue      = 0 ' Check against a cell value
pmExpression     = 1 ' Check against a formula
```

**Operator** (optional; type: **Long** or **PmFormatConditionOperator**) defines the relational operator for the conditional formatting. The possible values are:

```
pmBetween        = 0 ' is between
pmNotBetween     = 1 ' is not between
pmEqual          = 2 ' is equal to
pmNotEqual       = 3 ' is not equal to
pmGreater        = 4 ' is greater than
pmLess           = 5 ' is less than
pmGreaterEqual   = 6 ' is greater than or equal to
pmLessEqual      = 7 ' is less than or equal to
```

**Formula1** (optional; type: **Variant**) is either a numeric value, a string containing a number, a reference to a cell, or a formula. For **pmBetween** and **pmNotBetween** it specifies the minimum, for all other operators the value.

**Formula2** (optional; type: **Variant**) is either a numeric value, a string containing a number, a reference to a cell, or a formula. It indicates the maximum. Has to be specified only if **pmBetween** or **pmNotBetween** is used.

Return type:

none

#### Summary of all parameter combinations possible:

Type	Operator	Formula1	Formula2
pmCellValue	All listed above	A) The value to be checked against <i>or</i> B) The minimum (when <b>pmBetween</b> or <b>pmNotBetween</b> is used)	The maximum (only applicable when <b>pmBetween</b> or <b>pmNotBetween</b> is used)
pmExpression	(n/a)	An expression that returns <b>True</b> if the condition is matched, otherwise returns <b>False</b>	(n/a)

#### Delete (method)

Removes a conditional formatting from the given range.

Syntax:

```
Delete
```

Parameters:

none

Return type:

none

Example:

```
' Remove the first conditional formatting from the cells A1 and A2
pm.ActiveSheet.Range("A1:A2").FormatConditions.Item(1).Delete
```

---

## NumberFormatting (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → Range → **NumberFormatting**
- Application → Workbooks → ActiveSheet → Range → **NumberFormatting**
- Application → ActiveWorkbook → ActiveSheet → Range → **NumberFormatting**
- Application → ActiveSheet → Range → **NumberFormatting**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

You can use the **NumberFormatting** object to get and set the number format of a cell range (corresponds to the options of the PlanMaker command **Format > Cells > Number Format**).

### 2 Access to the object

**NumberFormatting** is a child object of the **Range** object – for each **Range** object there is exactly *one* **NumberFormatting** object.

### 3 Properties, objects, collections, and methods

Properties:

- *Type* (default property)
- **DateFormat**
- **CustomFormat**
- **Currency**
- **Accounting**
- **Digits**
- **NegativeRed**
- **SuppressMinus**
- **SuppressZeros**
- **ThousandsSeparator**

Objects:

- **Application** → **Application**
- **Parent** → **Range**

### *Type* (property)

Data type: **Long** (PmNumberFormatting)

Gets or sets the number format for the cells in the cell range. The possible values are:

```
pmNumberGeneral      = 0 ' Standard
pmNumberDecimal      = 1 ' Number
pmNumberScientific   = 2 ' Scientific
pmNumberFraction     = 3 ' Fraction (see also Digits property)
pmNumberDate         = 4 ' Date/Time (see note)
pmNumberPercentage   = 5 ' Percentage
pmNumberCurrency     = 6 ' Currency (see note)
pmNumberBoolean      = 7 ' Boolean
pmNumberCustom       = 8 ' Custom (see note)
pmNumberText         = 9 ' Text
pmNumberAccounting   = 10 ' Accounting (see note)
```

Note: The formats **pmNumberDate**, **pmNumberCurrency**, **pmNumberAccounting**, and **pmNumberCustom** can only be read, but not set. To apply one of these formats, use the properties **DateFormat**, **Currency**, **Accounting** and **CustomFormat** (see below).

### DateFormat (property)

Data type: **String**

Gets or sets the date/time format for the cells in the cell range.

Example:

```
' Format cell A1 as a date
pm.ActiveSheet.Range("A1").NumberFormatting.DateFormat = "TT.MM.JJJJ"
```

For details on the format codes supported, see the online help for PlanMaker, keyword "User-defined number formats".

Note: The letter codes for the components of a date format are language-specific. If PlanMaker is running with English user interface, e.g. DD.MM.YYYY is a valid date format. If German user interface is used, TT.MM.JJJJ has to be used, with French user interface it has to be JJ.MM.AAAA, etc.

If you would like to *retrieve* the date string used in a cell, you must first check if the cell is formatted as a date at all – otherwise this property fails:

```
' Display the date string of cell A1
With pm.ActiveSheet.Range("A1")
  If .NumberFormatting.Type = pmNumberDate Then
    MsgBox .NumberFormatting.DateFormat
  Else
    MsgBox "Cell A1 is not formatted as a date."
  End If
End With
```

### CustomFormat (property)

Data type: **String**

Gets or sets the user-defined formatting for the cells in the cell range.

Example:

```
' Format the cell A1 with a used-defined format
pm.ActiveSheet.Range("A1").NumberFormatting.CustomFormat = "00000"
```

### Currency (property)

Data type: **String**

Gets or sets the currency format for the cells in the cell range.

Use an ISO code to specify the desired currency. When you read this property, it will return an ISO code as well. Some popular ISO codes:

```
EUR    Euro
USD    US dollar
CAD    Canadian dollar
AUD    Australian dollar
JPY    Japanese yen
RUB    Russian ruble
BEF    Belgian franc
CHF    Swiss franc
DEM    German Mark
```

ESP	Spanish peseta
FRF	French franc
LUF	Luxembourgian franc
NLG	Dutch guilder
PTE	Portuguese escudo

You can find a complete list of ISO codes (PlanMaker supports many of them, but not all) in the Internet at the following address: [http://en.wikipedia.org/wiki/ISO\\_4217](http://en.wikipedia.org/wiki/ISO_4217)

Example:

```
' Format cell A1 with the currency "Euro"
pm.ActiveSheet.Range("A1").NumberFormatting.Currency = "EUR"
```

If you would like to *retrieve* the currency string used in a cell, you must first check if the cell is formatted as a currency at all – otherwise this property fails:

```
' Display the currency string of cell A1
With pm.ActiveSheet.Range("A1")
  If .NumberFormatting.Type = pmNumberCurrency Then
    MsgBox .NumberFormatting.Currency
  Else
    MsgBox "Cell A1 is not formatted as a currency."
  End If
End With
```

## Accounting (property)

Data type: **String**

Gets or sets the accounting format of the cells in the cell range.

Exactly like for the property **Currency** (see there), you pass the ISO code of the desired currency to this property. When you read this property, it will return an ISO code as well.

Example:

```
' Format cell A1 in the accounting format with the currency "Euro"
pm.ActiveSheet.Range("A1").NumberFormatting.Accounting = "EUR"
```

If you would like to *retrieve* the currency string used in a cell, you must first check if the cell is formatted in Accounting number format at all – otherwise this property fails:

```
' Display the currency string of cell A1 (formatted in Accounting format)
With pm.ActiveSheet.Range("A1")
  If .NumberFormatting.Type = pmNumberAccounting Then
    MsgBox .NumberFormatting.Accounting
  Else
    MsgBox "Cell A1 is not formatted in Accounting format."
  End If
End With
```

## Digits (property)

Data type: **Long**

Gets or sets the number of the digits right of the decimal separator for the cells in the cell range.

Only values between 0 and 15 are allowed.

This property can be used with the following number formats:

- Number (**pmNumberDecimal**)



- Scientific (**pmNumberScientific**)
- Percent (**pmNumberPercentage**)
- Currency (**pmNumberCurrency**)
- Accounting (**pmNumberAccounting**)

Example:

```
' Set cell A1 to 4 decimal places
pm.ActiveSheet.Range("A1").NumberFormatting.Digits = 4
```

You can also use this property with the number format "Fraction" (**pmNumberFraction**), but in this case it sets the *denominator* of the fraction. Here, values between 0 and 1000 are allowed. Example:

```
' Format the cell A1 as a fraction with the denominator 8
With pm.ActiveSheet.Range("A1")
.NumberFormatting.Type = pmNumberFraction
.NumberFormatting.Digits = 8
End With
```

### NegativeRed (property)

Data type: **Boolean**

Gets or sets the setting "Negative numbers in red" for the cells in the cell range, corresponding to the option with the same name in the dialog box of the command **Format > Cells**.

### SuppressMinus (property)

Data type: **Boolean**

Gets or sets the setting "Suppress minus sign", corresponding to the option with the same name in the dialog box of the command **Format > Cells**.

### SuppressZeros (property)

Data type: **Boolean**

Gets or sets the setting "Don't show zero", corresponding to the option with the same name in the dialog box of the command **Format > Cells**.

### ThousandsSeparator (property)

Data type: **Boolean**

Gets or sets the setting "Thousands separator", corresponding to the option with the same name in the dialog box of the command **Format > Cells**.

### Application (pointer to object)

Returns the **Application** object.

### Parent (pointer to object)

Returns the parent object, i.e. an object of the type **Range**.

## An example for the NumberFormatting object

In the following example the cell range from A1 to C3 will be formatted as percent values with two decimal places:

```
Sub Main
  Dim pm as Object

  Set pm = CreateObject("PlanMaker.Application")
  pm.Visible = True

  With pm.ActiveSheet.Range("A1:C3")
    .NumberFormatting.Type = pm.NumberPercentage
    .NumberFormatting.Digits = 2
  End With

  Set pm = Nothing
End Sub
```

---

## Font (object)

Access paths for direct formatting:

- Application → Workbooks → Item → Sheets → Item → Range → **Font**
- Application → Workbooks → ActiveSheet → Range → **Font**
- Application → ActiveWorkbook → ActiveSheet → Range → **Font**
- Application → ActiveSheet → Range → **Font**

Access paths for conditional formatting:

- Application → Workbooks → Item → Sheets → Item → Range → FormatConditions → Item → **Font**
- Application → Workbooks → ActiveSheet → Range → FormatConditions → Item → **Font**
- Application → ActiveWorkbook → ActiveSheet → Range → FormatConditions → Item → **Font**
- Application → ActiveSheet → Range → FormatConditions → Item → **Font**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

The **Font** object describes the character formatting (font, text color, underline, etc.) of cells.

### 2 Access to the object

**Font** can be a child object of two different objects:

- If used as child object of a **Range** object, it represents the character formatting of the *cells* in the given range, corresponding to the PlanMaker command **Format > Characters**.
- If used as child object of a **FormatCondition** object, it represents the character formatting that is applied when the condition of a *conditional formatting* is met.

Examples:

```
' Show the name of the font used in cell A1
MsgBox pm.ActiveSheet.Range("A1").Font.Name

' Show the font name for the first conditional formatting in A1
MsgBox pm.ActiveSheet.FormatConditions(1).Font.Name
```

### 3 Properties, objects, collections, and methods

Properties:

- *Name* (default property)
- **Size**
- **Bold**
- **Italic**
- **Underline**
- **StrikeThrough**
- **Superscript**
- **Subscript**
- **AllCaps**
- **SmallCaps**
- **PreferredSmallCaps**
- **Blink**
- **Color**
- **ColorIndex**
- **BColor**
- **BColorIndex**
- **Spacing**
- **Pitch**

Objects:

- **Application** → **Application**
- **Parent** → **Range** oder **FormatCondition**

### **Name (property)**

Data type: **String**

Gets or sets the font name (as a string).

If the cells are formatted in different typefaces, an empty string will be returned.

### **Size (property)**

Data type: **Single**

Gets or sets the font size in points (pt).

If the cells are formatted in different font sizes, the constant **smoUndefined** (9.999.999) will be returned.

Example:

```
' Set the font size of the currently selected cells to 10.3 pt
pm.ActiveSheet.Selection.Font.Size = 10.3
```

### **Bold (property)**

Data type: **Long**

Gets or sets the character formatting "Boldface":

- **True**: Boldface on
- **False**: Boldface off
- **smoUndefined** (only when reading): The cells are partly bold and partly not.

### **Italic (property)**

Data type: **Long**

Gets or sets the character formatting "Italic":

- **True:** Italic on
- **False:** Italic off
- **smoUndefined** (only when reading): The cells are partly italic and partly not.

### Underline (property)

Data type: **Long** (PmUnderline)

Gets or sets the character formatting "Underline". The following values are allowed:

```
pmUnderlineNone      = 0 ' off
pmUnderlineSingle    = 1 ' single underline
pmUnderlineDouble     = 2 ' double underline
pmUnderlineWords     = 3 ' word underline
pmUnderlineWordsDouble = 4 ' double word underline
```

When you read this property and the cells are partly underlined and partly not, **smoUndefined** is returned.

### StrikeThrough (property)

Data type: **Long**

Gets or sets the character formatting "Strike Through":

- **True:** Strike through on
- **False:** Strike through off
- **smoUndefined** (only when reading): The cells are partly stroke through and partly not.

### Superscript (property)

Data type: **Long**

Gets or sets the character formatting "Superscript":

- **True:** Strike through on
- **False:** Strike through off
- **smoUndefined** (only when reading): The cells are partly superscripted and partly not.

### Subscript (property)

Data type: **Long**

Gets or sets the character formatting "Subscript":

- **True:** Strike through on
- **False:** Strike through off
- **smoUndefined** (only when reading): The cells are partly subscripted and partly not.

### AllCaps (property)

Data type: **Long**

Gets or sets the character formatting "All caps":

- **True:** All caps on
- **False:** All caps off
- **smoUndefined** (only when reading): Some of the cells are formatted in "All caps", some not.

### SmallCaps (property)

Data type: **Long**

Gets or sets the character formatting "Small caps":

- **True:** Small caps on
- **False:** Small caps off
- **smoUndefined** (only when reading): Some of the cells are formatted in "Small caps", some not.

### PreferredSmallCaps (property)

Data type: **Long**

Gets or sets the character formatting "Small caps", but unlike the **SmallCaps** property, lets you choose the scale factor. The value 0 turns SmallCaps off, all other values represent the percental scale factor of the small capitals.

Example:

```
' Format the current cell in small capitals with 75% of size
tm.ActiveCell.Font.PreferredSmallCaps = 75

' Deactivate the SmallCaps formatting
tm.ActiveCell.Font.PreferredSmallCaps = 0
```

### Blink (property)

Data type: **Long**

Gets or sets the character formatting "Blink":

- **True:** Blink on
- **False:** Blink off
- **smoUndefined** (only when reading): The cells are partly blinking and partly not.

### Color (property)

Data type: **Long** (SmoColor)

Gets or sets the foreground color of text as a "BGR" value (Blue-Green-Red triplet). You can either indicate an arbitrary value or use one of the pre-defined BGR color constants.

If the cells are formatted in different colors, the constant **smoUndefined** will be returned when you read this property.

### ColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the foreground color of text as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

If the cells are formatted in different colors or in a color that is not an index color, the constant **smoUndefined** will be returned when you read this property.

Note: It is recommended to use the **Color** property (see above) instead of this one, since it is not limited to the standard colors but enables you to access the entire BGR color palette.

### **BColor (property)**

Data type: **Long** (SmoColor)

Gets or sets the background color of text as a "BGR" value (Blue-Green-Red triplet). You can either indicate an arbitrary value or use one of the pre-defined BGR color constants.

If the cells are formatted in different colors, the constant **smoUndefined** will be returned when you read this property.

### **BColorIndex (property)**

Data type: **Long** (SmoColorIndex)

Gets or sets the background color of text as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

If the cells are formatted in different colors or in a color that is not an index color, the constant **smoUndefined** will be returned when you read this property.

Note: It is recommended to use the **BColor** property (see above) instead of this one, since it is not limited to the standard colors but enables you to access the entire BGR color palette.

### **Spacing (property)**

Data type: **Long**

Gets or sets the character spacing. The standard value is 100 (normal character spacing of 100%).

If you are reading this property and the cells are formatted in different character spacings, the constant **smoUndefined** will be returned.

### **Pitch (property)**

Data type: **Long**

Gets or sets the character pitch. The standard value is 100 (normal character pitch of 100%).

If you are reading this property and the cells are formatted in different character pitches, the constant **smoUndefined** will be returned.

Note that some printers ignore changes to the character pitch for their *internal* fonts.

### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object that is either of the type **Range** or **FormatCondition**.

### Example for the usage of the Font object

In the following example the cells A1 to C3 will be formatted in Times New Roman, bold, 24 points.

```
Sub Main
  Dim pm as Object

  Set pm = CreateObject("PlanMaker.Application")
  pm.Visible = True

  With pm.ActiveSheet.Range("A1:C3")
    .Font.Name = "Times New Roman"
    .Font.Size = 24
    .Font.Bold = True
  End With

  Set pm = Nothing
End Sub
```

---

## Borders (collection)

Access paths for direct formatting:

- Application → Workbooks → Item → Sheets → Item → Range → **Borders**
- Application → Workbooks → ActiveSheet → Range → **Borders**
- Application → ActiveWorkbook → ActiveSheet → Range → **Borders**
- Application → ActiveSheet → Range → **Borders**

Access paths for conditional formatting:

- Application → Workbooks → Item → Sheets → Item → Range → FormatConditions → Item → **Borders**
- Application → Workbooks → ActiveSheet → Range → FormatConditions → Item → **Borders**
- Application → ActiveWorkbook → ActiveSheet → Range → FormatConditions → Item → **Borders**
- Application → ActiveSheet → Range → FormatConditions → Item → **Borders**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

The **Borders** collection represents the four border lines of cells (left, right, top, and bottom). You can use this collection to get or change the line settings (thickness, color, etc.) of each border line.

The individual elements of the **Borders** collection are of the type **Border**.

The parameter you pass to the **Borders** collection is the number of the border line you want to access:

```
pmBorderTop = -1 ' Top border line
pmBorderLeft = -2 ' Left border line
pmBorderBottom = -3 ' Bottom border line
pmBorderRight = -4 ' Right border line
pmBorderHorizontal = -5 ' Horizontal grid lines
pmBorderVertical = -6 ' Vertical grid lines
```

Example:

```
' Set the color of the left line of cell A1 to red
pm.ActiveSheet.Range("A1").Borders(pmBorderLeft).Color = smoColorRed
```

## 2 Access to the object

**Borders** can be a child object of two different objects:

- If used as child object of a **Range** object, it represents the border lines of the *cells* in the given range, corresponding to the PlanMaker command **Format > Borders**.
- If used as child object of a **FormatCondition** object, it represents the border lines that are applied when the condition of a *conditional formatting* is met.

Examples:

```
' Draw a bottom border for the cell A1
pm.ActiveSheet.Range("A1").Borders(pmBorderBottom).Type = pmLineStyleSingle

' Show the left border for the first conditional formatting in the cell A1
MsgBox pm.ActiveSheet.Range("A1").FormatConditions(1).Borders(pmBorderLeft).Type
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Border** (default object)
- **Application** → **Application**
- **Parent** → **Range** or **FormatCondition**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Border** objects in the collection, which is always 4 (since there are exactly four different border lines available: left, right, top, bottom).

### Item (pointer to object)

Data type: **Object**

Returns an individual **Border** object that you can use to get or set the properties (thickness, color, etc.) of one individual border line.

Which **Border** object you get depends on the numeric value that you pass to **Item**. The following table shows the admissible values:

```
pmBorderTop = -1 ' Top border line
pmBorderLeft = -2 ' Left border line
pmBorderBottom = -3 ' Bottom border line
pmBorderRight = -4 ' Right border line
pmBorderHorizontal = -5 ' Horizontal grid lines
pmBorderVertical = -6 ' Vertical grid lines
```

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.



## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object that is either of the type **Range** or **FormatCondition**.

### Example for the usage of the Borders object

In the following example, a 4 point thick blue line will be applied to the left border of the cell range from B2 to D4. Then, a thin red double line will be applied to the right border.

```
Sub Main
  Dim pm as Object

  Set pm = CreateObject("PlanMaker.Application")
  pm.Visible = True

  With pm.ActiveSheet.Range("B2:D4")
    .Borders(pmBorderLeft).Type      = pmLineStyleSingle
    .Borders(pmBorderLeft).Thick1   = 4
    .Borders(pmBorderLeft).Color    = pmColorBlue
    .Borders(pmBorderRight).Type    = pmLineStyleDouble
    .Borders(pmBorderRight).Thick1  = 1
    .Borders(pmBorderRight).Thick2  = 1
    .Borders(pmBorderRight).Color   = smoColorRed
  End With

  Set pm = Nothing
End Sub
```

---

## Border (object)

Access paths for direct formatting of cells:

- Application → Workbooks → Item → Sheets → Item → Range → Borders → **Item**
- Application → Workbooks → ActiveSheet → Range → Borders → **Item**
- Application → ActiveWorkbook → ActiveSheet → Range → Borders → **Item**
- Application → ActiveSheet → Range → Borders → **Item**

Access paths for conditional formatting:

- Application → Workbooks → Item → Sheets → Item → Range → FormatConditions → Item → Borders → **Item**
- Application → Workbooks → ActiveSheet → Range → FormatConditions → Item → Borders → **Item**
- Application → ActiveWorkbook → ActiveSheet → Range → FormatConditions → Item → Borders → **Item**
- Application → ActiveSheet → Range → FormatConditions → Item → Borders → **Item**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

A **Border** object represents one individual border line of cells – for example the left, right, top, or bottom line. You can use this object to get or change the line settings (thickness, color, etc.) of a border line.

### 2 Access to the object

The individual **Border** objects can be accessed solely through enumerating the elements of the **Borders** collection. This collection can be a child object of the following two objects:

- If used as child object of a **Range** object, **Borders.Item(n)** represents one of the border lines of the *cells* in the given range, corresponding to the PlanMaker command **Format > Borders**.

- If used as child object of a **FormatCondition** object, **Borders.Item(n)** represents one of the border lines that are applied when the condition of a *conditional formatting* is met.

As a parameter, you pass the number of the border that you would like to access, as follows:

```
pmBorderTop = -1 ' Top border line
pmBorderLeft = -2 ' Left border line
pmBorderBottom = -3 ' Bottom border line
pmBorderRight = -4 ' Right border line
pmBorderHorizontal = -5 ' Horizontal grid lines
pmBorderVertical = -6 ' Vertical grid lines
```

Example:

```
' Set the color of the left line of cell A1 to red
pm.ActiveSheet.Range("A1").Borders(pmBorderLeft).Color = smColorRed
```

### 3 Properties, objects, collections, and methods

Properties:

- **Type** (default property)
- **Thick1**
- **Thick2**
- **Separator**
- **Color**
- **ColorIndex**

Objects:

- **Application** → **Application**
- **Parent** → **Borders**

#### **Type** (property)

Data type: **Long** (PmLineStyle)

Gets or sets the type of the border line. The possible values are:

```
pmLineStyleNone = 0 ' No border
pmLineStyleSingle = 1 ' Simple border
pmLineStyleDouble = 2 ' Double border
```

#### **Thick1** (property)

Data type: **Single**

Gets or sets the thickness of the first border line in points (1 point corresponds to 1/72 inches).

#### **Thick2** (property)

Data type: **Single**

Gets or sets the thickness of the second border line in points (1 point corresponds to 1/72 inches).

This property is used only if the type of the border is set to **pmLineStyleDouble**.

**Thick1**, **Thick2** and **Separator** taken together must not be greater than 12.

## Separator (property)

Data type: **Single**

Gets or sets the offset between two border lines in points (1 point corresponds to 1/72 inches).

This property is used only if the type of the border is set to **pmLineStyleDouble**.

**Thick1**, **Thick2** and **Separator** taken together must not be greater than 12.

## Color (property)

Data type: **Long** (SmoColor)

Gets or sets the color of the border line(s) as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

## ColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the color of the border line(s) as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values listed in the Color Indices table.

Note: It is recommended to use the **Color** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object that is of the type **Borders**.

---

## Shading (object)

Access paths for direct formatting:

- Application → Workbooks → Item → Sheets → Item → Range → **Shading**
- Application → Workbooks → ActiveSheet → Range → **Shading**
- Application → ActiveWorkbook → ActiveSheet → Range → **Shading**
- Application → ActiveSheet → Range → **Shading**

Access paths for conditional formatting:

- Application → Workbooks → Item → Sheets → Item → Range → FormatConditions → Item → **Shading**
- Application → Workbooks → ActiveSheet → Range → FormatConditions → Item → **Shading**
- Application → ActiveWorkbook → ActiveSheet → Range → FormatConditions → Item → **Shading**
- Application → ActiveSheet → Range → FormatConditions → Item → **Shading**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

## 1 Description

The **Shading** object represents the shading of cells (with either a shading or a pattern).

## 2 Access to the object

**Shading** can be a child object of two different objects:

- If used as child object of a **Range** object, it represents the shading of the *cells* in the given range, corresponding to the PlanMaker command **Format > Shading**.
- If used as child object of a **FormatCondition** object, it represents the shading that is applied when the condition of a *conditional formatting* is met.

Examples:

```
' Show the pattern of cell A1
MsgBox pm.ActiveSheet.Range("A1").Shading.Texture

' Show the pattern of the first conditional formatting for cell A1
MsgBox pm.ActiveSheet.Range("A1").FormatConditions(1).Shading.Texture
```

## 3 Properties, objects, collections, and methods

Properties:

- **Texture**
- **Intensity**
- *ForegroundColor* (default property)
- **ForegroundColorIndex**
- **BackgroundColor**
- **BackgroundColorIndex**










Objects:




- **Application** → **Application**
- **Parent** → **Range** oder **FormatCondition**

### Texture (property)

Data type: **Long** (SmoShadePatterns)

Gets or sets the fill pattern for the shading. The possible values are:

<b>smoPatternNone</b>	= 0	(No shading)
<b>smoPatternHalftone</b>	= 1	(Shading)
<b>smoPatternRightDiagCoarse</b>	= 2	
<b>smoPatternLeftDiagCoarse</b>	= 3	
<b>smoPatternHashDiagCoarse</b>	= 4	
<b>smoPatternVertCoarse</b>	= 5	
<b>smoPatternHorzCoarse</b>	= 6	
<b>smoPatternHashCoarse</b>	= 7	
<b>smoPatternRightDiagFine</b>	= 8	
<b>smoPatternLeftDiagFine</b>	= 9	
<b>smoPatternHashDiagFine</b>	= 10	

<code>smoPatternVertFine</code>	= 11	
<code>smoPatternHorzFine</code>	= 12	
<code>smoPatternHashFine</code>	= 13	

To add a *shading*, set the **Texture** property to `smoPatternHalftone` and specify the required intensity of shading with the **Intensity** property.

To add a *pattern*, set the **Texture** property to one of the values between `smoPatternRightDiagCoarse` and `smoPatternHashFine`.

To *remove* an existing shading or pattern, set the **Texture** property to `smoPatternNone`.

### Intensity (property)

Data type: **Long**

Gets or sets the intensity of the shading. The possible values are between 0 and 100 (percent).

This value can be set or get only if a shading was chosen with the **Texture** property (i.e., the **Texture** property was set to `smoPatternHalftone`). If a pattern was chosen (i.e., the **Texture** property has any other value), accessing the **Intensity** property fails.

### ForegroundColor (property)

Data type: **Long** (SmoColor)

Gets or sets the foreground color for the shading or pattern as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

### ForegroundColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the foreground color for the shading or pattern as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Note: It is recommended to use the **ForegroundColor** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

### BackgroundColor (property)

Data type: **Long** (SmoColor)

Gets or sets the background color for the shading or pattern as a "BGR" value (Blue-Green-Red triplet). You can either specify an arbitrary value or use one of the predefined BGR color constants.

### BackgroundColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the background color for the shading or pattern as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from 0 for black to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Note: It is recommended to use the **BackgroundColor** property (see above) instead of this one, since it is not limited to the 16 standard colors but enables you to access the entire BGR color palette.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object that is either of the type **Range** or **FormatCondition**.

## Example for the usage of the Shading object

In the following example a 50% red shading will be applied to the cells from A1 to C3.

```
Sub Main
  Dim pm as Object

  Set pm = CreateObject("PlanMaker.Application")
  pm.Visible = True

  With pm.ActiveSheet.Range("A1:C3")
    .Shading.Intensity = 50
    .Shading.ForegroundPatternColor = smoColorRed
  End With

  Set pm = Nothing
End Sub
```

---

## Validation (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → Range → **Validation**
- Application → Workbooks → ActiveSheet → Range → **Validation**
- Application → ActiveWorkbook → ActiveSheet → Range → **Validation**
- Application → ActiveSheet → Range → **Validation**

Instead of **Range**, you can also use other objects and properties that return a **Range** object: **ActiveCell**, **Selection**, **Rows(n)**, **Columns(n)** and **Cells(x, y)**. For examples, see the **Range** object.

### 1 Description

The **Validation** object represents the input validation of a cell range (i.e., a **Range** object). In PlanMaker, input validations can be set up with the **Format > Input Validation** command.

### 2 Access to the object

Each **Range** object has exactly one instance of the **Validation** object. It can be accessed through the **Range.Validation** object:

```
' Display the input message for cell A1
MsgBox pm.ActiveSheet.Range("A1").Validation.InputMessage
```

### 3 Properties, objects, collections, and methods

Properties:

- **Type** R/O
- **AlertStyle**
- **Value** R/O
- **ShowInput**
- **InputTitle**
- **InputMessage**
- **ShowError**
- **ErrorTitle**
- **ErrorMessage**
- **Operator** R/O
- **Formula1** R/O
- **Formula2** R/O
- **InCellDropDown**
- **IgnoreBlank**

Objects:

- **Application** → **Application**
- **Parent** → **Range**

Methods:

- **Add**
- **Modify**
- **Delete**

## Type (property, R/O)

Data type: **Long** (PmDVType)

Gets or sets the setting which type of values to allow. The possible values are:

```

pmValidateInputOnly      = 0 ' Allow all types of values
pmValidateWholeNumber   = 1 ' Allow only integer numbers
pmValidateDecimal       = 2 ' Allow only decimal numbers
pmValidateList          = 3 ' Allow only values from a pre-defined list
pmValidateDate          = 4 ' Allow only date values
pmValidateTime          = 5 ' Allow only time values
pmValidateTextLength    = 6 ' Allow only values of a certain length
pmValidateCustom        = 7 ' User-defined check

```

## AlertStyle (property)

Data type: **Long** (PmDAlertStyle)

Gets or sets the style of the error message for invalid values. The possible values are:

```

pmValidAlertStop        = 0 ' Error message
pmValidAlertWarning     = 1 ' Warning message
pmValidAlertInformation = 2 ' Information message

```

## Value (property, R/O)

Data type: **Boolean**

Returns **True**, when the range contains valid values (i.e. values passing the input validation check), else **False**.

## ShowInput (property)

Data type: **Long**

Gets or sets the setting if an input message should be displayed when the cell is activated. Corresponds to the check box "Show input message when cell is selected" in the dialog of the **Format > Input Validation** dialog, **Input message** tab.

### **InputTitle (property)**

Data type: **String**

Gets or sets the title of the input message that appears when the cell is activated. Corresponds to the input box "Title" in the dialog of the **Format > Input Validation** dialog, **Input message** tab.

### **InputMessage (property)**

Data type: **String**

Gets or sets the text of the input message that appears when the cell is activated. Corresponds to the input box "Message" in the dialog of the **Format > Input Validation** dialog, **Input message** tab.

### **ShowError (property)**

Data type: **Long**

Gets or sets the setting whether a message should be displayed when a value that do not pass the input validation check is entered into the cell. Corresponds to the check box "Show error message after invalid data is entered" in the dialog of the **Format > Input Validation** dialog, **Error message** tab.

### **ErrorTitle (property)**

Data type: **String**

Gets or sets the title of the message that is displayed when an invalid value is entered into the cell. Corresponds to the input box "Title" in the dialog of the **Format > Input Validation** dialog, **Error message** tab.

### **ErrorMessage (property)**

Data type: **String**

Gets or sets the text of the message that is displayed when an invalid value is entered into the cell. Corresponds to the input box "Message" in the dialog of the **Format > Input Validation** dialog, **Error message** tab.

### **Operator (property, R/0)**

Data type: **Long** (PmDVOperator)

Gets or sets the relational operator used by the input validation check.

<b>pmDVBetween</b>	= 0	' is between
<b>pmDVNotBetween</b>	= 1	' is not between
<b>pmDVEqual</b>	= 2	' is equal to
<b>pmDVNotEqual</b>	= 3	' is not equal to
<b>pmDVGreater</b>	= 4	' is greater than
<b>pmDVLess</b>	= 5	' is less than
<b>pmDVGreaterEqual</b>	= 6	' is greater than or equal to
<b>pmDVLessEqual</b>	= 7	' is less than or equal to

### **Formula1 (property, R/0)**

Data type: **String**



Gets or sets the value to be checked against.

Exception: For the operators **pmDVBetween** and **pmDVNotBetween**, it gets or set the lower bound of the interval of allowed values.

### Formula2 (property, R/0)

Data type: **String**

For the operators **pmDVBetween** and **pmDVNotBetween**, it gets or set the upper bound of the interval of allowed values.

For all other operators, this property is not used.

### InCellDropDown (property)

Data type: **Long**

Gets or sets the setting whether a list of the allowed values should be displayed in the cell. Applicable only when the type of validation check (see **Type** property above) is set to "List entries" (**pmValidateList**).

Corresponds to the option "Use dropdown" in the dialog of the **Format > Input Validation** command, **Settings** tab.

### IgnoreBlank (property)

Data type: **Long**

Gets or sets the setting whether empty cells should be ignored by the input validation check. Corresponds to the option "Ignore empty cells" in the dialog of the **Format > Input Validation** command, **Settings** tab.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Range**.

### Add (method)

Adds an input validation check to the cell range, exactly like the **Format > Input Validation** command in PlanMaker.

Please note that a table cell can not have more than *one* input validation check at a time.

Syntax:

```
Add Type, [AlertStyle], [Operator], [Formula1], [Formula2]
```

Parameters:

**Type** (type: **Long** or **PmDVType**) determines the type of input validation check. The possible values are:

```
pmValidateInputOnly    = 0 ' Allow all types of values *
pmValidateWholeNumber = 1 ' Allow only integer numbers
pmValidateDecimal      = 2 ' Allow only decimal numbers
pmValidateList         = 3 ' Allow only values from a pre-defined list **
pmValidateDate         = 4 ' Allow only date values
```

**pmValidateTime** = 5 ' Allow only times values  
**pmValidateTextLength** = 6 ' Allow only values of a certain length  
**pmValidateCustom** = 7 ' User-defined check \*\*\*

\* With this setting, all values are accepted. Use it if you merely want an input message to appear when the user activates the cell.

\*\* With this setting, only the values specified in a list of allowed values are accepted. Use the parameter **Formula1** to specify the cell range containing this list. For example, if the cells C1 through C3 hold the values "dog", "cat" and "mouse" and you enter C1:C3 for **Formula1**, only these three values will be allowed.

\*\*\* When using this setting, you must specify in **Formula1** an expression that returns **True** for valid entries, or **False** for invalid entries.

**AlertStyle** (type: **Long** or **PmDVAlertStyle**) specifies the style of the error message for invalid values:

**pmValidAlertStop** = 0 ' Error message  
**pmValidAlertWarning** = 1 ' Warning message  
**pmValidAlertInformation** = 2 ' Information message

**Operator** (type: **Long** or **PmDVOperator**) specifies the relational operator used by the input validation check:

**pmDVBetween** = 0 ' is between  
**pmDVNotBetween** = 1 ' is not between  
**pmDVEqual** = 2 ' is equal to  
**pmDVNotEqual** = 3 ' is not equal to  
**pmDVGreater** = 4 ' is greater than  
**pmDVLess** = 5 ' is less than  
**pmDVGreaterEqual** = 6 ' is greater than or equal to  
**pmDVLessEqual** = 7 ' is less than or equal to

**Formula1** (optional; type: **String**) specifies the value to be checked against (or, for **pmDVBetween** and **pmDVNotBetween**, the minimum).

**Formula1** (optional; type: **String**) specifies the maximum for **pmDVBetween** and **pmDVNotBetween**.

Return type:

none

### Summary of all parameter combinations possible:

Type	Operator	Formula1	Formula2
pmValidateInputOnly	(n/a)	(n/a)	(n/a)
pmValidateWholeNumber, pmValidateDecimal, pmValidateDate, pmValidateTime, pmValidateTextLength	All listed above	A) The value to be checked against <i>or</i>  B) The minimum (when <b>pmDVBetween</b> or <b>pmDVNotBetween</b> is used)	The maximum (only applicable when <b>pmDVBetween</b> or <b>pmDVNotBetween</b> is used)
pmValidateList	(n/a)	A list of values, separated by the system list separator, or a cell reference	(n/a)
pmValidateCustom	(n/a)	An expression that returns <b>True</b> for inputs that are to be considered valid, otherwise returns <b>False</b>	(n/a)

### Modify (method)

Modifies the input validation check for the cell range.

Syntax:

**Modify** [Type], [AlertStyle], [Operator], [Formula1], [Formula2]

Parameters:

**Type** (type: **Long** or **PmDVType**) determines the type of input validation check. The possible values are:

```
pmValidateInputOnly    = 0 ' Allow all types of values *
pmValidateWholeNumber  = 1 ' Allow only integer numbers
pmValidateDecimal      = 2 ' Allow only decimal numbers
pmValidateList         = 3 ' Allow only values from a pre-defined list **
pmValidateDate         = 4 ' Allow only date values
pmValidateTime         = 5 ' Allow only times values
pmValidateTextLength   = 6 ' Allow only values of a certain length
pmValidateCustom       = 7 ' User-defined check ***
```

\* With this setting, all values are accepted. Use it if you merely want an input message to appear when the user activates the cell.

\*\* With this setting, only the values specified in a list of allowed values are accepted. Use the parameter **Formula1** to specify the cell range containing this list. For example, if the cells C1 through C3 hold the values "dog", "cat" and "mouse" and you enter C1:C3 for **Formula1**, only these three values will be allowed.

\*\*\* When using this setting, you must specify in **Formula1** an expression that returns **True** for valid entries, or **False** for invalid entries.

**AlertStyle** (type: **Long** or **PmDVAlertStyle**) specifies the style of the error message for invalid values:

```
pmValidAlertStop      = 0 ' Error message
pmValidAlertWarning   = 1 ' Warning message
pmValidAlertInformation = 2 ' Information message
```

**Operator** (type: **Long** or **PmDVOperator**) specifies the relational operator used by the input validation check:

```
pmDVBetween          = 0 ' is between
pmDVNotBetween       = 1 ' is not between
pmDVEqual            = 2 ' is equal to
pmDVNotEqual         = 3 ' is not equal to
pmDVGreater          = 4 ' is greater than
pmDVLess             = 5 ' is less than
pmDVGreaterEqual     = 6 ' is greater than or equal to
pmDVLessEqual        = 7 ' is less than or equal to
```

**Formula1** (optional; type: **String**) specifies the value to be checked against (or, for **pmDVBetween** and **pmDVNotBetween**, the minimum).

**Formula1** (optional; type: **String**) specifies the maximum for **pmDVBetween** and **pmDVNotBetween**.

Return type:

none

## Delete (method)

Removes the input validation check from the cell range.

Syntax:

```
Delete
```

Parameters:

none

Return type:

none

Example:

```
' Removes the input validation check from the cells A1 and A2
```

```
pm.Application.ActiveSheet.Range("A1:A2").Validation.Delete
```

## AutoFilter (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → **AutoFilter**
- Application → Workbooks → ActiveSheet → **AutoFilter**
- Application → ActiveWorkbook → ActiveSheet → **AutoFilter**
- Application → ActiveSheet → **AutoFilter**

### 1 Description

The **AutoFilter** object allows you to access the AutoFilter of a worksheet. In PlanMaker, such filters can be set up using the **Table > Filter > AutoFilter** command.

### 2 Access to the object

Each worksheet (**Sheet**) has exactly one instance of the **AutoFilter** object. It can be accessed through the **Sheet.AutoFilter** object:

```
' Display the number of columns in the AutoFilter  
MsgBox pm.ActiveSheet.AutoFilter.Filters.Count
```

### 3 Properties, objects, collections, and methods

Objects:

- **Application** → **Application**
- **Parent** → **Sheet**

Collections:

- **Filters** → **Filters**

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

#### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **Sheet**.

#### Filters (pointer to collection)

Data type: **Object**

Returns the **Filters** collection that allows you to access the individual columns of an AutoFilter.

---

## Filters (collection)

Access paths:

- Application → Workbooks → Item → Sheets → Item → AutoFilter → **Filters**
- Application → Workbooks → ActiveSheet → AutoFilter → **Filters**
- Application → ActiveWorkbook → ActiveSheet → AutoFilter → **Filters**
- Application → ActiveSheet → AutoFilter → **Filters**

### 1 Description

The **Filters** collection contains all columns of the currently active AutoFilter.

The individual elements of this collection are of the type **Filter**. You can use the individual **Filter** objects to retrieve criteria and filter type of each column of the AutoFilter.

### 2 Access to the collection

Each AutoFilter has exactly one **Filters** collection. It is accessed through the **AutoFilter.Filters** object:

```
' Display the number of columns in the AutoFilter  
MsgBox pm.ActiveSheet.AutoFilter.Filters.Count
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Filter** (default object)
- **Application** → **Application**
- **Parent** → **AutoFilter**

#### Count (property, R/O)

Data type: **Long**

Returns the number of **Filter** objects in the collection, i.e. the number of columns in the range that is filtered.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **Filter** object, i.e. one column of the AutoFilter.

*Which* column you get depends on the numeric value that you pass to **Item**: 1 for the first column, 2 for the second, etc.

#### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

#### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. an object of the type **AutoFilter**.

---

## Filter (object)

Access paths:

- Application → Workbooks → Item → Sheets → Item → AutoFilter → Filters → **Item**
- Application → Workbooks → ActiveSheet → AutoFilter → Filters → **Item**
- Application → ActiveWorkbook → ActiveSheet → AutoFilter → Filters → **Item**
- Application → ActiveSheet → AutoFilter → Filters → **Item**

### 1 Description

A **Filter** object represents one individual column of an AutoFilter. You can use it to retrieve criteria and filter type of each column.

### 2 Access to the object

The individual **Filter** objects can be accessed solely through enumerating the elements of the corresponding **Filters** collection.

For each AutoFilter there is exactly one instance of the **Filter** collection. It is accessed through the **AutoFilter.Filters** object:

```
' Display the criterion for the first column of the AutoFilter
MsgBox pm.ActiveSheet.AutoFilter.Filters.Item(1).Criteria1
```

Please note that all properties of the **Filter** object are *read-only*. To set up a new AutoFilter, use the **AutoFilter** method in the **Range** object.

### 3 Properties, objects, collections, and methods

Properties:

- **Operator** R/O
- **Criteria1** R/O
- **Criteria2** R/O

Objects:

- **Application** → **Application**
- **Parent** → **Filters**

### Operator (property, R/O)

Data type: **Long** (PmAutoFilterOperator)

Returns the type of the filter. The possible values are:

```
pmAll           = 0 ' Show all rows (= do not filter)
pmAnd           = 1 ' Criteria1 and Criteria2 must be matched
pmBottom10Items = 2 ' Show only the n lowest values*
pmBottom10Percent = 3 ' Show only the bottom n percent values*
pmOr           = 4 ' Criteria1 or Criteria2 must be matched
pmTop10Items    = 5 ' Show only the n highest values*
pmTop10Percent  = 6 ' Show only the top n percent values*
pmBlank        = 7 ' Show only blank rows
pmNonblank     = 8 ' Show only non-blank rows
pmCustom       = 9 ' User-defined filter
```

\* In these cases, **Criteria1** contains the value for "n".

### Criteria1 (property, R/O)

Data type: **String**

Returns the criterion of the filter – for example "red" if you have filtered for the value "red".

Exception: If one of the operators **pmTop10Items**, **pmTop10Percent**, **pmBottom10Items**, or **pmBottom10Percent** is used, then **Criteria1** contains a numeric value indicating how many values to display.

### Criteria2 (property, R/O)

Data type: **String**

Returns the second criterion of the filter – provided that **Operator** is set to **pmAnd** or **pmOr** so that two criteria can be given.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Filters**.

---

## Windows (collection)

Access path: Application → **Windows**

### 1 Description

The **Windows** collection contains all open document windows. The individual elements of this collection are of the type **Window**.

### 2 Access to the collection

There is exactly one instance of the **Windows** collection during the whole runtime of PlanMaker. It is accessed through the **Application.Windows** object:

```
' Show the number of open document windows
MsgBox pm.Application.Windows.Count

' Show the name of the first open document window
MsgBox pm.Application.Windows(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **Window** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **Window** objects in PlanMaker – in other words: the number of open document windows.

### Item (pointer to object)

Data type: **Object**

Returns an individual **Window** object, i.e. an individual document window.

Which **Window** object you get depends on the parameter that you pass to **Item**. You can specify either the numeric index or the name of the desired document window. Examples:

```
' Show the name of the first document window
MsgBox pm.Application.Windows.Item(1).FullName

' Show the name of the document window "Test.pmd" (if opened)
MsgBox pm.Application.Windows.Item("Test.pmd").FullName

' You can also use the full name with path
MsgBox pm.Application.Windows.Item("c:\Documents\Test.pmd").FullName
```

### Application (pointer to object)

Returns the **Application** object.

### Parent (pointer to object)

Returns the parent object, i.e. **Application**.

---

## Window (object)

Access paths:

- Application → Windows → **Item**
- Application → **ActiveWindow**
- Application → Workbooks → Item → **ActiveWindow**
- Application → ActiveWorkbook → **ActiveWindow**

### 1 Description

A **Window** object represents one individual document window that is currently open in PlanMaker.

For each document window there is its own **Window** object. If you open or close document windows, the respective **Window** objects will be created or deleted dynamically.



## 2 Access to the object

The individual **Window** objects can be accessed in any of the following ways:

- All document windows that are open at a time are listed in the collection **Application.Windows** (type: **Windows**):

```
' Show the names of all open document windows
For i = 1 To pm.Application.Windows.Count
    MsgBox pm.Application.Windows.Item(i).Name
Next i
```

- You can access the currently active document window through **Application.ActiveWindow**:

```
' Show the name of the active document window
MsgBox pm.Application.ActiveWindow.Name
```

- The object **Workbook** contains an object pointer to the respective document window:

```
' Access the active document window through the active document
MsgBox pm.Application.ActiveWorkbook.ActiveWindow.Name
```

## 3 Properties, objects, collections, and methods

- **FullName** R/O
- **Name** R/O
- **Path** R/O
- **Left**
- **Top**
- **Width**
- **Height**
- **WindowState**
- **DisplayFormulas**
- **DisplayVerticalScrollBar**
- **DisplayHorizontalScrollBar**
- **DisplayWorkbookTabs**
- **DisplayHeadings**
- **Zoom**
- **DisplayGridlines**
- **GridlineColor**
- **GridlineColorIndex**

Objects:

- **Workbook** → **Workbook**
- **ActiveCell** → **Range**
- **ActiveSheet** → **Sheet**
- **Application** → **Application**
- **Parent** → **Windows**

Methods:

- **Activate**
- **Close**

### FullName (property, R/O)

Data type: **String**

Returns the path and file name of the document opened in the window (e.g., "c:\Documents\Smith.pmd").

### **Name (property, R/O)**

Data type: **String**

Returns the file name of the document opened in the window (e.g., Smith.pmd).

### **Path (property, R/O)**

Data type: **String**

Returns the path of the document opened in the window (e.g., c:\Documents).

### **Left (property)**

Data type: **Long**

Gets or sets the horizontal position of the window, measured in screen pixels.

### **Top (property)**

Data type: **Long**

Gets or sets the vertical position of the window, measured in screen pixels.

### **Width (property)**

Data type: **Long**

Gets or sets the width of the window, measured in screen pixels.

### **Height (property)**

Data type: **Long**

Gets or sets the height of the window, measured in screen pixels.

### **WindowState (property)**

Data type: **Long** (SmoWindowState)

Gets or sets the state of the document window. The possible values are:

```
smoWindowStateNormal    = 1 ' normal
smoWindowStateMinimize  = 2 ' minimized
smoWindowStateMaximize  = 3 ' maximized
```

### **DisplayFormulas (property)**

Data type: **Boolean**

Gets or sets the setting whether table cells containing calculations should display the result or the formula of the calculation. Corresponds to the command **View > Show Formulas**.

### **DisplayVerticalScrollBar (property)**

Data type: **Boolean**

Gets or sets the setting whether a vertical scroll bar should be shown in the document window (**True** or **False**).

### DisplayHorizontalScrollBar (property)

Data type: **Boolean**

Gets or sets the setting whether a horizontal scroll bar should be shown in the document window (**True** or **False**).

### DisplayWorkbookTabs (property)

Data type: **Boolean**

Gets or sets the setting whether worksheet tabs should be displayed at the bottom of the document window (**True** or **False**).

### DisplayHeadings (property)

Data type: **Boolean**

Gets or sets the setting whether row and column headers should be displayed in the document window. Corresponds to the command **View > Row & Column Headers**.

Notes:

- This property is supported by PlanMaker only for Excel compatibility reasons. It is recommended to use the **DisplayRowHeadings** and **DisplayColumnHeadings** properties in the **Sheet** object instead, because these settings can be made independently for each worksheet and allow you to enable/disable row and column headers individually.
- If you retrieve this property while multiple worksheets exist where this setting has different values, the value **smoUndefined** will be returned.

### Zoom (property)

Data type: **Long**

Gets or sets the zoom level of the document window, expressed in percent. Allowed are values between 50 and 400.

Alternatively you can use the value -1 (or the constant `pmZoomFitToSelection`) which automatically adapts the zoom level to the current selection.

Example:

```
' Set the zoom level to 120%  
pm.ActiveWindow.Zoom = 120
```

Note: Changes to this setting affect only the current worksheet. If you want to change the zoom level of other worksheets as well, you have to make them the active worksheet first.

### DisplayGridlines (property)

Data type: **Boolean**

Gets or sets the setting whether grid lines should be displayed in the document window. Corresponds to the setting "Grid" in the dialog of the command **Table > Properties** – with the difference that this property affects the display of grid lines in *all* worksheets.

Notes:

- This property is supported by PlanMaker only for Excel compatibility reasons. It is recommended to use the identically named property in the **Sheet** object instead, as it allows you to change this setting for each worksheet individually.

- If you retrieve this property while multiple worksheets exist where this setting has different values, the value **smoUndefined** will be returned.

### GridlineColor (property)

Data type: **Long** (SmoColor)

Gets or sets the color of the grid lines as a "BGR" value (Blue-Green-Red triplet). You can either indicate an arbitrary value or use one of the pre-defined BGR color constants.

Notes:

- This property is supported by PlanMaker only for Excel compatibility reasons. It is recommended to use the identically named property in the **Sheet** object instead, as it allows you to change this setting for each worksheet individually.
- If you retrieve this property while multiple worksheets exist where this setting has different values, the value **smoUndefined** will be returned.

### GridlineColorIndex (property)

Data type: **Long** (SmoColorIndex)

Gets or sets the color of the grid lines as an index color. "Index colors" are the standard colors of PlanMaker, consecutively numbered from -1 for automatic to 15 for light gray. You can use only one of the values presented in the Color Indices table.

Notes:

- This property is supported by PlanMaker only for Excel compatibility reasons. It is recommended to use the identically named property in the **Sheet** object instead, as it allows you to change this setting for each worksheet individually.
- If you retrieve this property while multiple worksheets exist where this setting has different values, the value **smoUndefined** will be returned.

### Workbook (pointer to object)

Data type: **Object**

Returns the **Workbook** object assigned to this document window. You can use it to get and set various settings for your document.

### ActiveCell (pointer to object)

Data type: **Object**

Returns a **Range** object that represents the active cell in the active document window. You can use this object to retrieve and change the formatting and the contents of the cell.

Please note that **ActiveCell** always returns just *one individual cell* – even if a range of cells is selected in the worksheet. After all, selected cell ranges have exactly one active cell as well. You can see that when you select cells and then press the Enter key: a cell frame appears within to selection to indicate the active cell.

### ActiveSheet (pointer to object)

Data type: **Object**

Returns a **Sheet** object that represents the active worksheet in a document window. You can use this object to retrieve and change the settings of that worksheet.

## Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

## Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Windows**.

## Activate (method)

Brings the document window to the foreground (if the property **Visible** for this document is **True**) and sets the focus to it.

Syntax:

**Activate**

Parameters:

none

Return type:

none

Example:

```
' Activate the first document window  
pm.Windows(1).Activate
```

## Close (method)

Closes the document window.

Syntax:

**Close** [SaveChanges]

Parameters:

**SaveChanges** (optional; type: **Long** or **SmoSaveOptions**) indicates whether the document opened in the window should be saved or not (if it was changed since last save). If you omit this parameter, the user will be asked to decide on it. The possible values for the parameter **SaveChanges** are:

```
smoDoNotSaveChanges = 0      ' Don't ask, don't save  
smoPromptToSaveChanges = 1   ' Ask the user  
smoSaveChanges = 2          ' Save without asking
```

Return type:

none

Example:

```
' Close the active document window, without saving  
pm.ActiveWindow.Close smoDoNotSaveChanges
```

---

## RecentFiles (collection)

Access path: Application → **RecentFiles**

### 1 Description

**RecentFiles** is a collection of all recently opened files listed in the **File** menu. The individual elements of this collection are of the type **RecentFile**.

### 2 Access to the collection

There is exactly one instance of the **RecentFiles** collection during the whole runtime of PlanMaker. It is accessed directly through the **Application.RecentFiles** object:

```
' Show the name of the first recent file in the File menu
MsgBox pm.Application.RecentFiles.Item(1).Name

' Open the first recent file in the File menu
pm.Application.RecentFiles.Item(1).Open
```

### 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O
- **Maximum**

Objects:

- **Item** → **RecentFile** (default object)
- **Application** → **Application**
- **Parent** → **Application**

Methods:

- **Add**

#### Count (property, R/O)

Data type: **Long**

Returns the number of **RecentFile** objects in PlanMaker – in other words: the number of the recently opened files listed in the File menu.

#### Maximum (property, R/O)

Data type: **Long**

Gets or sets the setting "Recently used files in File menu", which determines how many recently opened files can be displayed in the File menu.

The value may be between 0 and 9.

#### Item (pointer to object)

Data type: **Object**

Returns an individual **RecentFile** object, i.e. one individual file entry in the File menu.

Which RecentFile object you get depends on the numeric value that you pass to **Item**: 1 for the first of the recently opened files, 2 for the second, etc.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

### Add (method)

Adds a document to the list of recently opened files.

Syntax:

```
Add Document, [FileFormat]
```

Parameters:

**Document** is a string containing the file path and name of the document to be added.

**FileFormat** (optional; type: **Long** or **PmSaveFormat**) specifies the file format of the document to be added. The possible values are:

<b>pmFormatDocument</b>	= 0	' Document (the default value)
<b>pmFormatTemplate</b>	= 1	' Document template
<b>pmFormatExcel97</b>	= 2	' Excel 97/2000/XP
<b>pmFormatExcel15</b>	= 3	' Excel 5.0/7.0
<b>pmFormatExcelTemplate</b>	= 4	' Excel template
<b>pmFormatSYLK</b>	= 5	' Sylk
<b>pmFormatRTF</b>	= 6	' Rich Text Format
<b>pmFormatTextMaker</b>	= 7	' TextMaker (= RTF)
<b>pmFormatHTML</b>	= 8	' HTML
<b>pmFormatdBaseDOS</b>	= 9	' dBASE database with DOS character set
<b>pmFormatdBaseAnsi</b>	= 10	' dBASE database with Windows character set
<b>pmFormatDIF</b>	= 11	' Text file with Windows character set
<b>pmFormatPlainTextAnsi</b>	= 12	' Text file with Windows character set
<b>pmFormatPlainTextDOS</b>	= 13	' Text file with DOS character set
<b>pmFormatPlainTextUnix</b>	= 14	' Text file with ANSI character set for UNIX, Linux, FreeBSD
<b>pmFormatPlainTextUnicode</b>	= 15	' Text file with Unicode character set
<b>pmFormatdBaseUnicode</b>	= 18	' dBASE database with Unicode character set
<b>pmFormatPlainTextUTF8</b>	= 20	' Text file with UTF8 character set

If you omit this parameter, the value **pmFormatDocument** will be taken.

Independent of the value for the **FileFormat** parameter PlanMaker always tries to determine the file format by itself and ignores evidently false inputs.

Return type:

**Object** (a **RecentFile** object which represents the opened document)

Example:

```
' Add the file Test.pmd to the File menu
pm.Application.RecentFiles.Add "Test.pmd"

' Do the same, but evaluate the return value (mind the brackets!)
Dim fileObj as Object
```

```
Set fileObj = pm.Application.RecentFiles.Add("Test.pmd")
MsgBox fileObj.Name
```

---

## RecentFile (object)

Access path: Application → RecentFiles → **Item**

### 1 Description

A **RecentFile** object represents one individual of the recently opened files. You can use it to retrieve the properties of such a file and to open it again.

For each recently opened file there is its own **RecentFile** object. For each document that you open or close, the list of these files in the File menu will change accordingly – i.e., the respective **RecentFile** objects will be created or deleted dynamically.

### 2 Access to the object

The individual **RecentFile** objects can be accessed solely through enumerating the elements of the **RecentFiles** collection. It can be accessed through the **Application.RecentFiles** object:

```
' Show the name of the first file in the File menu
MsgBox pm.Application.RecentFiles.Item(1).Name
```

### 3 Properties, objects, collections, and methods

Properties:

- **FullName** R/O
- **Name** (default property) R/O
- **Path** R/O

Objects:

- **Application** → **Application**
- **Parent** → **RecentFiles**

Methods:

- **Open**

#### FullName (property, R/O)

Data type: **String**

Returns the path and name of the document in the File menu (e.g. "c:\Documents\Smith.tmd").

#### Name (property, R/O)

Data type: **String**

Returns the name of the document (e.g. Smith.pmd).

#### Path (property, R/O)

Data type: **String**



Returns the path of the document (e.g. c:\Documents).

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **RecentFiles**.

### Open (method)

Opens the appropriate document and returns the **Workbook** object for it.

Syntax:

**Open**

Parameters:

none

Return type:

**Workbook**

Example:

```
' Open the first recent file displayed in the File menu  
pm.Application.RecentFiles(1).Open
```

---

## FontNames (collection)

Access path: Application → **FontNames**

### 1 Description

**FontNames** is a collection of all fonts installed in Windows. The individual elements of this collection are of the type **FontName**.

### 2 Access to the collection

There is exactly one instance of the **FontNames** collection during the whole runtime of PlanMaker. It is accessed through the **Application.FontNames** object:

```
' Display the name of the first installed font  
MsgBox pm.Application.FontNames.Item(1).Name  
  
' The same, but shorter, omitting the default properties:  
MsgBox pm.FontNames(1)
```

## 3 Properties, objects, collections, and methods

Properties:

- **Count** R/O

Objects:

- **Item** → **FontName** (default object)
- **Application** → **Application**
- **Parent** → **Application**

### Count (property, R/O)

Data type: **Long**

Returns the number of **FontName** objects – in other words: the number of fonts installed in Windows.

### Item (pointer to object)

Data type: **Object**

Returns an individual **FontName** object, i.e. an individual installed font.

Which **FontName** object you get depends on the numeric value that you pass to **Item**: 1 for the first installed font, 2 for the second, etc.

### Application (pointer to object)

Data type: **Object**

Returns the **Application** object.

### Parent (pointer to object)

Data type: **Object**

Returns the parent object, i.e. **Application**.

---

## FontName (object)

Access path: **Application** → **FontNames** → **Item**

### 1 Description

A **FontName** object represents one individual of the fonts installed in Windows. For each installed font there is its own **FontName** object.

### 2 Access to the object

The individual **FontName** objects can be accessed solely through enumerating the elements of the **FontNames** collection. It can be accessed through the **Application.FontNames** object:

```
' Display the name of the first installed font
MsgBox pm.Application.FontNames.Item(1).Name

' The same, but shorter, omitting the default properties:
```

```
MsgBox pm.FontNames(1)
```

### 3 Properties, objects, collections, and methods

Properties:

- **Name** (default property) R/O
- **Charset** R/O

Objects:

- **Application** → **Application**
- **Parent** → **FontNames**

#### **Name (property, R/O)**

Data type: **String**

Returns the name of the respective font.

#### **Charset (property, R/O)**

Data type: **Long** (SmoCharset)

Returns the character set of the respective font. The possible values are:

```
sмоAnsiCharset    = 0 ' normal character set  
sмоSymbolCharset = 2 ' symbol character set
```

#### **Application (pointer to object)**

Data type: **Object**

Returns the **Application** object.

#### **Parent (pointer to object)**

Data type: **Object**

Returns the parent object, i.e. **FontNames**.

---

# Commands and functions from A to Z

In this chapter you will find descriptions of all commands and functions available in SoftMaker Basic:

## ■ Flow control

Do ... Loop, End, Exit, For ... Next, Gosub, Goto, If ... Then ... Else, Return, Select Case, Stop, While ... Wend

## ■ Conversion

Asc, CDBl, Chr, CInt, CLng, CSng, CStr, Fix, Format, Hex, Int, Oct, Str, Val

## ■ Date and Time

Date, DateSerial, DateValue, Day, Hour, Minute, Month, Now, Second, Time, TimeSerial, TimeValue, Weekday, Year

## ■ Dialogs

Dialog, Dialog function,DlgEnable, DlgText, DlgVisible

## ■ File operations

ChDir, ChDrive, Close, CurDir, EOF, FileCopy, FileLen, FreeFile, Input, Kill, Line Input #, Mkdir, Open, Print #, Rmdir, Seek, Write #

## ■ Arithmetic

Abs, Atn, Cos, Exp, Log, Rnd, Sgn, Sin, Sqr, Tan

## ■ Procedures

Call, Declare, Exit, Function ... End Function, Sub ... End Sub

## ■ String handling

Asc, Chr, InStr, LCase, Left, Len, LTrim, Mid, Right, RTrim, Space, Str, StrComp, String, Trim

## ■ Variables and constants

Const, Dim, IsDate, IsEmpty, IsNull, IsNumeric, Option Explicit, VarType

## ■ Arrays

Dim, Erase, LBound, Option Base, Option Explicit, Static, UBound

## ■ Applications and OLE

AppActivate, AppDataMaker, AppPlanMaker, AppSoftMakerPresentations, AppTextMaker, CreateObject, GetObject, SendKeys, Shell

## ■ Miscellaneous

#include, Beep, Rem

---

## #include (statement)

```
#include "[Path\]Filename"
```

Embeds a file with Basic statements into the current script – as if the file's content was copied and pasted at the place where the **#include** statement resides.

For example, you can create a file that contains the definitions of some constants or dialogs that you want to reuse in multiple scripts. To embed this file into any script, simply add the **#include** command at the desired position.

Note: You can omit the file path if the file to embed resides in the same folder.

**Example:**

```
#include "code_snippet.bas"
#include "c:\scripts\code_snippet.bas"
```

## Abs (function)

**Abs** (*Num*)

Returns the absolute value of the numeric value *Num*, i.e., removes its sign. If *Num* is zero, **Abs** returns zero.

The type of the return value corresponds to the type of the passed parameter *Num*. Exception: if *Num* is a Variant of VarType 8 (String) and can be converted to a number, the result will have the type Variant of VarType 5 (Double).

**See also:** Sgn**Example:**

```
Sub Main
    Dim Msg, x, y
    x = InputBox("Enter a number:")
    y = Abs(x)
    Msg = "The absolute value of " & x & " is: " & y
    MsgBox Msg
End Sub
```

## AppActivate (statement)

**AppActivate** "*Title*"

Activates an already running application, i.e., brings the application window to the front and sets the focus to the application.

The text string *Title* is the application name as it appears in the title bar.

**See also:** AppDataMaker, AppPlanMaker, AppTextMaker, CreateObject, GetObject, Shell**Example:**

```
Sub Main
    X = Shell("Calc.exe", 1)          ' Run the Calculator application
    For i = 1 To 5
        SendKeys i & "{+}", True    ' Send keystrokes
    Next i
    Msg = "The Calculator will be closed now."
    MsgBox Msg
    AppActivate "Calculator"        ' Set the focus to the calculator
    SendKeys "%{F4}", True         ' Send Alt+F4 to close the application
End Sub
```

## AppDataMaker (function)

**AppDataMaker** ["*Command line parameters*"]

Starts the database program DataMaker.

The return value is a task ID that identifies the program. Values below 32 indicate that launching the program failed.

You can pass the name of the file to be opened as a command line parameter – for example:

```
AppDataMaker "c:\Data\Customers.dbf"
```

To ensure that this command does not fail, DataMaker must be registered in the Windows Registry. If this is not the case, it is sufficient to start DataMaker once conventionally. The program will then automatically update its settings in the Registry.

**See also:** AppPlanMaker, AppSoftMakerPresentations, AppTextMaker, CreateObject, GetObject, Shell

---

## AppPlanMaker (function)

```
AppPlanMaker ["Command line parameters"]
```

Starts the spreadsheet program PlanMaker.

The return value is a task ID that identifies the program. Values below 32 indicate that launching the program failed.

You can pass the name of the file to be opened as a command line parameter – for example:

```
AppPlanMaker "c:\Data\Table1.pmd"
```

To ensure that this command does not fail, PlanMaker must be registered in the Windows Registry. If this is not the case, it is sufficient just to start PlanMaker once conventionally. The program will then automatically update its settings in the Registry.

*Hint:* This command simply starts the PlanMaker application without establishing an OLE Automation connection. If you would like to make an OLE Automation connection to PlanMaker, you can use the function **GetObject** after invoking **AppPlanMaker**. Alternatively, you can use the function **CreateObject** in place of **AppPlanMaker**. In this case, PlanMaker will be launched and an OLE Automation connection will be established at the same time.

**See also:** AppDataMaker, AppSoftMakerPresentations, AppTextMaker, CreateObject, GetObject, Shell

---

## AppSoftMakerPresentations (function)

```
AppSoftMakerPresentations ["Command line parameters"]
```

Starts the presentation graphics program SoftMaker Presentations.

The return value is a task ID that identifies the program. Values below 32 indicate that launching the program failed.

You can pass the name of the file to be opened as a command line parameter – for example:

```
AppSoftMakerPresentations "c:\Data\Presentation1.prd"
```

To ensure that this command does not fail, SoftMaker Presentations must be registered in the Windows Registry. If this is not the case, it is sufficient just to start SoftMaker Presentations once conventionally. The program will then automatically update its settings in the Registry.

**See also:** AppDataMaker, AppTextMaker, CreateObject, GetObject, Shell

---

## AppTextMaker (function)

```
AppTextMaker ["Command line parameters"]
```

Starts the word processor TextMaker.

The return value is a task ID that identifies the program. Values below 32 indicate that launching the program failed.

You can pass the name of the file to be opened as a command line parameter – for example:

```
AppTextMaker "c:\Documents\Letter.tmd"
```

To ensure that this command does not fail, TextMaker must be registered in the Windows Registry. If this is not the case, it is sufficient just to start TextMaker once conventionally. The program will then automatically update its settings in the Registry.

**Hint:** This command simply starts the TextMaker application without establishing an OLE Automation connection. If you would like to make an OLE Automation connection to TextMaker, you can use the function **GetObject** after invoking **AppTextMaker**. Alternatively, you can use the function **CreateObject** in place of **AppTextMaker**. In this case, TextMaker will be launched and an OLE Automation connection will be established at the same time.

**See also:** [AppDataMaker](#), [AppPlanMaker](#), [AppSoftMakerPresentations](#), [CreateObject](#), [GetObject](#), [Shell](#)

---

## Asc (function)

**Asc** (*Str*)

Returns the character code (ANSI code) of the first letter in a string.

The result is an integer value between 0 and 32767.

**See also:** [Chr](#)

### Example:

```
Sub Main
    Dim i, Msg
    For i = Asc("A") To Asc("Z")
        Msg = Msg & Chr(i)
    Next i
    MsgBox Msg
End Sub
```

---

## Atn (function)

**Atn** (*Num*)

Returns the arctangent of a number.

The result is expressed in radians.

**See also:** [Cos](#), [Sin](#), [Tan](#)

### Example:

```
Sub AtnExample
    Dim Msg, Pi          ' Declare variables
    Pi = 4 * Atn(1)      ' Calculate Pi
    Msg = "Pi = " & Str(Pi)
    MsgBox Msg           ' The result: "Pi = 3.1415..."
End Sub
```

---

## Beep (statement)

**Beep**

Emits a short tone.

### Example:

```
Sub Beep3x
  Dim i As Integer
  For i = 1 to 3
    Beep
  Next i
End Sub
```

---

## Begin Dialog ... End Dialog (statement)

**Begin Dialog** *DialogName* [*X*, *Y*,] *Width*, *Height*, *Title\$* [,*.DialogFunction*]  
*DialogDefinition...*

**End Dialog**

Is used to define a custom dialog box. See the section "Dialog definition".

More information about creating custom dialog boxes can be found in the section "Dialog boxes".

---

## Call (statement)

**Call** *Name* [(*Parameters*)]

*Or:*

*Name* [*Parameters*]

Executes the **Sub** or **Function** procedure or DLL function with the name *Name*.

*Parameters* is a comma-separated list of parameters which can be passed to the procedure.

The keyword **Call** is usually omitted. If it is used, the parameter list must be enclosed in parentheses, otherwise parentheses may not be used.

**Call** *Name*(*Parameter1*, *Parameter2* ...) has therefore the same meaning as *Name* *Parameter1*, *Parameter2* ...

Functions can also be executed using the instruction **Call**, however their return value will then be lost.

**See also:** **Declare**, **Function**, **Sub**

**Example:**

```
Sub Main
  Call Beep
End Sub
```

---

## Cdbl (function)

**Cdbl** (*Expression*)

Converts an expression to the **Double** data type. The parameter *Expression* must be a number or a string.

**See also:** **CInt**, **CLng**, **CSng**, **CStr**

**Example:**

```
Sub Main
  Dim y As Integer
  y = 25
  If VarType(y) = 2 Then
    Print y
    x = Cdbl(y)
  End If
End Sub
```



```
        Print x
    End If
End Sub
```

---

## ChDir (statement)

**ChDir** [*Drive:*]*Folder*

Changes to a different current drive/folder.

*Drive* is an optional parameter (the default value is the current drive).

*Folder* is the name of the folder on the given drive.

The full path may not have more than 255 characters.

**See also:** CurDir, ChDrive, Mkdir, Rmdir

### Example:

```
Sub Main
    Dim Answer, Msg, NL
    NL = Chr(10)                ' Chr(10)=New line
    CurPath = CurDir()         ' Determine current path
    ChDir "\"
    Msg = "The folder was changed to " & CurDir() & "."
    Msg = Msg & NL & NL & "Click on OK "
    Msg = Msg & "to return to the previous folder."
    Answer = MsgBox(Msg)
    ChDir CurPath             ' Back to the old folder
    Msg = "We are now back to the folder " & CurPath & "."
    MsgBox Msg
End Sub
```

---

## ChDrive (statement)

**ChDrive** *Drive*

Changes the current drive.

*Drive* is a text string specifying the drive letter.

If *Drive* is a multi-character string, only the first character will be used.

**See also:** ChDir, CurDir, Mkdir, Rmdir

### Example:

```
Sub Main
    Dim Answer, Msg, NL
    NL = Chr(10)                ' Chr(10)=New Line
    CurPath = CurDir()         ' Determine current path
    ChDrive "D"
    Msg = "The folder was changed to " & CurDir() & "."
    Msg = Msg & NL & NL & "Click on OK "
    Msg = Msg & "to return to the previous folder."
    Answer = MsgBox(Msg)
    ChDir CurPath             ' Back to the original folder
    Msg = " We are now back to the folder " & CurPath & "."
    MsgBox Msg
End Sub
```

---

## Chr (function)

**Chr** (Num)

Returns the character associated with the specified character code (ANSI code).

The parameter *Num* can take an integer value between 0 and 32767.

**See also:** Asc

**Example:**

```
Sub Main
  Dim i, Msg
  For i = Asc("A") To Asc("Z")
    Msg = Msg & Chr(i)
  Next i
  MsgBox Msg
End Sub
```

---

## CInt (function)

**CInt** (*Expression*)

Converts an expression to the **Integer** data type.

The parameter *Expression* must be a number or a string consisting of a number.

The valid range of values:

$-32768 \leq Expression \leq 32768$

**See also:** CDbI, CLng, CSng, CStr

**Example:**

```
Sub Main
  Dim y As Long
  y = 25
  x = CInt(y)
  Print x
End Sub
```

---

## CLng (function)

**CLng** (*Expression*)

Converts an expression to the **Long** data type.

The parameter *Expression* must be a number or a string consisting of a number.

The valid range of values:

$-2147483648 \leq Expression \leq 2147483648$

**See also:** CDbI, CInt, CSng, CStr

**Example:**

```
Sub Main
  Dim y As Integer
  y = 25
  If VarType(y) = 2 Then
    Print y
  End If
End Sub
```

```

        x = CLng(y)
        Print x
    End If
End Sub

```

---

## Close (statement)

**Close** [[#] *FileNumber*]

Closes a specific open file or all open files.

*FileNumber* is the number assigned to the file by the **Open** command. If you omit it, all currently opened files will be closed.

**See also:** **Open**

**Example:**

```

Sub Make3Files
    Dim i, FNum, FName
    For i = 1 To 3
        FNum = FreeFile           ' Retrieve a free file index
        FName = "TEST" & FNum
        Open FName For Output As Fnum ' Open file
        Print #I, "This is test #" & i ' Write to file
        Print #I, "One more line"
    Next i
    Close                       ' Close all files
End Sub

```

---

## Const (statement)

**Const** *Name* = *Expression*

Defines a symbolic name for a constant.

Constants defined outside of procedures are always global.

A type suffix (e.g. % for **Integer**, see the section "Data types") can be attached to the name, determining the data type of the constant. Otherwise, the type is **Long**, **Double**, or **String**, depending on the constant value.

**See also:** Section "Data types"

**Example:**

```

Global Const GlobalConst = 142
Const MyConst = 122

Sub Main
    Dim Answer, Msg
    Const PI = 3.14159
    .
    .
    .

```

---

## Cos (function)

**Cos** (*Num*)

Returns the cosine of an angle.

The angle must be expressed in radians.

**See also:** [Atn](#), [Sin](#), [Tan](#)

**Example:**

```
Sub Main
    pi = 4 * Atn(1)
    rad = 180 * (pi/180)
    x = Cos(rad)
    Print x
End Sub
```

---

## CreateObject (function)

**CreateObject** (*Class*)

Creates an OLE Automation object and returns a reference to this object.

The function expects the following syntax for the *Class* parameter:

*Application.Class*

*Application* is the application name and *Class* is the object type. *Class* is the name under which the object is listed the Windows Registry.

Example:

```
Set tm = CreateObject("TextMaker.Application")
```

When you invoke this function and the respective application is not already running, it will launch automatically.

As soon as the object has been created, its methods and properties can be accessed using dot notation – for example:

```
tm.Visible = True      ' makes TextMaker's application window visible
```

**See also:** [GetObject](#), [Set](#), section "OLE Automation"

---

## CSng (function)

**CSng** (*Expression*)

Converts an expression to the **Single** data type.

**See also:** [CDBl](#), [CInt](#), [CLng](#), [CStr](#)

**Example:**

```
Sub Main
    Dim y As Integer
    y = 25
    If VarType(y) = 2 Then
        Print y
        x = CSng(y)
        Print x
    End If
End Sub
```

---

## CStr (function)

**CStr** (*Expression*)

Converts an expression to the **String** data type.

Unlike the **Str** function, the string returned by **CStr** does not have a leading space character if it contains a positive number.

**See also:** **CDBl, CInt, CLng, CSng, Str**

---

## CurDir (function)

**CurDir** (*Drive*)

Returns the current folder on the given drive.

*Drive* is a text string specifying the drive letter.

If *Drive* is not specified, the current drive will be used.

**See also:** **ChDir, ChDrive, Mkdir, Rmdir**

### Example:

```
Sub Main
    MsgBox "The current folder is: " & CurDir()
End Sub
```

---

## Date (function)

**Date** [ () ]

Returns the current system date in short date format.

The short date format can be changed using the Regional Settings applet in the Windows Control Panel.

The result is a Variant of VarType 8 (String).

**See also:** **DateSerial, DateValue, Day, Month, Now, Time, Weekday, Year**

### Example:

```
Sub Main
    MsgBox "Today is " & Date & "."
End Sub
```

---

## DateSerial (function)

**DateSerial** (*Year, Month, Day*)

Returns a Variant variable (type: date) corresponding to the specified year, month, and day.

**See also:** **DateValue, Day, Month, Now, Time, TimeSerial, TimeValue, Weekday, Year**

### Example:

```
Sub Main
    Print DateSerial(2013,09,25)
End Sub
```

---

## DateValue (function)

**DateValue** (*DateExpression*)

Returns a Variant variable (type: date) corresponding to the specified date expression. *DateExpression* can be a string or any expression that represents a date, a time, or both a date and a time.

**See also:** [DateSerial](#), [Day](#), [Month](#), [Now](#), [Time](#), [TimeSerial](#), [TimeValue](#), [Weekday](#), [Year](#)

### Example:

```
Sub Main
    Print DateValue("Sep 25, 2013")
End Sub
```

---

## Day (function)

**Day** (*Expression*)

Returns the day of the month for the given date expressed as an integer value.

*Expression* is a numeric or string expression which represents a date.

**See also:** [Date](#), [Hour](#), [Minute](#), [Month](#), [Now](#), [Second](#), [Time](#), [Weekday](#), [Year](#)

### Example:

```
Sub Main

    T1 = Now      ' Now = current date + time

    MsgBox T1

    MsgBox "Day: " & Day(T1)
    MsgBox "Month: " & Month(T1)
    MsgBox "Year: " & Year(T1)

    MsgBox "Hours: " & Hour(T1)
    MsgBox "Minutes: " & Minute(T1)
    MsgBox "Seconds: " & Second(T1)

End Sub
```

---

## Declare (statement)

**Declare Sub** *Name* **Lib** *LibName\$* [**Alias** *AliasName\$*] [(*Parameters*)]

*Or:*

**Declare Function** *Name* **Lib** *LibName\$* [**Alias** *AliasName\$*] [(*Parameters*)] [**As** *Type*]

Declares a procedure or a function contained in a Dynamic Link Library (DLL).

*Name* is the name of the procedure or function.

*LibName* is the name of the DLL in which the procedure or function resides.

*AliasName* is the name under which the procedure or the function is exported from the DLL. If *AliasName* is omitted, it will be the same as *Name*. An alias is required, for example, if the exported name is a reserved name in SoftMaker Basic or contains characters which are not allowed in names.

*Parameters* is a comma-separated list of parameter declarations (see below).

*Type* specifies the data type (**String**, **Integer**, **Double**, **Long**, **Variant**). Alternatively, the type can be indicated by appending a type suffix (e.g. % for **Integer**) to the function name (see the section "Data types").

The **Declare** command can be used only outside of Sub and Function declarations.

## Declaring parameters

```
[ByVal | ByRef] Variable [As Type]
```

The keywords **ByVal** or **ByRef** (default value) are used to indicate whether the parameter is passed by value or by reference (see the section "Passing parameters via ByRef or ByVal").

*Type* specifies the data type (**String**, **Integer**, **Double**, **Long**, **Variant**). Alternatively, the type can be indicated using a type suffix – e.g. % for **Integer** (see the section "Data types").

**See also:** **Call**, section "Data types"

---

## Dialog (function)

```
Dialog(Dlg)
```

Displays a custom dialog box.

*Dlg* is the name of a dialog variable that must have been declared previously with the **Dim** command.

The return value is the index of the button that was pressed by the user:

- 1 **OK**
- 0 **Cancel**
- > 0 User-defined command buttons (1 for the first, 2 for the second, etc.)

**See also:** **DlgEnable**, **DlgText**, **DlgVisible**, section "Dialog boxes"

### Example:

```
' Shows different information, depending on
' which button was pressed.

Sub Main
  Dim MyList$(2)
  MyList(0) = "Banana"
  MyList(1) = "Orange"
  MyList(2) = "Apple"

  Begin Dialog DialogName1 60, 60, 240, 184, "Test Dialog"
    Text 10, 10, 28, 12, "Name:"
    TextBox 40, 10,50, 12, .joe
    ListBox 102, 10, 108, 16, MyList$, .MyList1
    ComboBox 42, 30, 108, 42, MyList$, .Combo1
    DropListBox 42, 76, 108, 36, MyList$, .DropList1$
    OptionGroup .grp1
      OptionButton 42, 100, 48, 12, "Option&1"
      OptionButton 42, 110, 48, 12, "Option&2"
    OptionGroup .grp2
      OptionButton 42, 136, 48, 12, "Option&3"
      OptionButton 42, 146, 48, 12, "Option&4"
    GroupBox 132, 125, 70, 36, "Group"
    CheckBox 142, 100, 48, 12, "Check&A", .Check1
    CheckBox 142, 110, 48, 12, "Check&B", .Check2
    CheckBox 142, 136, 48, 12, "Check&C", .Check3
    CheckBox 142, 146, 48, 12, "Check&D", .Check4
    CancelButton 42, 168, 40, 12
    OKButton 90, 168, 40, 12
    PushButton 140, 168, 40, 12, "Button1"
    PushButton 190, 168, 40, 12, "Button2"
  End Dialog
```

```

Dim Dlg1 As DialogName1
Dlg1.joe = "Hare"
Dlg1.MyList1 = 1
Dlg1.Combo1 = "Kiwi"
Dlg1.DropList1 = 2
Dlg1.grp2 = 1

' Dialog returns -1 for OK, 0 for Cancel, # for Button1/2
button = Dialog(Dlg1)
If button = 0 Then Return
MsgBox "Input Box: "& Dlg1.joe
MsgBox "List Box: " & Dlg1.MyList1
MsgBox Dlg1.Combo1
MsgBox Dlg1.DropList1
MsgBox "Group1: " & Dlg1.grp1
MsgBox "Group2: " & Dlg1.grp2

Begin Dialog DialogName2 60, 60, 160, 60, "Test Dialog 2"
    Text 10, 10, 28, 12, "Name:"
    TextBox 42, 10, 108, 12, .fred
    OkButton 42, 44, 40, 12
End Dialog

If button = 2 Then
    Dim Dlg2 As DialogName2
    Dialog Dlg2
    MsgBox Dlg2.fred
ElseIf button = 1 Then
    Dialog Dlg1
    MsgBox Dlg1.Combo1
End If

End Sub

```

---

## Dim (statement)

**Dim** *Name* [(*Subscripts*)] [**As** *Type*] [, ...]

Allocates memory for a variable and defines its type.

*Name* is the name of the variable.

*Subscripts* indicates the number and size of the dimensions, in case an array is created (see the section "Arrays"). Use the following syntax:

[**LowerLimit To**] UpperLimit [, [**LowerLimit To**] UpperLimit ] ...

For **LowerLimit** and **UpperLimit**, you should give integer values that determine the largest and smallest allowed values for the array index, thereby specifying the array size. Only fixed values are allowed (no variables).

If **LowerLimit** is omitted, it will take the value specified through the **Option Base** command (0 or 1).

To declare dynamic arrays (see the **ReDim** command), omit all limits:

**Dim** *a*()

*Type* specifies the data type (**Integer**, **Long**, **Single**, **Double**, **String**, **String\*n**, **Boolean**, **Variant**, **Object** or a user-defined). Alternatively, the type can be indicated by appending a type suffix (e.g. % for **Integer**) to the variable name (see the section "Data types").

For example:

**Dim** Value As Integer

is identical to:

**Dim** Value%

If neither a data type nor a type suffix is given, a Variant variable will be created.



**See also:** **Option Base**, **ReDim**, section "Variables"

**Example:**

```
Sub Main
  Dim a As Integer           ' (alternatively: Dim a%)
  Dim b As Long
  Dim c As Single
  Dim d As Double
  Dim e As String
  Dim f As Variant         ' (alternatively: Dim f or Dim f as Any)
  Dim g(10,10) As Integer   ' Array of variables
  .
  .
  .
```

---

## DlgEnable (statement)

**DlgEnable** "*Name*" [, *State*]

Enables or disables a dialog control in a custom dialog box. A disabled dialog control is shown in gray. It cannot be changed by the user.

This command can be called from inside dialog functions.

The string *Name* is the name of the dialog control in the dialog box.

If *State* = 0, the dialog control will be disabled; for all other values of *State* it will be enabled. If *State* is not specified, the state of the dialog control will be toggled.

**See also:** **DlgText**, **DlgVisible**, section "Dialog boxes"

**Example:**

```
If ControlID$ = "Chk1" Then
  DlgEnable "Group", 1
  DlgVisible "Chk2"
  DlgVisible "History"
End If
```

---

## DlgText (statement)

**DlgText** "*Name*", *Text*

Sets the text of a dialog control in a custom dialog box.

This command can be called from inside dialog functions.

The string *Name* is the name of the dialog control in the dialog box.

The string *Text* is the text to be set.

**See also:** **DlgEnable**, **DlgVisible**, section "Dialog boxes"

**Example:**

```
If ControlID$ = "Chk2" Then
  DlgText "t1", "Open"
End If
```

---

## DlgVisible (statement)

**DlgVisible** "Name", [Value]

Hides a dialog control in a custom dialog box or makes it visible again.

This command can be called from inside dialog functions.

The string *Name* is the name of the dialog control in the dialog box.

If *Value* = 0, the dialog control will be hidden, for all other values of *Value* it will be displayed. If *Value* is not specified, the dialog control will be hidden if it is currently visible, and vice versa.

**See also:** **DlgEnable**, **DlgText**, section "Dialog boxes"

### Example:

```
If ControlID$ = "Chk1" Then
    DlgEnable "Group", 1
    DlgVisible "Chk2"
    DlgVisible "Open"
End If
```

---

## Do ... Loop (statement)

```
Do [{While|Until} Condition]
    [Commands]
[Exit Do]
    [Commands]
Loop
```

Or:

```
Do
    [Commands]
[Exit Do]
    [Commands]
Loop [{While|Until} Condition]
```

Executes a group of commands repeatedly as long as a condition is true (Do ... While) or until a condition becomes true (Do ... Until). See also the section "Flow control".

**See also:** **While ... Wend**, section "Flow control"

### Example:

```
Sub Main
    Dim Value, Msg
    Do
        Value = InputBox("Enter a number between 5 and 10.")
        If Value >= 5 And Value <= 10 Then
            Exit Do ' Number is OK -> Exit
        Else
            Beep ' Number is not OK -> try once more
        End If
    Loop
End Sub
```

---

## End (statement)

**End** [{Function|If|Sub}]

Stops executing a script or a command block.

**See also:** Exit, Function, If ... Then ... Else, Select Case, Stop, Sub

**Example:**

In this example, the **End** command ends the program execution within the routine "Test".

```
Sub Main
    Dim Var1 as String
    Var1 = "Hello"
    MsgBox "Test"
    Test Var1
    MsgBox Var1
End Sub

Sub Test(wvar1 as String)
    wvar1 = "End"
    MsgBox "Program terminated because of the End command"
End
End Sub
```

---

## EOF (function)

**EOF** (*FileNumber*)

Returns **True** if the end of the file" has been reached.

*FileNumber* is the number assigned to the respective file by the **Open** command.

**See also:** Open

**Example:**

```
' Read 10 characters at a time from a file and display them.
' "Testfile" must already exist.

Sub Main
    Open "TESTFILE" For Input As #1      ' Open file
    Do While Not EOF(1)                 ' Repeat until end of file
        MyStr = Input(10, #1)           ' Read 10 characters
        MsgBox MyStr
    Loop
    Close #1                             ' Close file
End Sub
```

---

## Erase (statement)

**Erase** *ArrayName* [, ...]

Re-initializes the elements of an array.

**See also:** Dim

**Example:**

```
Option Base 1

Sub Main
    Dim a(10) As Double
    Dim i As Integer
    For i = 1 to 3
        a(i) = 2 + i
    Next i
    Erase a
    Print a(1), a(2), a(3)      ' Returns 0 0 0
End Sub
```

---

## Exit (statement)

**Exit** {Do|For|Function|Sub}

Exits from a **Do** loop, a **For** loop, a function, or a procedure.

**See also:** End, Stop

**Example:**

```
Sub Main
  Dim Value, Msg
  Do
    Value = InputBox("Enter a number between 5 and 10.")
    If Value >= 5 And Value <= 10 Then
      Exit Do      ' Number is OK -> Exit from the loop
    Else
      Beep        ' Number is not OK -> try once more
    End If
  Loop
End Sub
```

---

## Exp (function)

**Exp** (*Number*)

Calculates the exponential function ( $e ^ \text{Number}$ ).

The value of the constant  $e$  (Euler's constant) is approximately 2.71828.

**See also:** Log

**Example:**

```
' Exp(x)=e^x, therefore Exp(1)=e
Sub ExpExample
  Dim Msg, ValueOfE
  ValueOfE = Exp(1)
  Msg = "The value of e is " & ValueOfE
  MsgBox Msg
End Sub
```

---

## FileCopy (statement)

**FileCopy** *SourceFile*, *TargetFile*

Copies the file *SourceFile* to *TargetFile*.

The parameters *SourceFile* and *TargetFile* must be strings with the desired file names. Wildcard characters such as "\*" or "?" are not allowed.

---

## FileLen (function)

**FileLen** (*Filename*)

Returns the size of the specified file in bytes (as a Long Integer).

The parameter *Filename* must be a string with the desired file name. Wildcard characters such as "\*" or "?" are not allowed.

---

## Fix (function)

**Fix** (*Num*)

Returns the integral part of a numerical expression.

The difference to the **Int** function is in the handling of negative numbers: while **Int** always returns the next integer less than or equal to *Num*, the function **Fix** simply removes the part after the decimal separator (see example).

**See also:** **Int**

**Example:**

```
Sub Main
  Print Int( 1.4)   ' -> 1
  Print Fix( 1.4)  ' -> 1
  Print Int(-1.4)  ' -> -2
  Print Fix(-1.4) ' -> -1
End Sub
```

---

## For Each ... Next (statement)

```
For Each Element In Group
  [Commands]
  [Exit For]
  [Commands]
Next [Element]
```

Executes a group of commands for all elements of a field or a collection.

*Element* is a variable of type **Variant** (for arrays) or **Object** (for collections) that successively takes on the values of the individual elements from *Group*.

**For Each ... Next** cannot be used with arrays of user-defined types.

**See also:** **For ... Next**, **Exit**, section "Arrays", section "Using collections"

**Example:**

```
Sub Main
  Dim z(1 To 4) As Double
  z(1) = 1.11
  z(2) = 2.22
  z(3) = 3.33
  z(4) = 4.44
  For Each v In z
    Print v
  Next v
End Sub
```

---

## For ... Next (statement)

```
For Counter = InitialValue To FinalValue [Step StepSize]
  [Commands]
  [Exit For]
  [Commands]
Next [Counter]
```

Executes a group of commands in a loop.

*Counter* is the counter variable that is increased by the value indicated in *StepSize* at each iteration.

*InitialValue* is the initial value for *Counter*.

*FinalValue* is the final value for *Counter*.

*StepSize* is the step value. If it is omitted, the step value is 1.

In the first iteration, *Counter* assumes the value of *InitialValue*. At each additional iteration, *StepSize* is added to the value of *Counter*. The loop execution will end as soon as *FinalValue* is exceeded.

**See also:** **For Each ... Next, Exit**, section "Flow control"

**Example:**

```
Sub Main
  Dim x, y, z
  For x = 1 To 3
    For y = 1 To 3
      For z = 1 To 3
        Print z, y, x
      Next z
    Next y
  Next x
End Sub
```

---

## Format (function)

**Format**(*Expression* [, *Format*])

Returns a string consisting of the *Expression* parameter formatted according to the chosen formatting instructions.

The desired format is specified using the string parameter *Format*. You can choose from several predefined formats that are listed on the pages that follow. Additionally, more precise formatting can be achieved using user-defined formats.

If the parameter *Format* is empty and *Expression* is a number, the **Format** function will return the same result as the **Str** function, with the exception that **Format** does not prepend a space character to positive numbers.

For numeric formats, *Expression* must be a numeric expression; for string formats it must be a string.

For date/time formats, *Expression* must be a string with the same structure as returned by the **Now** function.

**See also:** **Str**, sections "Numeric formats of the Format function", "Date/time formats of the Format function", and "String formats of the Format function"

**Example:**

```
Sub Main
  MsgBox Format(Date, "long date")
  MsgBox Format(Date, "dd.mm.yy")
End Sub
```

---

## Numeric formats of the Format function

The following table lists the predefined numeric formats for the **Format** function:

Format name	Description
<b>General Number</b>	Output the unformatted number
<b>Fixed</b>	Output with at least one digit to the left and exactly two digits to the right of the decimal separator
<b>Standard</b>	Output with at least one digit to the left and exactly two digits to the right of the decimal separator; additionally, the thousands separator is used for numbers >= 1000
<b>Percent</b>	Output with at least one digit to the left and exactly two digits to the right of the decimal separator; additionally, the number is multiplied by 100 and a percent sign is appended
<b>Scientific</b>	Output with at least one digit to the left and exactly two digits to the right of the decimal separator using scientific notation (exponential notation)

**True/False** "False" if the number is zero, otherwise "True"

## User-defined numeric formats

User-defined numeric formats can be composed of the following signs:

<b>Sign</b>	<b>Meaning</b>
<b>0</b>	Placeholder for digits: Output a digit or zero.  If the number to be formatted has a digit in the position where <i>Format</i> has "0", this digit is output, otherwise 0 is output. If the number to be formatted has fewer digits to the left and to the right of the decimal separator than the number of "0" defined in the <i>Format</i> , leading or trailing zeros are displayed. If the number to be formatted has more digits to the right of the decimal separator than the number of "0" defined in <i>Format</i> , the number will be rounded to the corresponding number of digits. If the number to be formatted has more digits to the left of the decimal separator than the number of "0" defined in <i>Format</i> , the extra digits will always be output.
<b>#</b>	Placeholder for digits: Output a digit or nothing.  If the number to be formatted has a digit in the position of "#" in <i>Format</i> , this digit is output, otherwise nothing is displayed.
<b>.</b>	Decimal separator
<b>%</b>	Percent sign. Causes a percent sign (%) to be output; furthermore, the expression is multiplied by 100.
<b>,</b>	Thousands separator. If the number $\geq 1000$ , this sign is inserted between the thousands and the hundreds.
<b>E- E+ e- e+</b>	Scientific format. If <i>Format</i> has at least one digit placeholder ( <b>0</b> or <b>#</b> ) to the right of <b>E-</b> , <b>E+</b> , <b>e-</b> , or <b>e+</b> , the number is formatted using a scientific format. This is achieved by inserting an E or e between the mantissa and the exponent. The number of digit placeholders to its right defines the number of digits in the exponent. In case of <b>E+/e+</b> , the exponent is always output with its sign, in case of <b>E-/e-</b> notation the sign is only output if the exponent is negative.
<b>:</b>	Time separator. The actual character that is output is defined by the time format in Windows Control Panel.
<b>/</b>	Date separator. The actual character that is output is defined by the date format in Windows' Control Panel.
<b>- + \$ ( ) Space character</b>	The specified character is output. To output any other character, it must be preceded by a backslash \ or enclosed in quotation marks.
<b>\</b>	The character following the \ is output. The backslash itself is not displayed. To output a backslash, duplicate it (\\).  Hint: Quotation marks may not be used in format strings; even \" causes an error message.
<b>"Text"</b>	The string enclosed in quotation marks is output. The quotation marks themselves are not displayed.
<b>*</b>	Defines the character immediately following as a fill character. Spaces will then be filled using this character.

User-defined numeric formats can have from one to four sections:

<b>Sections</b>	<b>Result</b>
1 section	This format applies to all values.
2 sections	The format in the first section applies to positive values and zero, the one in the second section to negative values.
3 sections	The first format applies to positive values, the second one to negative values, and the third one to zero.
4 sections	The first format applies to positive values, the second one to negative values, the third one to zero and the fourth one to Null values (see the <b>IsNull</b> function).

If one of these sections is left empty, the format for positive numbers will be used in its place.

The individual sections must be separated by semicolons.

## Examples

The following table gives some examples. The left column consists of the format expression, the remaining columns have the results for the numbers 3, -3, 0.3 and for the NULL value.

<b>Format</b>	<b>3</b>	<b>-3</b>	<b>0.3</b>	<b>NULL</b>
(empty)	3	-3	0.3	
"0"	3	-3	0	
"0.00"	3.00	-3.00	0.30	
"#,##0"	3	-3	0	
"\$#,##0;(\$#,##0)"	\$3	(\$3)	\$0	
"\$#,##0.00;(\$#,##0.00)"	\$3.00	(\$3.00)	\$0.30	
"0%"	300%	-300%	30%	
"0.00%"	300.00%	-300.00%	30.00%	
"0.00E+00"	3.00E+00	-3.00E+00	3.00E-01	
"0.00E-00"	3.00E00	-3.00E00	3.00E-01	

---

## Date/time formats of the Format function

Date and time values are simply floating point numbers. The positions to the left of the decimal point define the date, the positions to its right the time. If the number has no digits to the right of the decimal point, it consists of only the date. Conversely, if it has no digits to the left of the decimal point, it consists of only the time.

Date and time values can be formatted using predefined or user-defined formatting codes.

The following table lists the predefined date/time formats for the **Format** function:

<b>Format name</b>	<b>Description</b>
<b>General Date</b>	Outputs the date and/or time without any formatting (i.e., typically in the short date format).
<b>Short Date</b>	Outputs the date in the short date format.
<b>Medium Date</b>	Outputs the date using month names abbreviated to three characters.
<b>Long Date</b>	Outputs the date in the long date format.
<b>Short Time</b>	Outputs the time in the short time format.
<b>Medium Time</b>	Outputs the time in a 12-hour format (hh:mm AM PM).
<b>Long Time</b>	Outputs the time in the long time format.

## User-defined date and time formats

User-defined formats can be composed of the following format codes.

**Important:** The format codes are case-sensitive.

<b>Sign</b>	<b>Meaning</b>
<b>c</b>	Returns the complete date in short date format and the complete time in hh:nn:ss format
<b>d</b>	Returns the day as a number (1-31)
<b>dd</b>	Returns the day as a number with a leading zero (01-31)
<b>ddd</b>	Returns the weekday abbreviated to three letters (Sun-Sat)
<b>dddd</b>	Returns the weekday (Sunday-Saturday)



<b>dddd</b>	Returns the full date in the short date format
<b>dddddd</b>	Returns the full date in the long date format
<b>w</b>	Returns the weekday as a number (1-7), 1=Sunday, 2=Monday, ... 7=Saturday
<b>m</b>	Returns the month as a number (1-12)
<b>mm</b>	Returns the month as a number with a leading zero (01-12)
<b>mmm</b>	Returns the month name abbreviated to three letters (Jan-Dec)
<b>mmmm</b>	Returns the month name (January-December)
<b>q</b>	Returns the quarter as a number (1-4)
<b>yy</b>	Returns the year as a two-digit number with a leading zero (00-99)
<b>yyyy</b>	Returns the year as a three- to four-digit number (100-9999)
<b>h</b>	Returns the hours as a number (0-23)
<b>hh</b>	Returns the hours as a number with a leading zero (00-23)
<b>n</b>	Returns the minutes as a number (0-59)
<b>nn</b>	Returns the minutes as a number with a leading zero (00-59)
<b>s</b>	Returns the seconds as a number (0-59)
<b>ss</b>	Returns the seconds as a number with a leading zero (00-59)
<b>AM/PM</b>	Use 12-hour format and display AM or PM
<b>am/pm</b>	Use 12-hour format and display am or pm
<b>A/P</b>	Use 12-hour format and display A or P
<b>a/p</b>	Use 12-hour format and display a or p

## Examples

Some examples are shown in the following table:

<b>Format</b>	<b>Result for February 26, 2013 at 18:45:15</b>
"m/d/yy"	2/26/13
"mmm d, yyyy"	Feb 26, 2013
"hh:nn AM/PM"	06:45 PM
"hh:nn:ss"	18:45:15

---

## String formats of the Format function

When formatting strings, user-defined formats of the **Format** function can be composed of the following codes:

<b>Sign</b>	<b>Meaning</b>
@	Outputs a character or a space character. The output is usually right-aligned (see, however, also the ! sign).
&	Outputs a character or nothing.
<	Output all characters in lowercase.
>	Output all characters in uppercase.
!	The exclamation point switches the output to left-aligned.

---

## FreeFile (function)

**FreeFile** [ () ]

Returns the index of the next free file pointer. The result is an integer value between 1 and 255.

File indices are required when opening files (see the **Open** command).

**See also:** **Open**

**Example:**

```
Sub Main
  A = FreeFile
  Open "TESTFILE" For Output As #A
  Write #A, "Test"
  Close #A
  Kill "TESTFILE"
End Sub
```

---

## Function (statement)

```
Function Name [(ArgumentList)] [As Type]
  [Commands]
  Name = Expression
  [Commands]
  Name = Expression
End Function
```

Begins the definition of a user-defined function.

*Name* is the name of the function.

*ArgumentList* is a comma-separated list of parameter declarations (see below).

*Type* specifies the data type (**String**, **Integer**, **Double**, **Long**, **Variant**). Alternatively, the type can be indicated by appending a type suffix (e.g. % for **Integer**) to the function name (see the section "Data types").

The function definition is ended with **End Function**. The **Exit Function** command can be used to exit a function prematurely.

### Parameter declaration

```
[ByVal | ByRef] Variable [As Type]
```

The keywords **ByVal** or **ByRef** (default value) are used to specify whether the parameter is passed by value or by reference (see the section "Passing parameters via ByRef or ByVal").

*Type* specifies the data type (**Integer**, **Long**, **Single**, **Double**, **String**, **String\*n**, **Variant**, **Object** or a user-defined type). Alternatively, the type can be indicated by appending a type suffix (e.g. % for **Integer**) to the variable name (see the section "Data types").

**See also:** **Dim**, **End**, **Exit**, **Sub**

**Example:**

```
Sub Main
  For I% = 1 to 10
    Print GetColor2(I%)
  Next I
End Sub

Function GetColor2(c%) As Long
  GetColor2 = c% * 25
  If c% > 2 Then
    GetColor2 = 255          ' 0x0000FF - Red
```

```

End If
If c% > 5 Then
    GetColor2 = 65280          ' 0x00FF00 - Green
End If
If c% > 8 Then
    GetColor2 = 16711680     ' 0xFF0000 - Blue
End If
End Function

```

---

## GetObject (function)

**GetObject** (*Name* [, *Class*])

Returns a reference to an OLE object that has already been created.

*Name* is the name of a file that includes the object. If *Name* is empty, *Class* must be indicated.

*Class* is the name under which the object is listed in the Windows Registry.

**See also:** **CreateObject**, **Set**, section "OLE Automation"

---

## Gosub ... Return (statement)

```

Gosub Label
.
.
.
Label:
    Command(s)
Return

```

**Gosub** jumps to a place in the script that is marked with the jump target *Label*; **Return** goes back to the calling place.

The jump target *Label* must reside inside the same subroutine or function from which the **Gosub** command is called.

Hint: **Gosub ... Return** is provided only for compatibility with older Basic versions. It is recommended to use the command **Sub** for subroutines instead.

**See also:** **Goto**, **Sub**, section "Flow control"

### Example:

```

Sub Main
    Print "Main program"
    Gosub Detour
Exit Sub

Detour:
    Print "Subroutine"
Return

End Sub

```

---

## Goto (statement)

```

Goto Label
.
.
.
Label:
    Commands

```

Unconditional jump to the jump target *Label*.

The jump target *Label* must reside inside the same subroutine or function from which the command **Goto** is called.

Hint: This command is provided only for compatibility reasons. Usage of **Goto** commands makes program code unnecessarily complicated. It is recommended to use structured control commands (**Do ... Loop**, **For ... Next**, **If ... Then ... Else**, **Select Case**) instead.

**See also:** **Gosub ... Return**, **Sub**, section "Flow control"

**Example:**

```
Sub Main
  Dim x
  For x = 1 to 5
    Print x
    If x > 3 Then
      Goto Label1
    End If
  Next x
```

**Label1:**

```
  Print "That's enough!"
End Sub
```

---

## Hex (function)

**Hex** (*Num*)

Returns a string with the hexadecimal representation of the given number.

*Num* can be any numeric expression; it is rounded to the next integer.

The result can be up to eight digits long.

**See also:** **Oct**

**Example:**

```
Sub Main
  Dim Msg As String, x%
  x% = 1024
  Msg = Str(x%) & " decimal is identical to "
  Msg = Msg & Hex(x%) & " hexadecimal."
  MsgBox Msg
End Sub
```

---

## Hour (function)

**Hour** (*Expression*)

Returns the hour of the day for the given time as an integer value.

*Expression* is a numeric or a string expression which represents a time.

**See also:** **Date**, **Day**, **Minute**, **Month**, **Now**, **Second**, **Time**, **Weekday**, **Year**

**Example:**

```
Sub Main
  T1 = Now      ' Now = current date + time
  MsgBox T1
```

```

MsgBox "Day: " & Day(T1)
MsgBox "Month: " & Month(T1)
MsgBox "Year: " & Year(T1)

MsgBox "Hours: " & Hour(T1)
MsgBox "Minutes: " & Minute(T1)
MsgBox "Seconds: " & Second(T1)

```

```
End Sub
```

---

## If ... Then ... Else (statement)

```

If Condition Then
    [Commands]
[ElseIf Condition Then
    [Commands]]...
[Else
    [Commands]]
End If

```

*Or:*

```
If Condition Then Command [Else Command]
```

Executes a group of commands if *Condition* is true. Optionally executes a different group of commands if *Condition* is false (see also the section "Flow control").

**See also:** **Select Case**, section "Flow control"

### Example:

```

Sub IfTest
    Dim Gender as String

    Gender = InputBox("Enter your gender (m or f)")

    If Gender = "m" Then
        MsgBox "You are male."
    ElseIf Gender = "f" Then
        MsgBox "You are female."
    Else
        MsgBox "Please enter either m or f!"
    End If
End Sub

```

---

## Input (function)

```
Input(n, [#]FileNumber)
```

Reads a string from a file.

*n* is the number of the characters (bytes) to be read.

*FileNumber* is the number assigned to the respective file by the **Open** command.

**See also:** **Line Input**, **Open**, **Seek**

### Example:

```

Sub Main
    Open "TESTFILE" For Input As #1      ' Open file
    Do While Not EOF(1)                 ' Repeat until end of file
        MyStr = Input(10, #1)          ' Read 10 characters
        MsgBox MyStr
    Loop

```

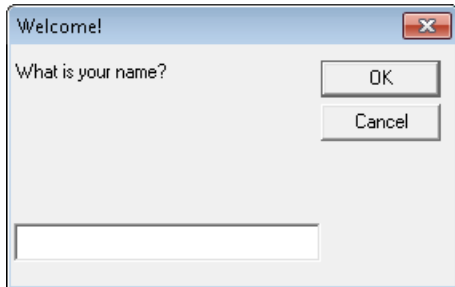
```
Close #1 ' Close file
End Sub
```

---

## InputBox (function)

**InputBox**(*Prompt\$* [, *Title\$*] [, *Default\$*] [, *X*, *Y*]))

Displays a dialog box in which the user can input something. The result is a string consisting of the user input.



*Prompt\$* is the string to be shown in the dialog box.

The following parameters are optional:

*Title\$* is the string to be shown in the title bar.

*Default\$* is the string shown in the input box by default.

*X* and *Y* are the screen coordinates of the input box in screen pixels.

**See also:** Dialog

**Example:**

```
Sub Main
  Title$ = "Welcome!"
  Prompt$ = "What is your name?"
  Default$ = ""
  X% = 100
  Y% = 200
  N$ = InputBox(Prompt$, Title$, Default$, X%, Y%)
  MsgBox "Hello " & N$ & "!"
End Sub
```

---

## InStr (function)

**InStr**(*Start*, *String*, *SearchString*)

Returns the position of the first occurrence of the string *SearchString* within the string *String*.

*Start* is the starting position of the search; use the value 1 to search within the whole string. *Start* must be a positive integer number.

*String* is the string expression to be searched.

*SearchString* is the string expression to search for.

**See also:** Mid, StrComp

**Example:**

```
Sub Main
  B$ = "SoftMaker Basic"
  A = InStr(2, B$, "Basic")
  MsgBox A
End Sub
```

---

## Int (function)

**Int** (*Num*)

Returns the integral part of a numerical expression.

The difference to the **Fix** function is in the handling of negative numbers: While **Int** always returns the next integer less than or equal to *Num*, the function **Fix** simply removes the part after the decimal point (see example).

**See also:** **Fix**

**Example:**

```
Sub Main
  Print Int( 1.4)   ' -> 1
  Print Fix( 1.4)  ' -> 1
  Print Int(-1.4)  ' -> -2
  Print Fix(-1.4)  ' -> -1
End Sub
```

---

## IsDate (function)

**IsDate** (*Variant*)

Checks whether the passed Variant variable can be converted to a date.

**See also:** **IsEmpty**, **IsNull**, **IsNumeric**, **VarType**

---

## IsEmpty (function)

**IsEmpty** (*Variant*)

Checks whether the passed Variant variable has been initialized.

**See also:** **IsDate**, **IsNull**, **IsNumeric**, **VarType**, section "Special behavior of the Variant data type"

**Example:**

```
Sub Main
  Dim x           ' Empty because no value was assigned
  MsgBox "IsEmpty(x): " & IsEmpty(x)

  x = 5           ' Is not empty anymore
  MsgBox "IsEmpty(x): " & IsEmpty(x)

  x = Empty      ' Is empty again
  MsgBox "IsEmpty(x): " & IsEmpty(x)
End Sub
```

---

## IsNull (function)

**IsNull** (*Variant*)

Checks whether the passed Variant variable has the value "Null".

The special value "Null" shows that the variable does not have any value. Please note that this value is different from the numeric value 0, from empty strings, and from the special value **Empty** which shows that a variable has not been initialized.

See also: **IsDate**, **IsEmpty**, **IsNumeric**, **VarType**, section "Special behavior of the Variant data type"

---

## IsNumeric (function)

**IsNumeric** (*Variant*)

Checks whether the passed Variant variable can be converted to a number.

See also: **IsDate**, **IsEmpty**, **IsNull**, **VarType**

### Example:

```
Sub Test
  Dim TestVar
  TestVar = InputBox("Enter a number or text:")
  If IsNumeric(TestVar) Then
    MsgBox "Input is numeric."
  Else
    MsgBox "Input is not numeric."
  End If
End Sub
```

---

## Kill (statement)

**Kill** *FileName*

Deletes the given file(s).

You can use wildcard characters such as "\*" and "?" in *FileName*. For example, the following command deletes all files with the file extension "bak":

```
Kill "*.bak"
```

See also: **Rmdir**

### Example:

```
Const NumberOfFiles = 3

Sub Main
  Dim Msg                                ' Declare variables
  Call MakeFiles()                       ' Create files
  Msg = "Some test files were created. "
  Msg = Msg & "Click on OK to delete them again."
  MsgBox Msg
  For I = 1 To NumberOfFiles
    Kill "TEST" & I                       ' Delete files
  Next I
End Sub

Sub MakeFiles()
  Dim I, FNum, FName                      ' Declare variables
  For I = 1 To NumberOfFiles
    FNum = FreeFile                       ' Next free file pointer
    FName = "TEST" & I
    Open FName For Output As Fnum         ' Open file
    Print #FNum, "This is test #" & I     ' Write in file
    Print #FNum, "Here is another "; "line"; I
  Next I
  Close                                   ' Close all files
End Sub
```



---

## LBound (function)

**LBound**(Array [,Dimension])

Returns the lowest index for the given dimension of an array.

If *Dimension* is not indicated, the first dimension of the array is used.

**See also:** Dim, Option Base, ReDim, UBound

### Example:

```
Option Base 1

Sub Main
    Dim a(10,20)
    Print "1st dimension: " & LBound(a) & " to " & UBound(a)
    Print "2nd dimension: " & LBound(a, 2) & " to " & UBound(a, 2)
End Sub
```

---

## LCase (function)

**LCase**(String)

Converts a string to lowercase.

**See also:** UCase

### Example:

```
Sub Main
    MsgBox LCase("Think BIG!") ' gives "think big!"
End Sub
```

---

## Left (function)

**Left**(String, n)

Returns a string consisting of the first *n* characters of the passed string *String*.

**See also:** Len, Mid, Right

### Example:

```
Sub Main
    Dim LWord, Msg, RWord, SpcPos, UsrInp
    Msg = "Enter two words "
    Msg = Msg & "separated by a space character."
    UsrInp = InputBox(Msg)
    SpcPos = InStr(1, UsrInp, " ") ' Find space character
    If SpcPos Then
        LWord = Left(UsrInp, SpcPos - 1) ' Left word
        RWord = Right(UsrInp, Len(UsrInp) - SpcPos) ' Right word
        Msg = "The first word is " & LWord & ", "
        Msg = Msg & " the second word is " & RWord & "."
    Else
        Msg = "You did not enter two words."
    End If
    MsgBox Msg
End Sub
```

---

## Len (function)

**Len** (*String*)

Returns the length of a string.

**See also:** InStr

**Example:**

```
Sub Main
  A$ = "BasicMaker"
  StrLen = Len(A$)      'Result: 10
  MsgBox StrLen
End Sub
```

---

## Let (statement)

[**Let**] *Variable* = *Expression*

Assigns a value to a variable.

The keyword **Let** was necessary only in older versions of BASIC. Nowadays it is usually omitted.

**Example:**

```
Sub Main
  Dim Msg, Pi
  Let Pi = 4 * Atn(1)
  Msg = "Pi = " & Str(Pi)
  MsgBox Msg
End Sub
```

---

## Line Input # (statement)

**Line Input** [#] *FileNumber*, *Name*

Reads a line from a file and stores the result in the string or Variant variable *Name*.

*FileNumber* is the number assigned to the file by the **Open** command. The file must have been opened with the command **Open** for reading beforehand.

The command **Line Input** reads the characters from the file until a line feed (LF) or a combination of carriage return + line feed (CR+LF) is encountered.

**See also:** Input, Open, Seek

**Example:**

```
Sub Main
  Open "c:\autoexec.bat" For Input As #1      ' Open file
  While Not EOF(1)                            ' Repeat until end of file
    Line Input #1, TextLine                  ' Read lines from file
    Print TextLine                             ' Output lines
  Wend
  Close #1                                     ' Close file
End Sub
```

---

## Log (function)

**Log** (*Num*)

Returns the natural logarithm of a number.

The parameter *Num* must be greater than 0.

**See also:** [Exp](#)

**Example:**

```
Sub Main
  For I = 1 to 3
    Print Log(I)
  Next I
End Sub
```

---

## Mid (function)

**Mid**(*String*, *Start* [, *Length*])

Returns a substring of the passed string *String*. It starts with the position *Start* and is *Length* characters long. If *Length* is omitted, the entire rest of the string is returned.

**See also:** [Len](#), [Left](#), [Right](#)

**Example:**

```
Sub Main
  MidTest = Mid("Potato salad", 8, 4)
  MsgBox MidTest           'Result: "sala"
End Sub
```

---

## Minute (function)

**Minute**(*Expression*)

Returns the minute of the hour for the given time as an integer number.

*Expression* is a numeric or string expression which represents a time.

**See also:** [Date](#), [Day](#), [Hour](#), [Month](#), [Now](#), [Second](#), [Time](#), [Weekday](#), [Year](#)

**Example:**

```
Sub Main
  T1 = Now      ' Now = current date + time

  MsgBox T1

  MsgBox "Day: " & Day(T1)
  MsgBox "Month: " & Month(T1)
  MsgBox "Year: " & Year(T1)

  MsgBox "Hours: " & Hour(T1)
  MsgBox "Minutes: " & Minute(T1)
  MsgBox "Seconds: " & Second(T1)

End Sub
```

---

## MkDir (statement)

**MkDir** *Path*

Creates a new folder.

The parameter *Path* may not have more than 255 characters.

**See also:** ChDir, ChDrive, Rmdir

### Example:

```
Sub Main
  ChDir "c:\"
  MkDir "Test"
  MsgBox "The folder c:\Test was created."
End Sub
```

---

## Month (function)

**Month**(*Expression*)

Returns the month of the year for the given date as an integer number.

*Expression* is a numeric or string expression which represents a date.

**See also:** Date, Day, Hour, Minute, Now, Second, Time, Weekday, Year

### Example:

```
Sub Main
  T1 = Now      ' Now = current date + time
  MsgBox T1
  MsgBox "Day: " & Day(T1)
  MsgBox "Month: " & Month(T1)
  MsgBox "Year: " & Year(T1)
  MsgBox "Hours: " & Hour(T1)
  MsgBox "Minutes: " & Minute(T1)
  MsgBox "Seconds: " & Second(T1)
End Sub
```

---

## MsgBox (function)

**MsgBox**(*Text* [, *Type*] [, *Title*])

Displays a message box.

The return value shows which button was pressed to dismiss the message box (see below).

*Text* is the string to be shown in the message box.

The optional parameter *Type* indicates which buttons and which icon are displayed in the message box (see below). The default setting is to show only the **OK** button without any icons.

The optional parameter *Title* indicates which text will be displayed in the title bar (default value: empty).

**See also:** Dialog, InputBox

### Values for the parameter "Type":

Symbolic constant	Value	Meaning
MB_OK	0	Display only the <b>OK</b> button
MB_OKCANCEL	1	Display the buttons <b>OK</b> and <b>Cancel</b>
MB_ABORTRETRYIGNORE	2	Display the buttons <b>Cancel</b> , <b>Retry</b> , <b>Ignore</b>
MB_YESNOCANCEL	3	Display the buttons <b>Yes</b> , <b>No</b> , <b>Cancel</b>
MB_YESNO	4	Display the buttons <b>Yes</b> and <b>No</b>
MB_RETRYCANCEL	5	Display the buttons <b>Retry</b> and <b>Cancel</b>
MB_ICONSTOP	16	Display the icon for critical messages
MB_ICONQUESTION	32	Display the icon for questions
MB_ICONEXCLAMATION	48	Display the icon for warning messages
MB_ICONINFORMATION	64	Display the icon for informational messages
MB_DEFBUTTON1	0	Make the first button the default button
MB_DEFBUTTON2	256	Make the second button the default button
MB_DEFBUTTON3	512	Make the third button the default button
MB_APPLMODAL	0	The message box is application-modal. The <i>current task</i> does not accept input until the user closes the message box.
MB_SYSTEMMODAL	4096	The message box is system-modal. The <i>whole system</i> does not accept any input until the user closes the message box (use only for critical errors!).

From each of the four shown groups a value can be chosen. Combine the individual constants by adding their values.

### The return values of the MsgBox function

The return value of this function indicates which button was pressed to dismiss the message box:

Symbolic constant	Value	Meaning
IDOK	1	Button <b>OK</b>
IDCANCEL	2	Button <b>Cancel</b>
IDABORT	3	Button <b>Abort</b>
IDRETRY	4	Button <b>Retry</b>
IDIGNORE	5	Button <b>Ignore</b>
IDYES	6	Button <b>Yes</b>
IDNO	7	Button <b>No</b>

#### Example:

This example uses **MsgBox** to display a confirmation dialog.

```
Sub Main
  Dim DgDef, Msg, Response, Title
  Title = "MsgBox Example"
  Msg = "Do you want to continue?"
  DgDef = MB_YESNOCANCEL + MB_ICONQUESTION + MB_DEFBUTTON3

  Response = MsgBox(Msg, DgDef, Title)
  If Response = IDYES Then
    Msg = "You chose Yes."
  ElseIf Response = IDCANCEL Then
    Msg = "You chose Cancel."
```

```

Else
    Msg = "You chose No."
End If

MsgBox Msg

End Sub

```

---

## Name (statement)

**Name** *OldName* **As** *NewName*

Renames the file *OldName* to *NewName*.

Each of the two parameters must identify an individual file. Wildcard characters such as "\*" or "?" are not allowed.

**See also:** [ChDir](#), [Kill](#)

**Example:**

```

Sub Main
    Name "testfile" As "newtest"
End Sub

```

---

## Now (function)

**Now** [ () ]

Returns the current system time (date and time).

The **Now** function returns a result of the type Variant consisting of date and time. The positions to the left of the decimal point define the date, the positions to its right the time.

**See also:** [Date](#), [Day](#), [Hour](#), [Minute](#), [Month](#), [Second](#), [Time](#), [Weekday](#), [Year](#)

**Example:**

```

Sub Main

    T1 = Now      ' Now = current date + time

    MsgBox T1

    MsgBox "Day: " & Day(T1)
    MsgBox "Month: " & Month(T1)
    MsgBox "Year: " & Year(T1)

    MsgBox "Hours: " & Hour(T1)
    MsgBox "Minutes: " & Minute(T1)
    MsgBox "Seconds: " & Second(T1)

End Sub

```

---

## Oct (function)

**Oct** (*Num*)

Returns a string with the octal representation of the given number.

*Num* can be any numeric expression; it is rounded to the next integer.

**See also:** [Hex](#)

**Example:**

```

Sub Main
    Dim Msg, Num
    Num = InputBox("Enter a number.")
    Msg = "The decimal value " & Num & " is identical to "
    Msg = Msg & "octal" & Oct(Num)
    MsgBox Msg
End Sub

```

## On Error (statement)

**On Error Goto** *Label*

*Or:*

**On Error Resume Next**

*Or:*

**On Error Goto 0**

Enables an error handling routine for the handling of runtime errors:

- **On Error Goto** *Label* indicates that in case of a runtime error execution should continue at the given jump target *Label*.
- **On Error Resume Next** indicates that runtime errors are simply ignored. **Attention:** In this case, a runtime error can cause unpredictable results.
- **On Error Goto 0** disables error trapping – runtime errors cause the program to terminate with an error message.

An **On Error** command is only valid inside the subroutine or function in which it resides.

If the script jumps to a label using the **On Error Goto** command, you can resume execution at the calling place using the **Resume** command. The script execution will then continue with the next line.

**See also:** [Resume](#)

**Example:**

In this example, an error is intentionally caused in order to execute the error handling routine at the label "Error". Then the user is asked whether the script's execution should be continued or not. If the answer is "Yes", execution will continue using the **Resume Next** command with the next line after the runtime error. If the answer is "No", execution ends with the **Stop** command.

```

Sub Main
    On Error Goto MyErrorHandler
    Print 1/0      'Causes a 'division by zero' error
    MsgBox "End"
    Exit Sub

MyErrorHandler:      'Error handling routine
    Dim DgDef, Msg, Response, Title
    Title = "Error"
    Msg = "A runtime error has been raised. Do you want to resume execution?"
    DgDef = MB_YESNO + MB_ICONEXCLAMATION

    Response = MsgBox(Msg, DgDef, Title)
    If Response = IDYES Then
        Resume Next
    Else
        Stop
    End If
End Sub

```

For testing reasons, runtime errors can be artificially raised using the **Err.Raise** command.

Syntax: **Err.Raise** *Number*

*Number* is the number of a runtime error. There are the following runtime errors:

- 3: "RETURN without GOSUB"
- 5: "Invalid procedure call"
- 6: "Overflow"
- 7: "Out of memory"
- 9: "Subscript out of range"
- 10: "Array is fixed or temporarily locked"
- 11: "Division by zero"
- 13: "Type mismatch"
- 14: "Out of string space"
- 16: "Expression too complex"
- 17: "Can't perform requested operation"
- 18: "User interrupt occurred"
- 20: "RESUME without error"
- 28: "Out of stack space"
- 35: "Sub, Function, or Property not defined"
- 47: "Too many DLL application clients"
- 48: "Error in loading DLL"
- 49: "Bad DLL calling convention"
- 51: "Internal error"
- 52: "Bad file name or number"
- 53: "File not found"
- 54: "Bad file mode"
- 55: "File already open"
- 57: "Device I/O error"
- 58: "File already exists"
- 59: "Bad record length"
- 60: "Disk full"
- 62: "Input past end of file"
- 63: "Bad record number"
- 67: "Too many files"
- 68: "Device unavailable"
- 70: "Permission denied"
- 71: "Disk not ready"
- 74: "Can't rename with different drive"
- 75: "Path/File access error"
- 76: "Path not found"
- 91: "Object variable or WITH block variable not set"
- 92: "For loop not initialized"
- 93: "Invalid pattern string"
- 94: "Invalid use of NULL"

#### **OLE Automation errors:**

- 424: "Object required"
- 429: "OLE Automation server cannot create object"
- 430: "Class doesn't support OLE Automation"
- 432: "File name or class name not found during OLE Automation operation"
- 438: "Object doesn't support this property or method"
- 440: "OLE Automation error"
- 443: "OLE Automation object does not have a default value"
- 445: "Object doesn't support this action"
- 446: "Object doesn't support named arguments"
- 447: "Object doesn't support current local setting"
- 448: "Named argument not found"
- 449: "Argument not optional"
- 450: "Wrong number of arguments"
- 451: "Object not a collection"

#### **Miscellaneous errors**

- 444: "Method not applicable in this context"



452: "Invalid ordinal"  
453: "Specified DLL function not found"  
457: "Duplicate Key"  
460: "Invalid Clipboard format"  
461: "Specified format doesn't match format of data"  
480: "Can't create AutoRedraw image"

---

## Open (statement)

**Open** *FileName* [**For** *Mode*] [**Access** *AccessMode*] **As** [#] *FileNumber*

Opens a file for input/output operations.

*FileName* is the name of the file.

The optional parameter *Mode* can take one of the following values:

<b>Mode</b>	<b>Description</b>
<b>Input</b>	Sequential input. The file must already exist. <i>AccessMode</i> , if given, must be set to <b>Read</b> .
<b>Output</b>	Sequential output. The file is automatically created for output. If a file with the given name already exists, the file will be overwritten. <i>AccessMode</i> , if given, must be set to <b>Write</b> .
<b>Append</b>	Sequential output. Identical to <b>Output</b> , however the file pointer will be set to the end of the file, so that all following output commands append data to the existing file.

The optional parameter *AccessMode* restricts the type of access to the file:

<b>AccessMode</b>	<b>Description</b>
<b>Read</b>	Opens the file only for reading.
<b>Write</b>	Opens the file only for writing.
<b>Read Write</b>	Opens the file for reading and writing.

If the file does not exist, it will be automatically created, if either **Append** or **Output** mode was chosen; otherwise the **Open** command fails.

If the file is already opened by another process or the desired access mode is not possible, the **Open** command fails.

*FileNumber* is an integer value between 1 and 255 which identifies the file in the following access functions. The index of the next free file pointer can be returned using the **FreeFile** function.

**See also:** **Close**, **FreeFile**

### Example:

```
Sub Main
    Open "TESTFILE" For Output As #1 ' Create file
    userData1$ = InputBox("Enter one text line.")
    userData2$ = InputBox("Enter one more text line.")
    Write #1, userData1, userData2 ' Write file
    Close #1

    Open "TESTFILE" for Input As #2 ' Open file
    Print "File contents:"
    Do While Not EOF(2)
        Line Input #2, FileData ' Read line
        Print FileData
    Loop
    Close #2 ' Close file

    Kill "TESTFILE" ' Delete file
End Sub
```

---

## Option Base (statement)

**Option Base** {0|1}

Defines the default lower bound for array indices. The allowed values are 0 and 1.

If **Option Base** is not specified, the lower bound of all arrays that do not explicitly specify their lower bound is 0.

This command must reside outside a procedure and before all array definitions.

**See also:** **Dim**, **LBound**, section "Arrays"

### Example:

**Option Base 1**

```
Sub Main
    Dim A(20)
    Print "The lower bound of the array is: " & LBound(A) & "."
    Print "The upper bound of the array is: " & UBound(A) & "."
End Sub
```

---

## Option Explicit (statement)

**Option Explicit**

Causes the usage of undefined variables to be flagged as a syntax error.

By default, variables which are used without having been declared before with **Dim** or **Static**, are silently created (as Variant variables). This is convenient, but makes typos in variable names go unnoticed.

When using the **Option Explicit** command, the use of unknown variable names causes an error message.

### Example:

**Option Explicit**

```
Sub Main
    Print y 'Error because y was not declared.
End Sub
```

---

## Print (statement)

**Print** *Expression* [, ...]

Outputs data on the screen. To see the output, open BasicMaker's output window using the command **View > Output Window**.

**See also:** **MsgBox**, **Print #**

### Example:

```
Sub PrintExample
    Dim Pi
    Pi = 4 * Atn(1) ' Calculate Pi
    Print Pi
End Sub
```

---

## Print # (statement)

**Print #***FileNumber*, [*Expression*]

Writes data to a file.

*FileNumber* is a number assigned to a file by **Open** command.

*Expression* consists of the characters to be written.

If *Expression* is omitted, an empty line will be written. Please note that in this case you still need to add a trailing comma to the command (e.g., `Print #1,`).

## Formatting the output

The expression to be written can optionally be formatted in the following way:

```
[ [{ Spc(n) | Tab(n) } ] [Expression] [{ ; | , } ]
```

**Spc**(*n*)        Writes *n* space characters in front of the *Expression*

**Tab**(*n*)        Writes *Expression* in column *n*

;  
,               Causes the next character to directly follow

,               Causes the next character to be written at the beginning of the next print zone. Print zones start in every 14th column position.

If neither ; nor , is specified, the next character will be written in a new line.

Date/time values are output in the short date/time format.

The value **Empty** (Variant with VarType 0) creates an empty output.

The value **Null** (Variant with VarType 1) creates the output **#NULL#**.

**See also:** **Open**, **Print**, **Seek**, **Write #**

### Example:

This example writes data to a test file and then reads it back in.

```
Sub Main
    Dim FileData, Msg, NL
    NL = Chr(10) ' Chr(10)=New line

    Open "TESTFILE" For Output As #1 ' Create file
    Print #1, "This is a test for the Print # command"
    Print #1, "Line 2"
    Print #1, "Line 3"
    Close ' Close all files

    Open "TESTFILE" for Input As #2 ' Open file
    Do While Not EOF(2)
        Line Input #2, FileData ' Read lines
        Msg = Msg & FileData & NL
        MsgBox Msg
    Loop
    Close ' Close all files

    Kill "TESTFILE" ' Delete file

End Sub
```

---

## ReDim (statement)

```
ReDim [Preserve] VarName (Subscripts) [As Type] [, ...]
```

Use the **ReDim** command to set or change the length of a dynamic array.

The array contents will be erased at this point, unless you prepend **Preserve** to the variable name and change only the length of the last dimension.

*VarName* is the name of the array variable.

*Subscripts* defines the number and size of the dimensions (see section "Arrays")

*Type* is the data type (see section "Data types").

## Dynamic arrays

To create a *dynamic* array, it must first be declared with the commands **Global** or **Dim**, but with empty parentheses instead of the usual specification of the number and size of the dimensions.

Example: `Dim A()`

The number and size of the dimensions can be later specified in the *first* call of the **ReDim** command.

Example: `ReDim A(42, 42)`

In further calls of the **ReDim** command, the *size* of the dimensions can be changed at will; the *number* of the dimensions and the *type* of the array however cannot be changed after the initial setting.

**Hint:** When executing the **ReDim** command, the existing content of the array is deleted.

If you use the keyword **Preserve** together with this command, you can only change the last dimension. If an array has, for example, two dimensions, only the second dimension can be enlarged or shrunk. But the advantage is that: the existing content of the array is preserved.

### Example:

```
Dim B()  
ReDim B(10, 10)  
.  
.  
ReDim Preserve B(10, 20)
```

**See also:** **Dim**, **Option Base**, **Static**, section "Arrays"

---

## Rem (statement)

**Rem** *Comment*

*Or:*

`' Comment`

Marks comments. Comments are ignored during execution of the script.

**See also:** section "Syntax fundamentals"

### Example:

```
Rem This is a comment  
' This is also a comment
```

---

## Resume (statement)

**Resume** [0]

*Or:*

**Resume Next**

*Or:*

**Resume** *Label*

Ends an error handling routine called by the **On Error** command and continues the script execution.

**See also:** **On Error**

**Example:**

```
Sub Main
  On Error Goto MyErrorHandler
  Print 1/0      'Causes a 'division by zero' error
  MsgBox "End"
  Exit Sub

MyErrorHandler:      'Error handling routine
  Dim DgDef, Msg, Response, Title
  Title = "Error"
  Msg = "A runtime error has been raised. Do you want to resume execution?"
  DgDef = MB_YESNO + MB_ICONEXCLAMATION

  Response = MsgBox(Msg, DgDef, Title)
  If Response = IDYES Then
    Resume Next
  Else
    Stop
  End If
End Sub
```

---

## Right (function)

**Right**(*String*, *n*)

Returns a string consisting of the last *n* characters of the passed string *String*.

**See also:** **Len**, **Left**, **Mid**

**Example:**

```
Sub Main
  Dim LWord, Msg, RWord, SpcPos, UsrInp
  Msg = "Enter two words "
  Msg = Msg & "separated by a space character."
  UsrInp = InputBox(Msg)
  SpcPos = InStr(1, UsrInp, " ")      ' Find space character
  If SpcPos Then
    LWord = Left(UsrInp, SpcPos - 1)      ' Left word
    RWord = Right(UsrInp, Len(UsrInp) - SpcPos)  ' Right word
    Msg = "The first word is " & LWord & ", "
    Msg = Msg & " the second word is " & RWord & "."
  Else
    Msg = "You did not enter two words."
  End If
  MsgBox Msg
End Sub
```

---

## Rmdir (statement)

**Rmdir** *Path*

Removes the given folder.

The parameter must contain the folder path in the notation *DriveLetter:Folder*.

**See also:** ChDir, ChDrive, CurDir, Kill

**Example:**

```
Sub Main
  Dim dirName As String
  dirName = "t1"
  Mkdir dirName
  Mkdir "t2"
  MsgBox "Folders t1 and t2 were created. Click on OK to remove them."
  Rmdir "t1"
  Rmdir "t2"
End Sub
```

---

## Rnd (function)

**Rnd** [()]

Generates a random number between 0 and 1.

---

## Second (function)

**Second**(*Expression*)

Returns the second of the hour for the given time as an integer number.

*Expression* is a numeric or string expression which represents a time.

**See also:** Date, Day, Hour, Minute, Month, Now, Time, Weekday, Year

**Example:**

```
Sub Main
  T1 = Now      ' Now = current date + time

  MsgBox T1

  MsgBox "Day: " & Day(T1)
  MsgBox "Month: " & Month(T1)
  MsgBox "Year: " & Year(T1)

  MsgBox "Hours: " & Hour(T1)
  MsgBox "Minutes: " & Minute(T1)
  MsgBox "Seconds: " & Second(T1)
End Sub
```

---

## Seek (statement)

**Seek** [#]*FileNumber*, *Position*

Sets the file pointer to a new position in a file. This command works only on open files.

*FileNumber* is the number assigned to the file by **Open** command.

*Position* is the position within the file from which the next read or write operation should start (as offset in bytes from the beginning of the file).

**See also:** Open

**Example:**

```

Sub Main
  Open "TESTFILE" For Input As #1      ' Open file
  For i = 0 To 24 Step 3
      Seek #1, i                       ' Set file pointer
      MyChar = Input(1, #1)           ' Read character
      Print MyChar                     ' Output character
  Next i
  Close #1                             ' Close file
End Sub

```

---

## Select Case (statement)

**Select Case** *Expression*

```

  [Case Value1
    [Commands]]
  [Case Value2
    [Commands]]
  .
  .
  .
  [Case Else
    [Command]]

```

**End Select**

Executes one of several command blocks, depending on the value of the given expression (see also the section "Flow control").

A **Select Case** structure must be closed with the **End Select** keyword.

**See also:** **If ... Then ... Else**, section "Flow control"

**Example:**

```

Sub Main
  Number = InputBox("Enter an integer number between 1 and 3:")
  Select Case Val(Number)
      Case 1
        MsgBox "You entered the number One."
      Case 2
        MsgBox "You entered the number Two."
      Case 3
        MsgBox "You entered the number Three."
      Case Else
        MsgBox "Only the integer values between 1 and 3 are allowed!"
  End Select
End Sub

```

---

## SendKeys (statement)

**SendKeys** (*Keys*, [*Wait*])

Simulates keystrokes.

*Keys* is a string containing the keys to be pressed.

If the optional parameter *Wait* is **True**, control returns to the script only when the receiving application has completed processing of the keystroke.

To pass "regular" keys, just type them – for example, "Test". Special keys such as the Enter or Alt key can be added as follows:

- The keys + ^ ~ % ( ) [ ] { and } have a special meaning. If you want to use them verbatim, they must be enclosed by curly braces – for example: "{%}" or "{()}".
- Special keys such as the Enter key must be also enclosed by curly braces – for example: {Enter}. A list of the extra keys you can find in the next section "Special keys supported by the SendKeys command".
- Key combinations containing the Shift, Alt and Ctrl keys can be added using one of the following prefixes (+, ^ or %):

Shift+Enter:            "+{Enter}"

Alt+F4:                "%{F4}"

Ctrl+C:                "^c" (*not ^C!*)

Pay attention to case: For example, "^c" represents the key combination Ctrl+C, but "^C" represents Ctrl+Shift+C.

- If quotation marks need to be passed, they must be doubled – for example, "Arthur ""Two Sheds"" Jackson"
- A sequence of keys can be added by following the keystrokes with the number of repetitions, all enclosed by curly braces: "{a 10}" repeats the key a ten times, {Enter 2} repeats the Enter key twice.
- The Enter key can be also expressed with the code ~. The code "ab~cd", for example, is identical to "ab{Enter}cd"

#### Example:

```
Sub Main
  X = Shell("Calc.exe", 1)          ' Run the Calculator application
  For i = 1 To 5
    SendKeys i & "{+}", True      ' Send keystrokes
  Next i
  Msg = "Calculator will be closed now."
  MsgBox Msg
  AppActivate "Calculator"        ' Set the focus to the calculator
  SendKeys "%{F4}", True          ' Send Alt+F4 to close the application
End Sub
```

---

## Special keys supported by the SendKeys command

The following special keys can be used with the **Sendkeys** command:

Special key	String to pass
Escape	{Escape} or {Esc}
Enter	{Enter}
Shift key	Prepend the sign + (for example +{F9} for Shift+F9)
Alt key	Prepend the sign % (for example %{F9} for Alt+F9)
Ctrl key	Prepend the sign ^ (for example ^{F9} for Ctrl+F9)
Tab	{Tab}
Cursor Left	{Left}
Cursor Right	{Right}
Cursor Down	{Down}
Cursor Up	{Up}



Home	{Home}
End	{End}
Page Down	{PageDn}
Page Up	{PageUp}
Backspace	{Backspace} or {BS}
Delete	{Delete} or {Del}
Insert	{Insert}
Print Screen	{PrtSc}
Ctrl-Break	{Break}
Caps Lock key	{CapsLock}
Num Lock key	{NumLock}
Numeric keypad 0	{NumPad0}
.	
.	
Numeric keypad 9	{NumPad9}
Numeric keypad /	{NumPad/}
Numeric keypad *	{NumPad*}
Numeric keypad -	{NumPad-}
Numeric keypad +	{NumPad+}
Numeric keypad .	{NumPad.}
F1	{F1}
.	
.	
F12	{F12}

---

## Set (statement)

**Set** *Object* = [**New**] *ObjectExpression*

*Or:*

**Set** *Object* = **Nothing**

The first notation connects an object variable to an OLE object; the second severs the link.

**See also:** **Dim**, **Static**, section "OLE Automation"

---

## Sgn (function)

**Sgn** (*Num*)

Returns the sign of a number.

The possible return values are:

- -1, if the number is < 0
- 0, if the number = 0
- 1, if the number is > 0

**See also:** Abs

## Shell (function)

**Shell** (*AppName* [, *Mode*])

Starts a program.

The return value is a task ID which identifies the launched program. Values below 32 indicate that launching the program failed.

*AppName* is the name of the executable file. The name must have one of the following file extensions: .PIF, .COM, .BAT or .EXE.

The optional parameter *Mode* indicates in which window state the new program should be opened:

Value	Meaning
1	Normal with focus (Default value)
2	Minimized with focus
3	Maximized with focus
4	Normal without focus
6	Minimized without focus

**See also:** AppActivate, AppDataMaker, AppPlanMaker, AppTextMaker, CreateObject, GetObject

### Example:

```
Sub Main
  X = Shell("Calc.exe", 1)          ' Run the Calculator application
  If X < 32 Then
    MsgBox "The Calculator could not be started"
    Stop
  End If

  For I = 1 To 5
    SendKeys I & "{+}", True      ' Send keystrokes
  Next I

  Msg = "Calculator will be closed now."
  MsgBox Msg
  AppActivate "Calculator"        ' Set the focus to the calculator
  SendKeys "%{F4}", True         ' Send Alt+F4 to close the application
End Sub
```

## Sin (function)

**Sin** (*Num*)

Returns the sine of an angle.

The angle must be expressed in radians.

**See also:** Atn, Cos, Tan

### Example:

```

Sub Main
    pi = 4 * Atn(1)
    rad = 90 * (pi/180)
    x = Sin(rad)
    Print x
End Sub

```

---

## Space (function)

**Space** (*n*)

Creates a string consisting of *n* space characters.

*n* accepts values between 0 and 32767.

**See also:** String

**Example:**

```

Sub Main
    MsgBox "Mind the..." & Space(20) & "...gap!"
End Sub

```

---

## Sqr (function)

**Sqr** (*Num*)

Returns the square root of a number.

*Num* may not have a negative value.

```

Sub Root
    Dim Title, Msg, Number
    Title = "Calculation of the square root"
    Prompt = "Enter a positive number:"
    Number = InputBox(Prompt, Title)
    If Number < 0 Then
        Msg = "The root of the negative numbers is not defined."
    Else
        Msg = "The root of " & Number & " is "
        Msg = Msg & Sqr(Number) & "."
    End If
    MsgBox Msg
End Sub

```

---

## Static (statement)

**Static** *Variable*

Allocates memory for a variable and defines its type.

Unlike variables created with the **Dim** command, **Static** variables remember their value during the whole program runtime, even if they were declared inside a function.

**See also:** Dim, Function, Sub

**Example:**

```

' This example shows the usage of static variables.
' The value of the variable i in the procedure Joe is preserved.

```

```

Sub Main
  For i = 1 to 2
    Joe 2
  Next i
End Sub

Sub Joe(j As Integer)
  Static i
  Print i
  i = i + 5
  Print i
End Sub

```

---

## Stop (statement)

### Stop

Stops execution of the script immediately.

### See also: End

### Example:

```

Sub Main
  Dim x, y, z
  For x = 1 to 3
    For y = 1 to 3
      For z = 1 to 3
        Print z, y, x
      Next z
    Next y
  Next x
  Stop
End Sub

```

---

## Str (function)

### Str (Num)

Converts a numeric expression to the **String** data type.

If a positive number is passed, the resulting string starts with a space character. For negative numbers, the minus sign appears in this position.

### See also: CStr, Format, Val

### Example:

```

Sub Main
  Dim msg
  a = -1
  MsgBox "Number = " & Str(a)
  MsgBox "Abs(Number) =" & Str(Abs(a))
End Sub

```

---

## StrComp (function)

**StrComp**(String1, String2 [, IgnoreCase])

Compares two strings.

If the parameter *IgnoreCase* is **True**, the comparison is case-*insensitive* (case is ignored). If it is **False** or omitted, the comparison is case-sensitive.

The function returns the following result:

- 0, if the strings are equal
- -1, if String1 < String2
- 1, if String1 > String2

---

## String (function)

**String**(*Num*, *Character*)

Creates a string consisting of a specific character repeated *n* times.

*Num* is the desired number of repetitions.

*Character* is the character to be repeated.

**See also:** Space

**Example:**

```
Print String(80, "-")
```

---

## Sub (statement)

```
Sub Name [(ArgumentList)]  
    [Dim Variable(s)]  
    [Commands]  
    [Exit Sub]  
End Sub
```

Begins the definition of a subroutine.

*Name* is the name of the subroutine.

*ArgumentList* is a comma-separated list of parameter declarations (see below).

The subroutine definition is ended with the **End Sub** command.

The **Exit Sub** command can be used to exit a subroutine prematurely.

### Parameter declaration

```
[ByVal | ByRef] Variable [As Type]
```

The keywords **ByVal** or **ByRef** (default value) are used to specify whether the parameter is passed by value or by reference (see the section "Passing parameters via ByRef or ByVal").

*Type* specifies the data type (**String**, **Integer**, **Double**, **Long**, **Variant**). Alternatively, the type can be indicated using a type suffix – e.g. % for **Integer** (see the section "Data types").

**See also:** Call, Dim, Function

**Example:**

```
Sub Main  
    Dim Var1 as String  
    Var1 = "Hello"  
    MsgBox "Test"  
    Test Var1
```

```
MsgBox Var1
End Sub

Sub Test(wvar1 as String)
    wvar1 = "Bye!"
End Sub
```

---

## Tan (function)

**Tan** (*Num*)

Returns the tangent of an angle.

The angle must be expressed in radians.

**See also:** [Atn](#), [Cos](#), [Sin](#)

**Example:**

```
Sub Main
    Dim Msg, Pi
    Pi = 4 * Atn(1)      ' Calculate Pi
    x = Tan(Pi/4)
    MsgBox "Tan(Pi/4)=" & x
End Sub
```

---

## Time (function)

**Time** [ () ]

Returns the current system time in the format HH:MM:SS.

The separator can be changed using the Regional Settings applet in the Windows Control Panel.

**See also:** [Date](#), [DateSerial](#), [DateValue](#), [Hour](#), [Minute](#), [Now](#), [Second](#), [TimeSerial](#), [TimeValue](#)

**Example:**

```
Sub Main
    T1 = Time
    MsgBox T1
    MsgBox "Hours: " & Hour(T1)
    MsgBox "Minutes: " & Minute(T1)
    MsgBox "Seconds: " & Second(T1)
End Sub
```

---

## TimeSerial (function)

**TimeSerial** (*Hour, Minute, Second*)

Returns the time serial corresponding to the specified hour, minute, and second.

**See also:** [DateSerial](#), [DateValue](#), [Hour](#), [Minute](#), [Now](#), [Second](#), [Time](#), [TimeValue](#)

**Example:**

```
Sub Main
    Print TimeSerial(09,30,59)
End Sub
```

---

## TimeValue (function)

**TimeValue** (*TimeString*)

Returns a double precision serial number corresponding to the specified time string. *TimeString* can be any string that represents a time.

**See also:** DateSerial, DateValue, Hour, Minute, Now, Second, Time, TimeSerial

### Example:

```
Sub Main
    Print TimeValue("09:30:59")
End Sub
```

---

## Trim, LTrim, RTrim (function)

Removes the leading or trailing space characters from a string.

**LTrim** (*String*) removes the leading spaces.

**RTrim** (*String*) removes the trailing spaces.

**Trim** (*String*) removes both leading and trailing spaces.

### Example:

```
Sub Main
    MyString = "   <-Trim->   "
    TrimString = LTrim(MyString)           ' "<-Trim->   ".
    MsgBox "|" & TrimString & "|"
    TrimString = RTrim(MyString)           ' "   <-Trim->".
    MsgBox "|" & TrimString & "|"
    TrimString = LTrim(RTrim(MyString))   ' "<-Trim->".
    MsgBox "|" & TrimString & "|"
    TrimString = Trim(MyString)           ' "<-Trim->".
    MsgBox "|" & TrimString & "|"
End Sub
```

---

## Type (statement)

```
Type TypeName
    Element As Type
    Element As Type
    Element As Type
    .
    .
    .
End Type
```

Declares a user-defined type.

*TypeName* is the name of the new type.

*Element* is the name of an element of this type.

*Type* is the data type of this element (**Integer**, **Long**, **Single**, **Double**, **String**, **String\*n**, **Variant** or a user-defined type).

After you have declared a user-defined type, you can declare variables of this new type using the commands **Dim x As TypeName** and **Static x As TypeName**.

To access an element, use a dot notation like this: *Variable.Element*.

The **Type** command may not be used inside **Sub** or **Function** commands.

**See also:** **Dim, Static, With**, section "Data types"

**Example:**

```
Type type1
  a As Integer
  d As Double
  s As String
End Type

Type type2
  a As String
  o As type1
End Type

Type type3
  b As Integer
  c As type2
End Type

Dim var2a As type2
Dim var2b As type2
Dim var1a As type1
Dim var3a as type3

Sub Test
  a = 5
  var1a.a = 7472
  var1a.d = 23.1415
  var1a.s = "TEST"
  var2a.a = "43 - forty-three"
  var2a.o.s = "Hi"
  var3a.c.o.s = "COS"
  var2b.a = "943 - nine hundred forty-three"
  var2b.o.s = "Yogi"
  MsgBox var1a.a
  MsgBox var1a.d
  MsgBox var1a.s
  MsgBox var2a.a
  MsgBox var2a.o.s
  MsgBox var2b.a
  MsgBox var2b.o.s
  MsgBox var3a.c.o.s
  MsgBox a
End Sub
```

---

## UBound (function)

**UBound**(ArrayName[, Dimension])

Returns the upper bound (= highest possible index) for the given dimension of an array.

If *Dimension* is omitted, the first dimension of the array is used.

**See also:** **Dim, LBound, ReDim**

**Example:**

```
Option Base 1

Sub Main
  Dim a(10, 20 To 40)
```



```
Print "1st dimension: " & LBound(a) & " to " & UBound(a)
Print "2nd dimension: " & LBound(a, 2) & " to " & UBound(a, 2)
End Sub
```

---

## UCase (function)

**UCase** (*String*)

Converts a string to uppercase.

**See also:** LCase

**Example:**

```
Sub Main
  MsgBox UCase("Think BIG!") ' gives "THINK BIG!"
End Sub
```

---

## Val (function)

**Val** (*String*)

Converts a string to a number.

The string content is analyzed up to the first non-numeric character. Spaces, tabs, and line feeds are ignored.

If the string does not start with a number, the result is 0.

Val ("2") gives 2

Val ("2 hours") gives 2

Val ("2 hours 30 minutes") gives 2

Val ("xyz 2") gives 0

**See also:** Str

**Example:**

```
Sub main
  Dim Msg
  Dim YourVal As Double
  YourVal = Val(InputBox$("Enter a number."))
  Msg = "You entered the number " & YourVal
  MsgBox Msg
End Sub
```

---

## VarType (function)

**VarType** (*VarName*)

Returns the data type of a Variant variable.

The possible return values are:

Type	Return value
Empty	0
Null	1

<b>Integer</b>	2
<b>Long</b>	3
<b>Single</b>	4
<b>Double</b>	5
<b>Date</b>	7
<b>String</b>	8
<b>Object</b>	9
<b>Boolean</b>	11

**See also:** **IsDate**, **IsEmpty**, **IsNull**, **IsNumeric**, section "Special behavior of the Variant data type"

**Example:**

```
If VarType(x) = 5 Then Print "Variable is of type Double"
```

## Weekday (function)

**Weekday** (*Expression*)

Returns the weekday of the given date.

The result is an integer value between 1 and 7, where 1=Sunday, 2=Monday, ... 7=Saturday.

*Expression* is a numeric or string expression which represents a date.

**See also:** **Date**, **Day**, **Hour**, **Minute**, **Month**, **Now**, **Second**, **Time**, **Year**

**Example:**

```
Sub Main
  Print Weekday(Date)
End Sub
```

## While ... Wend (statement)

**While** *Condition*  
 [*Commands*]  
**Wend**

Executes a group of commands repeatedly as long as the given condition is true (see also the section "Flow control").

**See also:** **Do ... Loop**, section "Flow control"

## With (statement)

**With** *Object*  
 [*Commands*]  
**End With**

Executes a group of commands for the given object.

The **With** command allows accessing the elements of an object without having to repeat the object name over and over again.

Note: **With** commands can be nested.

**See also:** **While ... Wend, Do ... Loop**, section "Hints for simplifying notations"

**Example:**

```
Type type1
  a As Integer
  d As Double
  s As String
End Type

Type type2
  a As String
  o As type1
End Type

Dim var1a As type1
Dim var2a As type2

Sub Main

  With var1a
    .a = 65
    .d = 3.14
  End With
  With var2a
    .a = "Hello"
    With .o
      .s = "Bye!"
    End With
  End With
  var1a.s = "TEST"
  MsgBox var1a.a
  MsgBox var1a.d
  MsgBox var1a.s
  MsgBox var2a.a
  MsgBox var2a.o.s

End Sub
```

---

## Write # (statement)

**Write** #*FileNumber*, [*Expression*]

Writes data to a file.

The file must have been already opened with the **Open** command in **Output** or **Append** mode.

*FileNumber* is the number assigned to the file by **Open** command.

*Expression* consists of one or more output elements.

If *Expression* is omitted, an empty line is output. Please note that in this case you still need to add a trailing comma to the command (e.g., Write #1,).

**See also:** **Open, Seek, Print #**

**Example:**

```
Sub Main

  Open "TESTFILE" For Output As #1   ' Create file
  userData1$ = InputBox("Enter one text line.")
  userData2$ = InputBox("Enter one more text line.")
  Write #1, userData1, userData2     ' Write file
  Close #1

  Open "TESTFILE" for Input As #2    ' Open file
  Print "File contents:"
  Do While Not EOF(2)
    Line Input #2, FileData          ' Read line

End Sub
```

```
        Print FileData
    Loop
    Close #2                ' Close file
    Kill "TESTFILE"        ' Delete file
End Sub
```

---

## Year (function)

**Year** (*Expression*)

Returns the year for the given date.

*Expression* is a numeric or string expression which represents a date.

The result is an integer value between 100 and 9999.

**See also:** [Date](#), [Day](#), [Hour](#), [Minute](#), [Month](#), [Now](#), [Second](#), [Time](#), [Weekday](#)

### Example:

```
Sub Main
    T1 = Now          ' Now = current date + time
    MsgBox T1
    MsgBox "Day: " & Day(T1)
    MsgBox "Month: " & Month(T1)
    MsgBox "Year: " & Year(T1)
    MsgBox "Hours: " & Hour(T1)
    MsgBox "Minutes: " & Minute(T1)
    MsgBox "Seconds: " & Second(T1)
End Sub
```

---

# Appendix

In the appendix, the following information is covered:

- **Color constants**

This section contains a list of all pre-defined color constants.

---

## Color constants

There are several properties in TextMaker and PlanMaker that let you retrieve or set colors. These are available in two variations: once for working with *BGR colors* ("blue-green-red") and once with *index colors* – with the latter, TextMaker's default colors are simply enumerated with consecutive numbers.

For example, **Selection.Font.Color** sets the color of the currently selected text in TextMaker to the BGR color value that you pass as an argument. The method **Selection.Font.ColorIndex**, in contrast, expects an index color.

On the next pages you will find a list of all pre-defined color constants that can be used in such commands. It is split into the following sections:

- **Color constants for BGR colors**
- **Color constants for index colors**

---

### Color constants for BGR colors

Some of TextMaker's and PlanMaker's properties expect a BGR color (blue/green/red) as their argument. You can either give an arbitrary value or choose one of the following constants:

<b>smoColorAutomatic</b>	= -1 ' Automatic (see below)
<b>smoColorTransparent</b>	= -1 ' Transparent (see below)
<b>smoColorBlack</b>	= &h0&
<b>smoColorBlue</b>	= &hFF0000&
<b>smoColorBrightGreen</b>	= &h00FF00&
<b>smoColorRed</b>	= &h0000FF&
<b>smoColorYellow</b>	= &h00FFFF&
<b>smoColorTurquoise</b>	= &hFFFF00&
<b>smoColorViolet</b>	= &h800080&
<b>smoColorWhite</b>	= &hFFFFFF&
<b>smoColorIndigo</b>	= &h993333&
<b>smoColorOliveGreen</b>	= &h003333&
<b>smoColorPaleBlue</b>	= &hFFCC99&
<b>smoColorPlum</b>	= &h663399&
<b>smoColorRose</b>	= &hCC99FF&
<b>smoColorSeaGreen</b>	= &h669933&
<b>smoColorSkyBlue</b>	= &hFFCC00&
<b>smoColorTan</b>	= &h99CCFF&
<b>smoColorTeal</b>	= &h808000&
<b>smoColorAqua</b>	= &hCCCC33&
<b>smoColorBlueGray</b>	= &h996666&
<b>smoColorBrown</b>	= &h003399&
<b>smoColorGold</b>	= &h00CCFF&
<b>smoColorGreen</b>	= &h008000&
<b>smoColorLavender</b>	= &hFF99CC&
<b>smoColorLime</b>	= &h00CC99&
<b>smoColorOrange</b>	= &h0066FF&
<b>smoColorPink</b>	= &hFF00FF&
<b>smoColorLightBlue</b>	= &hFF6633&
<b>smoColorLightOrange</b>	= &h0099FF&
<b>smoColorLightYellow</b>	= &h99FFFF&
<b>smoColorLightGreen</b>	= &hCCFFCC&
<b>smoColorLightTurquoise</b>	= &hFFFFCC&

```

smoColorDarkBlue      = &h800000&
smoColorDarkGreen     = &h003300&
smoColorDarkRed       = &h000080&
smoColorDarkTeal     = &h663300&
smoColorDarkYellow    = &h008080&
smoColorGray05       = &hF3F3F3&
smoColorGray10       = &hE6E6E6&
smoColorGray125      = &hE0E0E0&
smoColorGray15       = &hD9D9D9&
smoColorGray20       = &hCCCCCC&
smoColorGray25       = &hC0C0C0&
smoColorGray30       = &hB3B3B3&
smoColorGray35       = &hA6A6A6&
smoColorGray375      = &hA0A0A0&
smoColorGray40       = &h999999&
smoColorGray45       = &h8C8C8C&
smoColorGray50       = &h808080&
smoColorGray55       = &h737373&
smoColorGray60       = &h666666&
smoColorGray625      = &h606060&
smoColorGray65       = &h595959&
smoColorGray75       = &h404040&
smoColorGray85       = &h262626&
smoColorGray90       = &h191919&
smoColorGray70       = &h4C4C4C&
smoColorGray80       = &h333333&
smoColorGray875      = &h202020&
smoColorGray95       = &hC0C0C0&

```

The colors **smoColorAutomatic** and **smoColorTransparent** serve specific purposes and *cannot* be used at will:

- **smoColorAutomatic** lets you set the color of the sheet grid in PlanMaker to "Automatic".
- **smoColorTransparent** lets you set the background color of text to "Transparent" in TextMaker and PlanMaker.

---

## Color constants for index colors

Some of TextMaker's and PlanMaker's properties expect an index color as their argument. You may **exclusively** use one of the following values:

```

smoColorIndexAuto      = -1 ' Automatic (see below)
smoColorIndexTransparent = -1 ' Transparent (see below)
smoColorIndexBlack     = 0  ' Black
smoColorIndexBlue      = 1  ' Blue
smoColorIndexCyan      = 2  ' Cyan
smoColorIndexGreen     = 3  ' Green
smoColorIndexMagenta   = 4  ' Magenta
smoColorIndexRed       = 5  ' Red
smoColorIndexYellow    = 6  ' Yellow
smoColorIndexWhite     = 7  ' White
smoColorIndexDarkBlue  = 8  ' Dark blue
smoColorIndexDarkCyan  = 9  ' Dark cyan
smoColorIndexDarkGreen = 10 ' Dark green
smoColorIndexDarkMagenta = 11 ' Dark magenta
smoColorIndexDarkRed   = 12 ' Dark red
smoColorIndexBrown     = 13 ' Brown
smoColorIndexDarkGray  = 14 ' Dark gray
smoColorIndexLightGray = 15 ' Light gray

```

Hint: Those properties that use BGR colors are more flexible and should be used preferably.

The colors **smoColorIndexAuto** and **smoColorIndexTransparent** serve specific purposes and *cannot* be used at will:

- **smoColorIndexAuto** lets you set the color of the sheet grid in PlanMaker to "Automatic".
- **smoColorIndexTransparent** lets you set the background color of text to "Transparent" in TextMaker and PlanMaker.

