DAQBench

32-bit ActiveX controls for
Measurement and Automation

Equipment Controls Reference

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DMotor ActiveX Control

This is an ActiveX control that can display the pattern of motor equipment.

Property

LinkItem Property
Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.
Syntax
*object.***LinkItem** = [string]
Remarks
Default: None
Data Type
String

LinkMode Property
Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.
Syntax
*object.***LinkMode** = [number]
Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks
Default: 0
Data Type
Integer

LinkTimeout Property
Returns/sets the time period that the control object waits for a response from a DDE server.
Syntax
*object.***LinkTimeout** = [number]
Settings
The values for the LinkTimeout property are **tenths of seconds.**
Remarks
Default: 50 (50 means 5 seconds.)
Data Type
Long

LinkTopic Property
Returns/sets the application name and topic name of the DDE conversion.
Syntax

object.**LinkTopic** = [string]
Remarks
Default: None
Convention style : *application|topic is for DDE*
Convention style : *\\node_name\application|topic is forNetDDE*
Data Type
String

Mode Property

Returns/sets a value that determines the control mode of motor.
Syntax
object.**Mode** [= number]
Settings

Value	Description
0	Control, user can change the state of motor
1	Indicator, user can not change the state of motor

Remarks
Default: 0.
Data Type
Integer

MotorStyle Property

Returns/sets a value that determines the pattern style of motor.
Syntax
object.**MotorStyle** [= number]
Settings

Value	Description
0	
1	.

Remarks
Default: 0.
Data Type
Integer

OffColor Property

Returns/sets the color value for display motor when the motor state is off.
Syntax
object.**OffColor** [= color]
Settings
This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.
Remarks
You can select the color from the color palette.
Default: Blue.
Data Type
Color

OnColor Property

Returns/sets the color value for display motor when the motor state is on.

Syntax

*object.***OnColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Green.

Data Type

Color

State Property

Returns/sets a value that determines the current mode of motor.

Syntax

*object.***State** [= number]

Settings

Value	Description
0	Off, motor non-active
1	On, motor active

Remarks

Default: 0.

Data Type

Integer

TextColor Property

Returns/sets the color value for displaying the motor state text.

Syntax

*object.***TextColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Red.

Data Type

Color

TextVisible Property

Returns/sets the value that determines if the motor state text is visible.

Syntax

*object.***TextVisible** [= boolean]

Settings

Value	Description
True	The state text is visible
False	The state text is not visible

Remarks

Default: True

Data Type
    Boolean

Method

LinkPoke Method
Syntax
    Function object**.LinkPoke**(datatype as short**)** As void.
Argument
    datatype as short;

Value	Description
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark
The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method
Syntax
    Function object**. LinkRequest**() As void.
Argument
    none
Remark
When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event
Syntax
    sub *ControlName_***LinkClose** () ; It is for others objects.
Argument
    none
Remarks
If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control's LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event
Syntax
    sub *ControlName_***LinkError**(*linkerr as short*).
Argument
    linkerr *As short*

An integer that specifies the error state of the DDE connection.

    0 mean the "Connect failed".

    1 mean the "Request failed".

    2 mean the "Poke failed".

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

    sub *ControlName*_**LinkNotify** () ; It is for other objects

Argument

    None

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

    sub *ControlName*_**LinkOpen** (cancel *as short*).

Argument

    cancel As short

    An integer that specifies the status of DDE connection; -1 mean fail, 0 mean
      successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

DPipe ActiveX Control

This is an ActiveX control that can display the pattern of pipe equipment.

Property

Blink Property
Returns/sets a value that determines if the control is blinked.

Syntax

*object.***Blink** [= boolean]

Settings

Value	Description
True	The pipe is blinked.
False	The pipe is not blinked.

Remarks

Default: False.

Data Type

Boolean

Connecter1 Property
Returns/sets a value that determines if the control has the first connecter.

Syntax

*object.***Connecter1** [= boolean]

Settings

Value	Description
True	The pipe has the first connecter.
False	The pipe does not has the first connecter.

Remarks

Default: False.

Data Type

Boolean

Connecter2 Property
Returns/sets a value that determines if the control has the first connecter.

Syntax

*object.***Connecter2** [= boolean]

Settings

Value	Description
True	The pipe has the second connecter.
False	The pipe does not has the second connecter.

Remarks

Default: False.

Data Type

Boolean

Fill Property
Returns/sets a value that determines if it is display as filled pipe.

Syntax

*object.***Fill** [= boolean]

Settings

Value	Description
True	Display as filled pipe.
False	Display as non-filled pipe.

Remarks

Default: False.

Data Type

Boolean

FillColor Property

Returns/sets a value that determines the filled color.

Syntax

*object.***FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Data Type

Color

LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

*object.***LinkItem =** [string]

Remarks

Default: None

Data Type

String

LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

*object.***LinkMode =** [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE server.

Syntax

　　*object.***LinkTimeout** = [number]

Settings

　　The values for the LinkTimeout property are **tenths of seconds.**

Remarks

　　Default: 50 (50 means 5 seconds.)

Data Type

　　Long

LinkTopic Property

　　Returns/sets the application name and topic name of the DDE conversion.

Syntax

　　*object.***LinkTopic =** [string]

Remarks

　　Default: None

　　Convention style : *application|topic is for DDE*

　　Convention style : *\\node_name\application|topic is forNetDDE*

Data Type

　　String

PipeColor Property

　　Returns/sets a value that determines the pipe color.

Syntax

　　*object.***PipeColor** [= color]

Settings

　　This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

　　You can select the color from the color palette.

Data Type

　　Color

PipeWidth Property

　　Returns/sets a value that determines the pipe width.

Syntax

　　*object.***PipeWidth** [= number]

Settings

　　Set the width by pixel unit

Remarks

　　Default is 20.

Data Type

　　Integer

PipeStyle Property

　　Returns/sets a value that determines the pattern style of pipe.

Syntax

*object.***PipeStyle** [= number]
Settings

Value	Description
0	
1	
2	
3	
4	
5	

Remarks
Default: 0
Data Type
Integer

Timer Property
Returns/sets a value that determines the time interval of blinking.
Syntax
*object.***Timer** [= number]
Settings
Set the interval by milliseconds.
Remarks
Default is 1000 millisecond
Data Type
Integer

Method

LinkPoke Method
Syntax
Function object.**LinkPoke(**datatype as short**)** As void.
Argument
datatype as short;

Value	Description
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark
The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method
Syntax
> Function object**. LinkRequest**() As void.

Argument
> none

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event
Syntax
> sub *ControlName_***LinkClose** () ; It is for others objects.

Argument
> none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control's LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event
Syntax
> sub *ControlName_***LinkError**(*linkerr as short*).

Argument
> **linkerr** *As short*
> An integer that specifies the error state of the DDE connection.
>> 0 mean the "Connect failed".
>> 1 mean the "Request failed".
>> 2 mean the "Poke failed".

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event
Syntax
> sub *ControlName_***LinkNotify** () ; It is for other objects

Argument
> none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event
Syntax
> sub *ControlName_***LinkOpen** (cancel *as short*).

Argument

cancel As short
An integer that specifies the status of DDE connection; -1 mean fail, 0 mean
successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

DPump ActiveX Control

This is an ActiveX control that can display the pattern of pump equipment.

Property

FanMode Property
Returns/sets a value that determines the display mode of the pump fan.
Syntax
   *object.***FanMode** [= number]
Settings

Value	Description
0	None
1	Static
2	Clockwise rotation
3	Counterclockwise rotation

Remarks
   Default: 1.
Data Type
   Integer

LinkItem Property
Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.
Syntax
   *object.***LinkItem** = [string]
Remarks
   Default: None
Data Type
   String

LinkMode Property
Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.
 Syntax
   *object.***LinkMode** = [number]
Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks
   Default: 0
Data Type
   Integer

LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE server.

Syntax

object.**LinkTimeout** = [number]

Settings

The values for the LinkTimeout property are **tenths of seconds.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**LinkTopic** = [string]

Remarks

Default: None

Convention style : *application|topic is for DDE*

Convention style : *\\node_name\application|topic is forNetDDE*

Data Type

String

PumpColor Property

Returns/sets a value that determines the pump color.

Syntax

object.**PumpColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue

Data Type

Color

PumpStyle Property

Returns/sets a value that determines the pattern style of pump.

Syntax

object.**PumpStyle** [= number]

Settings

Value	Description
0	
1	
2	
3	

4

5

6

7

8

9

Remarks

Default: 0

Data Type

Integer

Method

LinkPoke Method

Syntax

Function object**.LinkPoke**(datatype as short**)** As void.

Argument

datatype as short;

Value	Description
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object**. LinkRequest**() As void.

Argument

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event

Syntax

    sub *ControlName*_**LinkClose** () ; It is for others objects.

Argument

    none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control's LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

    sub *ControlName*_**LinkError**(*linkerr as short*).

Argument

    linkerr *As short*

    An integer that specifies the error state of the DDE connection.

        0 mean the "Connect failed".

        1 mean the "Request failed".

        2 mean the "Poke failed".

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

    sub *ControlName*_**LinkNotify** () ; It is for other objects

Argument

    none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

    sub *ControlName*_**LinkOpen** (cancel *as short*).

Argument

    cancel As short

    An integer that specifies the status of DDE connection; -1 mean fail, 0 mean
        successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

DTank ActiveX Control

This is an ActiveX control that can display the pattern of tank equipment.

Property

LinkItem Property
Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax
*object.***LinkItem** = [string]

Remarks
Default: None

Data Type
String

LinkMode Property
Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax
*object.***LinkMode** = [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks
Default: 0

Data Type
Integer

LinkTimeout Property
Returns/sets the time period that the control object waits for a response from a DDE server.

Syntax
*object.***LinkTimeout** = [number]

Settings
The values for the LinkTimeout property are **tenths of seconds.**

Remarks
Default: 50 (50 means 5 seconds.)

Data Type
Long

LinkTopic Property
Returns/sets the application name and topic name of the DDE conversion.

Syntax

*object.***LinkTopic** = [string]
Remarks
    Default: None
    Convention style :   *application|topic is for DDE*
    Convention style :   *\\node_name\application|topic is forNetDDE*
Data Type
    String

Symbol Property
    Returns/sets a string that determines the unit symbol of tank.
Syntax
    *object.***Symbol** [= string]
Settings
    The string for unit of liquid
Remarks
    example: "L"
Data Type
    String

TankColor Property
    Returns/sets a value that determines the tank color.
Syntax
    *object.***TankColor** [= color]
Settings
    This property uses the Microsoft Windows operating environment red-green-blue
    (RGB) color scheme.
Remarks
    You can select the color from the color palette.
Data Type
    Color

TankStyle Property
    Returns/sets a value that determines the pattern style of tank.
Syntax
    *object.***TankStyle** [= number]
Settings

Value	Description
0	
1	
2	
3	
4	

Remarks
    Default: 0
Data Type

17

Integer

TextColor Property

Returns/sets the color value for display the text of quantity and symbol on tank.

Syntax

*object.***TextColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Data Type

Color

TextVisible Property

Returns/sets the value that determines if the text on tank is visible.

Syntax

*object.***TextVisible** [= boolean]

Settings

Value	Description
True	Display the text of quantity and symbol.
False	Don't display the text of quantity and symbol.

Remarks

Default: True

Data Type

Boolean

Value Property

Returns/sets the value that determines the quantity of liquid in tank

Syntax

*object.***Value** [= double]

Settings

Set the quantity of liquid

Remarks

Default: 0.0

Data Type

Double

Method

LinkPoke Method

Syntax

Function object**.LinkPoke(**datatype as short**)** As void.

Argument

datatype as short;

Value	Description
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method
Syntax
Function object**. LinkRequest**() As void.
Argument
none
Remark
When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event
Syntax
sub *ControlName_***LinkClose** () ; It is for others objects.
Argument
none
Remarks
If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control's LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event
Syntax
sub *ControlName_***LinkError**(*linkerr as short*).
Argument
linkerr *As short*
An integer that specifies the error state of the DDE connection.
0 mean the "Connect failed".
1 mean the "Request failed".
2 mean the "Poke failed".
Remarks
If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event
Syntax
sub *ControlName_***LinkNotify** () ; It is for other objects
Argument
none
Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName_***LinkOpen** (cancel *as short*).

Argument

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean
   successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

DValve ActiveX Control

This is an ActiveX control that can display the pattern of valve equipment.

Property

LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

*object.***LinkItem** = [string]

Remarks

Default: None

Data Type

String

LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

*object.***LinkMode** = [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE server.

Syntax

*object.***LinkTimeout** = [number]

Settings

The values for the LinkTimeout property are **tenths of seconds.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**LinkTopic** = [string]
Remarks
    Default: None
    Convention style : *application|topic is for DDE*
    Convention style : *\\node_name\application|topic is forNetDDE*
Data Type
    String

Mode Property
    Returns/sets a value that determines the control mode of valve.
Syntax
    object.**Mode** [= number]
Settings

Value	Description
0	Control, user can change the state of valve
1	Indicator, user can not change the state of valve

Remarks
    Default: 0.
Data Type
    Integer

OffColor Property
    Returns/sets the color value for displaying valve when the valve state is off.
Syntax
    object.**OffColor** [= color]
Settings
    This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.
Remarks
    You can select the color from the color palette.
Data Type
    Color

OnColor Property
    Returns/sets the color value for displaying valve when the valve state is on.
Syntax
    object.**OnColor** [= color]
Settings
    This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.
Remarks
    You can select the color from the color palette.
    Default: Green.
Data Type
    Color

State Property
    Returns/sets a value that determines the current state of the motor.
Syntax

*object.***State** [= number]

Settings

Value	Description
0	Off, valve is close
1	On, valve is open

Remarks

Default: 0.

Data Type

Integer

TextColor Property

Returns/sets the state text color.

Syntax

*object.***TextColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Data Type

Color

TextVisible Property

Returns/sets the value that determines if the state text is visible.

Syntax

*object.***TextVisible** [= boolean]

Settings

Value	Description
True	The state text is visible.
False	The state text is not visible.

Remarks

Default: True

Data Type

Boolean

ValveColor Property

Returns/sets the value that determines the color of valve.

Syntax

*object.***ValveColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Data Type

Color

## *ValveStyle Property*

Returns/sets a value that determines the pattern style of valve.

Syntax

    object.**ValveStyle** [= number]

Settings

Value	Description
0	
1	
2	
3	
4	
5	
6	
7	
8	

Remarks

    Default: 0

Data Type

    Integer

Method

LinkPoke Method

Syntax

    Function object.**LinkPoke**(datatype as short**)** As void.

Argument

    datatype as short;

Value	Description
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

    Function object**. LinkRequest**() As void.

Argument

    none

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event
Syntax
> sub *ControlName_***LinkClose** () ; It is for others objects.

Argument
> none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control's LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event
Syntax
> sub *ControlName_***LinkError**(*linkerr as short*).

Argument
> **linkerr** *As short*
> An integer that specifies the error state of the DDE connection.
>> 0 mean the "Connect failed".
>> 1 mean the "Request failed".
>> 2 mean the "Poke failed".

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event
Syntax
> sub *ControlName_***LinkNotify** () ; It is for other objects

Argument
> none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event
Syntax
> sub *ControlName_***LinkOpen** (cancel *as short*).

Argument
> *cancel As short*
> An integer that specifies the status of DDE connection; -1 mean fail, 0 mean
>> successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.