Bitmap1-5 property

Description

This property determines   up top 5 bitmaps to be displayed in a control.

Remarks

May be set at   design time only

Data Type

None on default

Contents

VButton

VButton is an enhanced picture button contol.

There are three types of a VButton control. When the VButton is clicked it changes one of its available state to another. The VButton can contain from zero to five different bitmaps of any size and any color resolution (e.g., 250x150 monochrome bitmap, 100x100 16color and 200x100 256color). **This take to a programmer possibility to create fine looking applications.** Every bitmap may be displayed in every button states (e.g., when a button is enabled, disabled, pushed down, released). Any bitmap corresponding to some button state can be easely changed at run time. Transparency is supported.

Some of VButton controls can be united in groups. All VButton controls in the group may to change state when a state of any control in the group changes. Groups may be numerated from 0 to 32656. Programmer can change group number for any control both at design and run time. **One of the main features of the VButton control is fast and simple programming for group changes.**

Every VButton control has four events: MouseDown, MouseUp RightClicked and LeftClicked. In this way the VButton control works and may be programmed as a standard Command button control in Visual Basic.

This control was developed by **Speech Therapy Systems Ltd. (STS Ltd).**

Properties

This are   properties that applied to VButton control only or require special consideration when used in it.

Properties

ActOn	Group	Transparent
Bitmap1-5	CroupActionDown	
ButtonType	GroupActionUp	
DefDisabled	LeftClick	
DefMouseDown	Number	
DefMouseUp	RightClick	
EraseBackground	State	

DefDisabled Property

Description

This property determines which bitmap will display, when control is disabled.

Usage

[form.]VButton.**DefDisabled**[={**1**|**2**|**3**|**4**|**5**}]

Remarks

When control is disabled,   bitmap with according number is displayed. When 0 is set, no bitmap is displayed. If   bitmap with according number wasn't defined, no bitmap is displayed. If   the value set is less than 1 it automatically sets to 1. If the value is more than 5,   it sets to 5

Bitmap1 must be set for this property to work.Else VButton will not   be displayed.

See also Bitmap1-5, DefMouseDown, and DefMouseUp property.

Data Type

Integer. On default is 3.

ActOn property

Description

Defines type of group action for the VButton control. Setting   ActOn   to **Group** causes the control to act on other VButton controls in it's group only. Setting   ActOn to **All** causes the control to act on all VButton in the form. For example,   if   Button1.Group = 1, Button2.Group = 1, Button3.Group = 2, Button1.GroupActionDown = "Disabled" and all the buttons are enabled , when Button1 is pushed   down

if ActOn = Group	if ActOn = All
Button2 is disabled	Button2 is disabled
Button3 is enabled	Button3 is disabled

Remarks

May be set both at   design time and in runtime.

Data Type

Enumerated. Default value is **0 (Group)**

See also Group, GroupActionDown, and GroupActionUp properties

State of VButton

Every VButton may be *disabled* or *enabled*. Disabled VButton doesn't work and doesn't answer when it is clicked.   Enabled buttons may be both in *up* and   *down* state.   All this states are enumerated and may be changed both in design and in run time.

VButton Type

The VButton control may be one of   the following types: **push, toggle** and **special toggle** (toggle*).

A *push* VButton changes its state when the mouse pointer is pointed on the VButton and left mouse button is clicking down. When the left mouse button is released, the push VButton returns to its previous state. A *toggle* VButton does not return to its previous state when the left mouse button   is released, but the left button click needed. to switch it out. A *special toggle* VButton   returns to its previous state only by changing of the   State property.

VButton Appearance

This all are samples of possible VButton controls:

Button Type property

Description

Defines type of   VButton contol.

Remarks

A p*ush* VButton changes its state when the mouse pointer is pointed on the VButton and left mouse button is clicking down. When left mouse button is released, the push VButton returns to its previous state. A *toggle* VButton does not return to its previous state when the left mouse button is released, but the left button click needed to to switch it out.   A s*pecial toggle* VButton   returns to its previous state only by programmable way.

This is design time property only.

Data Type

 Enumerated. **Push** on default

DefMouseDown Property

This property determines which bitmap will display, when control is pushed down.

Usage

[form.]VButton.**DefMouseDown**[={1|2|3|4|5}]

Remarks

When the control is pushed down, the bitmap with according number is displayed. When 0 is set no bitmap is displayed. If   bitmap with according number wasn't defined, no bitmap is displaed. If   the value set is less than 1 it sets to 1. If the value set   more than 5 it sets to 5

Bitmap1 must be set for this property to work. Otherwise VButton will not   be displayed.

See also Bitmap1-5, DefDisabled, and DefMouseUp property.

Data Type

Integer. On default 2.

LeftClick Property

Description

This property simulates left mouse button click

Usage

[form.]VButton.**LeftClick=True**

Remarks

May be set at   run time only. When the LeftClick property is set to **True,** the control works when the left mouse button is clicked.

See also<u>RightClick</u>

Data Type

Boolean.

RightClick Property

Description

This property simulates right mouse button click.

Usage

[form.]VButton.**RightClick=True**

Remarks

May be set at   run time only. When the **RightClick** property is set to **True,** the control works as when the right mouse button is clicked. event **Click** not generated.

See also <u>LeftClick</u>

Data Type

Boolean.

Transparent Property

Description

This property defines the transparency of   Bitmap background. If   the bitmap has transparent background (black) and the Transparent property   is set to **True,** then in run time background will be transparent.

Usage

[form.]VButton.**Transparent**[=**{True|False}**]

Remarks

This is only design time property.

Data Type

Boolean. On default is **True.**

State Property

Description

This property defines is control in **Up** (released) or in **Down** (pushed) states.

Usage

i% = [form.]VButton.**State**

[form.]VButton.**State** = i%

Remarks

This is both run time and design time property. It is applicable for toggle or toggle* type buttons only and doesn't work for push buttons If this property changes then bitmaps change, but events **Click, MouseDown** and **MouseUp** not generated.

Data Type

Integer. May be **0   (Up)** or **1 (Down)**

Number Property

Description

This property changes the currently displayed bitmap to defined bitmap

Usage

[form.]VButton.**Number**[=number%]

Remarks

This is only run time property.

Data Type

Integer

GroupActionUp Property

Description

This property defines to which state go all controls in the   group when the control is released. State may be one of next: disabled, enabled, gone up, gone down, or clicked.

Usage

[form.]VButton.**GroupActionUp[={NoAction|Disable|Enable|Up|Down|Click}]**

Remarks

This is both design and run time property. Group actions **Up** and **Down** act on **Toggle** or **Toggle*** buttons only

See also ActOn**,** Group and GroupActionDown properties.

Data Type

Enumerated. On default is **NoAction**

GroupActionDown Property

Description

This property defines which state all controls in the   group go to when the control is pushed down. State may be one of the following: disabled, go up, go down.

Usage

[form.]VButton.**GroupActionDown**[={0|1|2|3|4|5}]

action% =[form.]VButton.**GroupActionDown**

0 = No Action, 1 = Disable, 2 = Enable, 3 = Up, 4 = Down, 5 = Click

Remarks

This is both design and run time property. Group actions **Up(3)** and **Down(4)** acts on **Toggle** or **Toggle*** buttons only

See also <u>ActOn</u>**,** <u>Group</u> and <u>GroupActionUp</u> properties.

Data Type

Enumerated. On default is **(0) NoAction**

Group Property

Description

This property determines group to which this control belongs.

All VButtons in the group may changed his state (namely, to be disabled, to be enabled, to go up, to go down) when a state of one control in the group changes.

Usage

[form.]VButton.**Group**[=group%]

Remarks

This is both design and run time property.

See also ActOn, GroupActionDown, GroupActionUp property.

Data Type

Integer

EraseBackground Property

Description

This property defines if the bitmap assigned to the previous state will be redrawn when the VBButton control change its state. When it is set to **False** next state's bitmap will be drawn on the previous bitmap

Usage

[form.]VButton.**EraseBackground**[={**True|False**}]

Remarks

This is both design and   run time property.

Data Type

Boolean. On default is **True**

DefMouseUp Property

This property determines which bitmap will display, when control is released.

Usage

[form.]VButton.**DefMouseUp[={1|2|3|4|5}]**

Remarks

When the control is released,   bitmap with according number is displayed. When 0 is set no bitmap is displayed. If   bitmap with according number wasn't defined, no bitmap is displayed. If the value set is less than 1, it sets to 1. If the value set is more than 5, it sets to 5

Bitmap1 must be set for this property to work.Else VButton will not   be displayed.

See also Bitmap1-5, DefDisabled, and DefMouseDown property.

Data Type

Integer. On default is 1.

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