

## OpenGL Text ActiveX

OpenGL Text ActiveX is a 32bit OLE Control Module for OLE container to use OpenGL(TM) technology to show three-dimension text. You can use OpenGL Text ActiveX to set the color, position, extrusion and rotation of the text, the color of background and the position of the light. You can display multi-line, transparent text using version 1.10 now. OpenGL(TM) is available in Windows 95 and Windows NT now.

OpenGL Text ActiveX supports most popular development platforms including VB, VC++, VFP, VBA, Access, Delphi, etc.

OpenGL Text ActiveX is shareware. If you are using an unregistered version, please see [Registration](#) to get information about how to register.

If you have any questions, please send E-mail to [shjh@usa.net](mailto:shjh@usa.net)

Please visit my home page <http://www.toptown.com/nowhere/jinhui> to get the newest version, news and more great and **FREE** ActiveX.

*[Now you can register your copy online via world wide web.](#)*

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OpenGL and Silicon Graphics are registered trademarks, and IRIS GL is a trademark of Silicon Graphics, Inc.

## Register the OpenGL Text ActiveX

You can register the ActiveX for US \$30.00. After you register, you will receive a registration key that you can input by clicking the Register button in the About dialog. And you can distribute the ActiveX with your applications to your customers.

To register, please choose a registration name which must be related to your name or organization name (do not use words like Anonymous), fill and print the registration form and send check, bank draft or cash to:

**JIN HUI**

**Address: 501/5/285 Xin Hu Rd.  
Shanghai 200436  
People's Republic of China**

**Note:** The name on the check, bank draft and letter must be JIN HUI. Otherwise, the check or bank draft will be rejected by bank, the letter will be returned to the sender.

**If you have credit cards, now you can register OpenGL Text ActiveX 1.x on my web page at <http://www.toptown.com/nowhere/jinhui>. You will get the registration key within 72 hours via E-mail.**

When I receive your mail, you will receive the registration name and registration key through E-mail.

If you register, your registration name and key is fit for any version of OpenGL Text ActiveX. If the ActiveX is updated, you can use the new version for FREE.

The letters from America to China will take about ten days, and letters from Europe and Asia will take about one week. Letters from some areas such as Taiwan, Russia will take longer than two weeks.

If you want the registration key urgently, please send the letter via express mail services such as EMS, DHL or UPS. I will receive your order within three days.

If you cannot receive any information three weeks after you send the order, please contact us through E-mail **shjh@usa.net**

## OpenGL Text ActiveX Registration Form

Unit Price:      US \$30.00

Name \_\_\_\_\_  
Organization \_\_\_\_\_  
Address \_\_\_\_\_  
\_\_\_\_\_  
City \_\_\_\_\_  
Zip code \_\_\_\_\_  
Country \_\_\_\_\_  
Phone (      ) \_\_\_\_\_  
Email \_\_\_\_\_

Preferred registration name (max 15 chars, can use space)

\_\_\_\_\_

Any questions and comments here:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Font Property

Sets the font of the text showed.

### Remarks:

The font showed in the OpenGL Text ActiveX must be True Type fonts. The size of the text showed in the OpenGL Text ActiveX window is related to the designing size of the True Type font. The size set in the Font property cannot affect the text size showed in the run-time. You can set the PositionZ property to let the text larger or smaller.

## ForeColor Property

Sets the color of the text

### See Also:

[BackColor](#)

## BackColor Property

Sets the color of the background

### See Also:

[ForeColor](#)

## LightX, LightY, LightZ Properties

Sets the light position in the three-dimension space.

**Data Type:**

Double

## PositionX, PositionY, PositionZ Properties

Sets the position of the text center in the three-dimension space.

**Data Type:**

Double



## ScaleX, ScaleY, ScaleZ Properties

Sets the scale of the text showed in the three-dimension space.

### Data Type:

Double

### Remarks:

The real size showed in the OpenGL Text ActiveX window will be the actual size of the text multiplied by the scale in each dimension. This means when the scale is greater than one, the text will be larger, otherwise, the text will be smaller.

## DegreeX, DegreeY, DegreeZ Properties

Sets the rotation degree of the text showed in the three-dimension space.

**Data Type:**

Double

**Remarks:**

Sets DegreeX, DegreeY, DegreeZ to rotate the text about the X, Y and Z axis in the three-dimension space.

## Extrusion Property

Sets how much depth the showed text has in the z direction.

**Data Type:**

Double

## TextWidth Property

Returns the length of the text in the x direction in the three-dimension space.

**Data Type:**

Double

**Remarks:**

This property returns the actual text width which is not multiplied by the scale.

## TextHeight Property

Returns the length of the text in the y direction in the three-dimension space.

**Data Type:**

Double

**Remarks:**

This property returns the actual text height which is not multiplied by the scale.

## Text Property

Sets the text showed in the control

### Remark:

You can use the multi-line in the text property.

### See Also:

[LineSpace](#), [Alignment](#)

## LineSpace Property

Sets the line space between every line of text in multi-line text

### See Also:

[Text](#)

## Alignment Property

Sets the alignment of the lines in multi-line text

### Remark:

You can set the Alignment property to 0 (left), 1 (center) and 2 (right).

### See Also:

[Text](#)



## Transparent Property

Sets the transparent mode

**Remark:**

When the Transparent property is TRUE, the 3D text will be showed as transparent.

## Three-dimension space

OpenGL Text ActiveX uses the OpenGL technology to show text in three-dimension. In three-dimension space, there are three axes: x axis, y axis and z axis. In OpenGL Text ActiveX, the x direction shows the text width, the y direction shows the text height, and the z direction shows the text extrusion.



