#### RtCheckGroup Component Ver. 1.12

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I always liked TRadioGroups ability to place the child radiobuttons on the screen by itself. i would never do it myself so accurately. This component is something like Borlands TRadioGroup but it groups checkboxes instead of radiobuttons. Same as TRadioGroup it alignes ist child controls itself, so you dont have to do it. You can set them all at once of every one separately. Because it uses bitmaps to show them, you can make it look as you want it to be. Properties like TextAlign, BmpVAlign, BmpHAlign and WordWrap allow for additional control.

TRtCheckGroup
Registration
Licence
Warranty
Support
Technical Notes
Revision History

## **TRtCheckGroup**

<u>Properties</u> <u>Methods</u> <u>Events</u>

TRtCheckGroup is a component very similiar to TRadioGroup but it contains checkboxes instead of radiobuttons. Like TRadioGroup it aligns its child controls itself. The checkboxes are drawn as bitmaps which are defined in properties <a href="PictureChecked">PictureChecked</a> and <a href="PictureUnChecked">PictureUnChecked</a>, so that you are able to change ist look. Besides it conserves resources - it doesnt use real checkboxes which need a window handle.

<a href="PictureControlColor">PictureWindowColor</a> define transparent colors. <a href="Values">Values</a> property lets set checkboxes with values independent from Items - which can be used only to presentation purposes then. Checked (selected) values are stored in <a href="Checked">Checked</a> property. You can set all of your selection at once with the same property or every selection separately with an array property <a href="Value">Value</a>.

To control the text and bitmap look and placement there are three alignment properties <u>TextAlign</u>, <u>BmpVAlign</u> and <u>BmpHAlign</u>, as well as <u>WordWrap</u> and <u>ExpandTabs</u> which control text drawing.

The <u>CheckMode</u> property decides about which event will cause check status change. Unlike TRadioButton more events have been published, like OnMouse\*, OnKey\*, etc, it has also OnChange method. The <u>OnCheck</u> event lets you decide if a check status change should take place and the <u>OnDrawItem</u> event lets you draw the items by yourself.

# Checked

#### Declaration

property Checked: TStrings;

## Description

This property conraines names or values of all checked items as TStringList objects.

# CheckMode

#### Declaration

property CheckMode: TRtCheckMode;

## Description

This property defines in which way a checkbox can be toggled.

# **PictureChecked**

#### Declaration

property PictureUnChecked: TBitmap;

## Description

This property defines the look of an unchecked item.

# **PictureUnChecked**

#### Declaration

property PictureChecked: TBitmap;

## Description

This property defines the look of a checked item.

## **PictureControlColor**

#### **Declaration**

property PictureControlColor: TColor;

#### Description

Because bitmaps dont have transparent colors (or I dont know how to define one in AppStudio) I had to define a color to be transparent. It will be translated into the controls background color before it will be shown. Defaults to clOlive.

## **PictureWindowColor**

#### Declaration

property PictureWindowColor: TColor;

#### Description

This is the second transparent color, because to show a 3D checkbox I had to translate ist background into clWindow color. Defaults to clFuchsia

# Value

#### Declaration

property Value[const Value: string]: Boolean;

## Description

Through this property you can set the values of every item separately.

## **Values**

**Example** 

Declaration

property Values: TStrings;

#### Description

This property lets you check items with text values other than those shown in the listbox, in this way you can make presentation (<u>Items</u> property) independent of programm logic.

# **BmpHAlign**

#### Declaration

property BmpHAlign: TRtLeftRight;

#### Description

This property controls the horizontal placement of checkboxes. Two positions are available: rtaLeft and rtaRight.

# **BmpVAlign**

#### Declaration

property BmpVAlign: <u>TRtVAlignment;</u>

#### Description

This property controls the vertical placement of checkboxes. Three positions are available: rtaCenter, rtaTop and rtaBottom.

# **TextAlign**

#### Declaration

property TextAlign: TRtHAlignment;

## Description

This property controls text alignment. Three positions are available: rtaLeft, rtaRight and rtaCenter.

# **ExpandTabs**

#### Declaration

property ExpandTabs: Boolean;

## Description

This propertys purpose is to control if tabs in text should be expanded.

# WordWrap

#### Declaration

property WordWrap: Boolean;

#### Description

This property controls the drawing of lines that are longer then the width of TRtCheckGroup control. If set to True, those lines will be broken between words if a word would extend past the edge of the control.

# **Example**

Items.Clear; Items.Add(Item1); Values.Clear; Values.Add(1); Value[1] := True;

Value[Item 1] := True; would have also function, but then it would be depentent on what you want to show to the user.

# **OnChange**

#### **Declaration**

property OnChange: TNotifyEvent;

#### Description

This event will be fired if one or more of the checkboxes change its state, what effectively means that the property <u>Checked</u> will be changed.

## **OnCheck**

#### Declaration

property OnCheck: TRtCheckEvent;

#### Description

This event will be fired on checking/unchecking of every item either with the mouse, keyboard or programatically with  $\underline{\text{Value}}$  property.

## **OnDrawItem**

#### Declaration

property OnDrawItem: TRtDrawEvent;

#### Description

This event happens if a checkbox element should be drawn.

## **TRtCheckEvent**

Unit

RtChkGrp

#### Declaration

TRtCheckEvent = procedure (Sender: TObject; Index: integer; var Value: Boolean) of object;

#### Description

This procedure is called by <u>OnCheck</u> event. Parameter Index points the item to be checked/unchecked and Value is the new check status. To changes simply do Value:=not Value;

## **TRtDrawEvent**

Unit

RtChkGrp

#### **Declaration**

TRtDrawEvent = **procedure** (Sender: TObject; Index: integer; DrawRect: TRect; State: <u>TOwnerDrawState</u>; var Handled: Boolean) **of object;** 

#### Description

This procedure is called by OnDrawltem event. Parameter Index points to the item to be drawn. DrawRect defines the rectangle where the drawing should take place and State is either an empty set or [odFocused]. In order to supress the default drawing Handled must be set to True.

## **TRtCheckMode**

#### **Declaration**

type TRtCheckMode = (cmNone, cmClick, cmDblClick);

#### Description

This type defines checkboxes possible behaviour:

cmNone checkboxes toggle only programatically cmClick with a single mouse click and keyboard cmDblClick with a double click and keyboard

# **TRtHAlignment**

#### Declaration

type TRtHAlignment = rtaLeft..rtaCenter;

#### Description

This is a subtype of <u>TRtAlignment</u> for horizontal alignment of text.

# **TRtVAlignment**

#### Declaration

type TRtVAlignment = rtaCenter..rtaBottom;

#### Description

This is a subtype of <u>TRtAlignment</u> for vertical alignment of bitmaps.

# ${\bf TRtLeftRight}$

## Declaration

type TRtLeftRight = rtaLeft..rtaRight;

## Description

This is a subtype of <u>TRtAlignment</u> for horizontal alignment of bitmaps.

# **TRtAlignment**

#### Declaration

type TRtAlignment = (rtaLeft, rtaRight, rtaCenter, rtaTop, rtaBottom);

#### Description

This type defines all possible alignment values.

## Registration

Product Price s&h

 RtCheckGroup
 \$10 (15 DM)
 2\$ (3 DM)

 RtControls
 \$39 (60 DM)
 2\$ (3 DM)

#### Only following payment methods will be accepted:

Compuserve: GO SWREG

ID# 7193 RtCheckGroup alone

ID# 7197 RtControls

Checks: Only checks drawn on a US bank valued in US\$ or drawn on a German bank and valued in DM will be accepted. The checks should be made payable to **Tomasz Stanczak**. Please let us time after sending check, we cannot send you our product before the money is transferred.

Please fill in the Order Form and send with a payment to:

Tomasz Stanczak Hardenbergstr. 8 31275 Lehrte Germany

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To order please specify Item# 14429, RtControls Delphi VCL Pack, price \$39 plus s&h \$2 (e-mail) or \$4 (Europe) or \$6 overseas.

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## **Technical Notes**

RtCheckGroup doesnt use real checkboxes, it only draws them on the screen, so that the resources are preserved.

The shareware version of this component runs only if Delphi will be found in memory.

## Licence

Program and documentation Copyright 1995 Tomasz Stanczak (RiT). Source code and design time use licensed for a single registered developer. Unlimited royalty-free distribution permitted as part of an EXE file, provided that internal copyright notice is not altered or removed.

Non-registered users may use the software to test it without any time frame, as long as they use the shareware version of RtCheckGroup. A limited license is granted to copy and distribute shareware version of RtCheckGroup only for the trial use of others.

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# **Support**

Support is available from the author via Compuserve Mail to 100735,3273, Internet Mail to 100735.3273@compuserve.com or http://ourworld.compuserve.com/homepages/tomasz. Currently there is no postal, telephone, or fax support. All support is on a "best effort" basis, and no promise is made that all questions can be answered, problems solved, features added nor bugs exterminated.

# **Revision History**

1.12	04.03.96	New: Items react now on accelerator keys.		
1.11	20.02.96	DrawText's flag DT_NOCLIP removed, it caused drawing longer Items over the right border.		
		Canvas.Brush.Color is now set to control's Color before clearing background, because without caption the clWindow color was used.		
1.10	11.12.95	TextAlign, BmpVAlign, BmpHAlign, WordWrap and ExpandTabs properties have been added.		
1.04	22.09.95	OnDrawItem event was added		
1.03	15.09.95	property CheckMode added		
1.02	12.09.95	error in RtCheckList and RtCheckGroup when checkboxes are not being displayed when clWindow=clWhite corrected.		
1.01	05.09.95	OnCheck event was added		
1.00	24.08.95	this is the intial version.		

## **Properties**

<u>Align</u> <u>BmpHAlign</u> PictureWindowColor PopupMenu **Enabled** ExpandTabs **BmpVAlign Font ShowHint** 

Caption Sorted **Items** ParentColor Checked <u>TabOrder</u> CheckMode ParentCtl3D TabStop TextAlign ParentFont ParentShowHint Color Columns <u>Value</u> CtI3D **PictureUnChecked** <u>Values</u> DragCursor **PictureChecked** 

Visible WordWrap DragMode <u>PictureControlColor</u>

## Methods

 $Since \ TRtCheckGroup \ inherits \ from \ TCustomGroupBox \ all \ methods \ of \ TWinControl \ apply.$ 

#### **Events**

 OnChange
 OnEnter

 OnCheck
 OnExit

 OnClick
 OnKeyDown

 OnDblClick
 OnKeyPress

 OnDragDrop
 OnKeyUp

 OnDragOver
 OnMouseDown

 OnDragOver
 OnMouseDown

 OnDrawItem
 OnMouseMove

 OnEndDrag
 OnMouseUp