Chapter 56
Control Class

Overview

With the Control class you can create a control object, which is an arrow within a box, that displays additional information when selected. The additional information may be a menu, a display, text, or a list of values for a field. On non-graphics devices, the arrow is replaced with a character such as a question mark (?).

Parent:
  sashelp.fsp.widget.class

Class:
  sashelp.fsp.Control.class

Methods

Methods specific to the Control class are described here. Inherited methods are described in the Object class and the Widget class.

Dictionary

_setChar

Assigns a character to represent the control on non-graphics devices

Syntax

CALL NOTIFY (control-name, '_setChar', character);
_setColor

Assigns a color to a control

Restrictions   Some systems do not support using methods to change the color of a control.

Syntax

CALL NOTIFY (control-name, '_setColor', color-name);

Where ... Type Description

color-name     C specifies the name of a color. For valid colors, see SAS/GRAPH
                2.

Details

On non-graphics devices, the _setColor method assigns the closest available color.
You can also specify SASCOLOR window elements for color-name. However, the
attribute associated with the window element is ignored.

_setFill

Assigns a fill style to a control (empty or filled)

Syntax

CALL NOTIFY (control-name, '_setFill', type);
**setType**

Assigns a type of control

**Syntax**

CALL NOTIFY (control-name, '_setType', type);

---

**setSize**

Sets the size of the control object

**Syntax**

CALL NOTIFY (control-name, '_setSize', width, height, units);

---

**setType**

Assigns a type of control

**Syntax**

CALL NOTIFY (control-name, '_setType', type);

---

**Details**

Fill style is ignored on non-graphics devices.

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<table>
<thead>
<tr>
<th>Where ...</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>type</td>
<td>N</td>
<td>specifies the fill style to assign</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>filled</td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>empty</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Where ...</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>width</td>
<td>N</td>
<td>specifies the width of the object</td>
</tr>
<tr>
<td>height</td>
<td>N</td>
<td>specifies the height of the object</td>
</tr>
<tr>
<td>units</td>
<td>C</td>
<td>specifies the units for width and height:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>'CHARACTERS'</td>
</tr>
<tr>
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<td>'FONTS'</td>
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<td></td>
<td></td>
<td>'PIXELS'</td>
</tr>
</tbody>
</table>

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**Details**

When you set the size of a control object, the size is static and will not change even if you resize the region it occupies.
Argument | Type | Description
---------|------|-----------------
type | N | specifies a value, 1 through 12, representing the control type

**Details**

Control types are numbered 1 through 12 (reading from left to right) and are displayed in the Control Type Palette area of the Control Attributes window.

Control type is ignored on non-graphics devices. On non-graphics devices, the character specified for the text symbol, rather than the graphics symbol, is displayed for the control.