

Methods

[Cls](#)

[Drag](#)

[Move](#)

[Refresh](#)

[SetFocus](#)

[ShadeControl](#)

[ShowWhatsThis](#)

[ZOrder](#)

Events

[Click](#)

[DblClick](#)

[DragDrop](#)

[DragOver](#)

[GotFocus](#)

[KeyDown](#)

[KeyPress](#)

[KeyUp](#)

[LostFocus](#)

[MouseDown](#)

[MouseMove](#)

[MouseUp](#)

[Paint](#)

[Resize](#)

[Load](#)

[Unload](#)

Align

Returns/sets a value that determines where the control is displayed on a form

BarColor

Returns/sets the background color used to display text in the title bar.

BarStyle

Returns/sets a value that determines the three-dimensional style of the title bar.

The valid values for this property are:

0= Flat;

1= Inset;

2= Raised;

BarVisible

Sets\returns a value that determines if the title bar is visible or not. If you set this value to false the control is not movable within its container. You can achieve the same result by setting the [Moveable](#) property to false.

Caption

Returns/sets the text displayed in the control's title bar.

DragIcon

Returns/sets the icon to be displayed as the pointer in a drag-and-drop operation.

DragMode

Sets\returns a value that determines whether manual or automatic drag mode is used

Enabled

Returns/sets a value that determines whether the control can respond to user-generated events.

Font

Returns a Font object.

ForeColor

Returns/sets the foreground color used to display text and graphics in the control.

Height

Returns/sets the height of the control.

The minimum height for the control is 348.

HelpContextID

Specifies the default Help file context ID for the control.

Index

Returns/sets the number identifying a control in a control array.

Left

Returns/sets the distance between the internal left edge of an object and the left edge of its container.

MaxEnabled

Returns/sets a value that determines whether the maximization button can respond to user-generated events.

MaxVisible

Returns/sets a value that determines whether the maximization button is visible or not.

MinEnabled

Returns/sets a value that determines whether the minimization button can respond to user-generated events.

MinVisible

Returns/sets a value that determines whether the minimization button is visible or not.

Negotiate

Determines whether a control that can be aligned is displayed when an active object on the form displays one or more toolbars

QuitEnabled

Returns/sets a value that determines whether the quit button can respond to user-generated events.

QuitVisible

Returns/sets a value that determines whether the quit button is visible or not.

TabIndex

Returns/sets the tab order of the control within its parent form.

TabStop

Returns/sets a value indicating whether a user can use the TAB key to give the focus to the control.

Tag

Stores any extra data needed for your program.

ToolTipText

Returns/sets the text displayed when the mouse is paused over the control.

Top

Returns/sets the distance between the internal top edge of an object and the top edge of its container.

WhatsThisHelpID

Returns/sets an associated context number for an object.

Width

Returns/sets the width of the control.

The minimum width for the control is 804.

Properties

[Align](#)

[WindowState](#)

[AutoRedraw](#)

[BackColor](#)

[BarColor](#)

[BarStyle](#)

[BarVisible](#)

[Caption](#)

[DataField](#)

[DataSource](#)

[DragIcon](#)

[DragMode](#)

[DrawMode](#)

[DrawStyle](#)

[DrawWidth](#)

[Enabled](#)

[Font](#)

[ForeColor](#)

[Gradient](#)

[Height](#)

[HelpContextID](#)

[Hwnd](#)

[Icon](#)

[Index](#)

[Left](#)

[MaxEnabled](#)

[MaxVisible](#)

[MinEnabled](#)

[MinEnabled](#)

[MinVisible](#)

[MousePointer](#)

[Moveable](#)

[Negotiate](#)

[QuitEnabled](#)

[QuitVisible](#)

[ScaleHeight](#)

[ScaleMode](#)

[ScaleWidth](#)

[ScrollBars](#)

[TabIndex](#)

[TabStop](#)

[Tag](#)

[ToolTipText](#)

[Top](#)

[UseAsForm](#)

[WhatsThisHelp](#)

[Width](#)

Drag

Begins, ends, or cancels a drag operation of any control except the Line, Menu, Shape, Timer, or CommonDialog controls. Doesn't support named arguments.

Move

Moves the control. Doesn't support named arguments.

SetFocus

Moves the focus to the specified control.

ShowWhatsThis

Displays a selected topic in a Help file using the What's This popup provided by Windows 95 Help.

ZOrder

Places a specified control at the front or back of the z-order within its graphical level. Doesn't support named arguments.

Click

Occurs when the user presses and then releases a mouse button over an object.

DbClick

Occurs when the user presses and releases a mouse button and then presses and releases it again over the control.

DragDrop

Occurs when a drag-and-drop operation is completed as a result of dragging a control over an object and releasing the mouse button or using the Drag method with its action argument set to 2 (Drop).

DragOver

Occurs when a drag-and-drop operation is in progress. You can use this event to monitor the mouse pointer as it enters, leaves, or rests directly over a valid target. The mouse pointer position determines the target object that receives this event.

GotFocus

Occurs when an object receives the focus, either by user action, such as tabbing to or clicking the object, or by changing the focus in code using the SetFocus method. A form receives the focus only when all visible controls are disabled.

LostFocus

Occurs when an object loses the focus, either by user action, such as tabbing to or clicking another object, or by changing the focus in code using the SetFocus method.

MouseDown

Occurs when the user presses and hold a mouse button over an object.

MouseUp

Occurs when the user releases a mouse button after pressed.

MouseMove

Occurs when the user moves the mouse.

Resize

Occurs when the control is first displayed or the size of an object changes.

You can fire the resize event by clicking on the Minimize or Maximize button in the title bar.

Load

Occurs when the control's Visible property changes to True.

Unload

Occurs when the control's Visible property changes to False.

MiniForm control 1.5

by Stefano Benso

[General features](#)

[Properties](#)

[Events](#)

[Methods](#)

This is a free container control I made because I needed an ocx that I couldn't find searching the Net.

I would like to know if you like it, and if it's useful for your projects as I hope.

I compiled this version under Visual Basic 5, so I don't know if it works correctly in version 6 (but I think you can only have some trouble to work with ADO).

I worked very hard to this project so please, report to me any bug you may encounter, I will correct them. I will add any other feature you ask to me.

Oh, I'm not a professional programmer, but I would like to be, so I'm searching someone who can offer to me a job in programming (by the way, I'm a doctor in medicine but very enthusiastic in programming matters).

I've made some others programs and I can show them as a kind of 'curriculum' to demonstrate my skills.

Enjoy this ocx!

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BackColor

Sets\returns a value that determines the background color of the control.

If Gradient property is set to true, you can modify the base gradient color by changing the color in the BackColor property.

Gradient

Sets\returns a boolean value that allows you to apply a shading effect to the background of the control.

You can modify the gradient base color by changing the color in the BackColor property.

If the value of Gradient property is set to false, the background color of the control will be reset to the color shown in the BackColor property.

Not available at run-time, use [ShadeControl](#) method instead.

DataField

Returns\sets a value that binds the title bar of the control to a field in the current record. You can bind the control to a database, and display the data in the title bar.

DataSource

Sets a value that specifies the data control through which the current control is bound to a database.

Moveable

Returns\sets a value that determines if the control can be moved within its container. Read only at run time.

You can also make the control locked by setting the [BarVisible](#) property to false.

General features

MiniForm 1.5 is not only a container, it gives you much more!

Among the others features, properties, methods and events, **it's a scrolling container**.

It's use is very simple: set the property [ScrollBars](#) to values 1 to 3 to make one or both scrollbars visible; resize the control to the needed dimensions, and place one or more controls on it. Then, resize again making it smaller.

You can place controls everywhere: up, down, right, left within the MiniForm, and scrolling them into view at run time.

Other features:

- UseAsForm: you can use MiniForm as a form, with title bar 3D and others visual effects!
- Gradient: shade your MiniForm control with tons of different random or selected colours!
- Use your MiniForm control as a 3D window, or 3D Button!
- Set an icon for the title bar!
- Connect your control with an Access database.

UseAsForm

This is a very useful property, never seen elsewhere!

Sets\Returns a value that allows you to use the MiniForm control as a form. It's use is very simply but very powerful in my opinion: create a form in your project as usual, and place only one MiniForm on it; then set the UseAsForm property to True and MiniForm will take the control of the form on which it resides. Now, you can use the MiniForm control as a form.

This property is read-only at run-time.

You should want to resize the control with the form in which it resides: to do this, place the following code in the Resize event of the form:

```
-----  
Private Sub Form_Resize()  
    MiniForm1.Move 0, 0, ScaleWidth, ScaleHeight  
End Sub  
-----
```

BE CAREFUL!

UseAsForm modifies some properties of the form on which it resides: don't change them if you want this property to work correctly!

The properties and values changed are listed below:

```
BorderStyle = 5  
Caption = ""  
ControlBox = False
```

You can modify all others properties of the form.

KeyDown

Occurs when the user presses a key while an object has the focus.

KeyPress

Occurs when the user presses and releases an ANSI key.

KeyUp

Occurs when the user releases a key while an object has the focus.

ScaleHeight

Returns/sets the number of units for the vertical measurement of an object's interior.

ScaleWidth

Returns/sets the number of units for the horizontal measurement of an object's interior.

MousePointer

Returns/sets the type of mouse pointer displayed when over part of an object.

Hwnd

Returns a handle (from Microsoft Windows) to an object's window.

Refresh

Forces a complete repaint of the control.

ScrollBars

Sets\returns a value that determines if scrollbars are visible or not.

Valid values are:

0-None.

1-Horizontal.

2-Vertical.

3-Both.

ShadeControl (Col1 As Integer,Col2 As Integer)

This method allows you to apply a shading effect to the background of the control.

You can use it, at run time, if you want to apply a gradient that not change every time like [Gradient](#) property do.

It supports two named arguments, Col1 and Col2: valid values for these two parameters are 0-255 (the colors of the shading to be applied).

WindowState

Returns/sets a value that determines the three-dimensional style of the control window.

0=Flat;

1= Inset;

2=Raised.

DrawMode

Returns or sets a value that determines the appearance of output from graphics method or the appearance of a Shape or Line control.

Syntax

```
object.DrawMode = number
```

The settings for number are:

Constant	Setting	Description
vbBlackness	1	Blackness.
vbNotMergePen	2	Not Merge Pen — Inverse of setting 15 (Merge Pen).
vbMaskNotPen	3	Mask Not Pen — Combination of the colors common to the background color and the inverse of the pen.
vbNotCopyPen	4	Not Copy Pen — Inverse of setting 13 (Copy Pen).
vbMaskPenNot	5	Mask Pen Not — Combination of the colors common to both the pen and the inverse of the display.
vbInvert	6	Invert — Inverse of the display color.
vbXorPen	7	Xor Pen — Combination of the colors in the pen and in the display color, but not in both.
vbNotMaskPen	8	Not Mask Pen — Inverse of setting 9 (Mask Pen).
vbMaskPen	9	Mask Pen — Combination of the colors common to both the pen and the display.
vbNotXorPen	10	Not Xor Pen — Inverse of setting 7 (Xor Pen).
vbNop	11	Nop — No operation — output remains unchanged. In this setting turns drawing off.
vbMergeNotPen	12	Merge Not Pen — Combination of the display color and the inverse of the pen color.
vbCopyPen	13	Copy Pen (Default) — Color specified by the ForeColor property.
vbMergePenNot	14	Merge Pen Not — Combination of the pen color and the inverse of the display color.
vbMergePen	15	Merge Pen — Combination of the pen color and the display color.
vbWhiteness	16	Whiteness.

DrawStyle

Returns or sets a value that determines the line style for output from graphics methods.

`object.DrawStyle = number`

The DrawStyle property syntax has these parts:

The settings for number are:

Constant	Setting	Description
<code>vbSolid</code>	0	(Default) Solid
<code>vbDash</code>	1	Dash
<code>vbDot</code>	2	Dot
<code>vbDashDot</code>	3	Dash-Dot
<code>vbDashDotDot</code>	4	Dash-Dot-Dot
<code>vbInvisible</code>	5	Transparent
<code>vbInsideSolid</code>	6	Inside Solid

Remarks

If DrawWidth is set to a value greater than 1, DrawStyle settings 1 through 4 produce a solid line (the DrawStyle property value isn't changed). If DrawWidth is set to 1, DrawStyle produces the effect described in the preceding table for each setting.

DrawWidth

Returns or sets the line width for output from graphics methods.

Syntax

```
object.DrawWidth = size
```

ScaleMode

Returns or sets a value indicating the unit of measurement for coordinates of an object when using graphics methods or when positioning controls.

Syntax

```
object.ScaleMode = value
```

The settings for value are:

Constant	Setting	Description
vbUser	0	Indicates that one or more of the ScaleHeight, ScaleWidth, ScaleLeft, and ScaleTop properties are set to custom values.
VbTwips	1	(Default) Twip (1440 twips per logical inch; 567 twips per logical centimeter).
VbPoints	2	Point (72 points per logical inch).
VbPixels	3	Pixel (smallest unit of monitor or printer resolution).
vbCharacters	4	Character (horizontal = 120 twips per unit; vertical = 240 twips per unit).
VbInches	5	Inch.
VbMillimeters	6	Millimeter.
VbCentimeters	7	Centimeter.

AutoRedraw

Returns or sets the output from a graphics method to a persistent graphic.

Paint

Occurs when any part of a form or PictureBox control is moved, enlarged, or exposed.

Icon

Returns or sets an icon to be displayed in the control's title bar.

Setting the [BarVisible](#) property to false at design-time will remove the icon from the title bar and you'll have to restore it manually if you want to see it again.

Cls

Clears graphics and text generated at run time from a Form, Image, or PictureBox.

