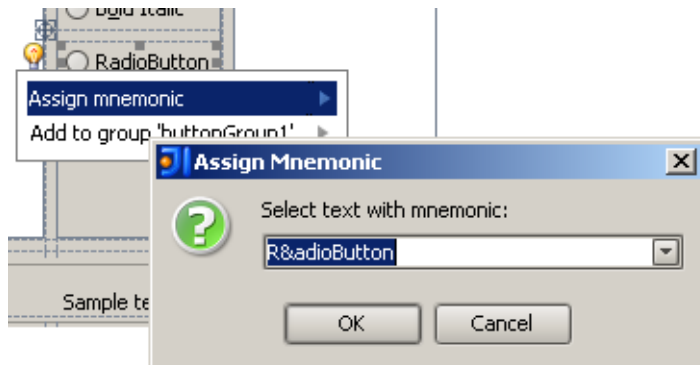


## Adding Mnemonics

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You can specify a mnemonic character for action controls by placing an ampersand (&) character in front of the desired mnemonic character in the text property. At runtime, the mnemonic character is underlined.

For components that can take mnemonics, there is an Intention Action **Assign mnemonic** that intelligently keeps track of already used mnemonics in the form and suggests a mnemonic for the current component based on what characters are already used.



### See Also

#### Procedures:

- [Populating Your GUI Form](#)

#### Web Resources:

- [Developer Community](#) 