

Help for Advanced Clock Control

Version 1.2.00



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Description

A control which displays a photorealistic analog clock in different styles.

Nine different hand styles to choose from makes the AdvClock custom control very versatile. User defined textures to all elements, different time formats and many more greatly enhances the AdvClock's usefulness for developing commercial applications.

There is no need for writing your own clock - get your clock control custom written !

Easily control AdvClock color with twelve different color properties. About **120 properties, methods and events** are at your finger tips :

- Normal, raised, lowered bevel and font properties.
- Rotated fonts in Roman or Arabic style.
- User definable number of ticks with numerals and/or pictures.
- Full control of ticks, caption, fonts.
- User definable caption with hyperlink.
- Alarms, sounds, setting time by moving hands, time zones editor, internal time.
- Built-In digital LCD clock with different time formats (incl. system monitor).
- Realtime - animated cogwheels.
- Integrated Daylight Map.
- Analog days.
- Moon phases.

- Moon position in zodiacs.

File Name

ADVCLOCK.OCX

Object Type

Control

Compatibility

VB 4.0 and up, VC++, MS Office 97 and up, Delphi

Remarks

Advanced Clock Control provides a way for the programmer to display a photorealistic analog clock face in the program.

Distribution Note When you develop and distribute an application that uses Advanced Clock Control, you should install the file ADVCLOCK.OCX into the users Windows SYSTEM directory. Advanced Clock Control has version information built into it. So, during installation, you should ensure that you are not overwriting a newer version of Advanced Clock Control.

Events

Methods

Advanced Clock Control Properties

Properties new in this release are marked with red asterisk (*).

All of the properties that apply to this control are in this table.

<u>AlarmTime Property</u>	<u>hwnd Property</u>
<u>Align Property</u>	<u>MinTickTexture Property</u>
<u>AnalogDayPic *</u>	<u>MinutesHandColor Property</u>
<u>AutoSize Property</u>	<u>MinuteTexture Property</u>
<u>BackColor Property</u>	<u>Mouselcon Property</u>
<u>BackgroundPicture Property</u>	<u>MousePointer Property</u>
<u>BackMode Property</u>	<u>MTexture Property</u>
<u>BevelInner Property</u>	<u>NumeralsColor Property</u>
<u>BevelOuter Property</u>	<u>NumeralsMode Property</u>
<u>BevelWidth Property</u>	<u>NumeralsOrientation Property</u>
<u>BorderStyle Property</u>	<u>NumeralsPosition Property</u>
<u>BubbleTextStyle Property</u>	<u>NumeralsStyle Property</u>
<u>BubblePic Property</u>	<u>RAMFreeColor</u>
<u>Caption Property</u>	<u>RoundControl</u>
<u>CaptionColor Property</u>	<u>SecHandColor Property</u>
<u>CaptionFont Property</u>	<u>SecHandStyle Property</u>
<u>CaptionOffsetX Property</u>	<u>Shadow Property</u>
<u>CaptionOffsetY Property</u>	<u>ShowAnalogDay *</u>
<u>CaptionStyle Property</u>	<u>ShowCenter Property</u>
<u>CenterAutoSize Property</u>	<u>ShowCPUUsage</u>
<u>CenterColor Property</u>	<u>ShowDayOfMonth *</u>
<u>CenterTexture Property</u>	<u>ShowDayOfWeek *</u>
<u>CenterWidth Property</u>	<u>ShowRAMFree</u>
<u>CircleColor Property</u>	<u>ShowSeconds Property</u>
<u>ClipControls Property</u>	<u>ShowSwapUse</u>
<u>CogWheel</u>	<u>ShowTicks Property</u>
<u>CPUUsageColor</u>	<u>ShowThreads</u>
<u>CTexture Property</u>	<u>ShowZodiac *</u>
<u>Digital Property</u>	<u>SmallSeconds Property</u>
<u>DigitalColor Property</u>	<u>SmallSecTexture Property</u>
<u>DigitalMode Property</u>	<u>Sound Property</u>
<u>DragDrop Property</u>	<u>SoundMode Property</u>
<u>DrawCaption Property</u>	<u>SoundSource Property</u>
<u>EnableAlarm Property</u>	<u>StartTime Property</u>
<u>Enabled Property</u>	<u>STexture Property</u>
<u>EngineMode Property</u>	<u>Stretch Property</u>
<u>ExtHourSound Property</u>	<u>Style Property</u>
<u>ExtQuarterSound Property</u>	<u>SwapUseColor</u>
<u>FillHand Property</u>	<u>ThreadsColor</u>
<u>Font Property</u>	<u>TickBorder Property</u>
<u>FontAutoSize Property</u>	<u>TimeFormat Property</u>
<u>FontStyle Property</u>	<u>TickHourColor Property</u>
<u>FrameDescription Property</u>	<u>TickMinColor Property</u>
<u>hdc Property</u>	<u>TickStyle Property</u>
<u>HoursHandColor Property</u>	<u>TimeZone Property</u>
<u>HourTexture Property</u>	<u>URL Property</u>
<u>HourTickTexture Property</u>	<u>URLColor Property</u>
<u>HTexture Property</u>	<u>URLStyle Property</u>

WhatsThisHelpID Property

Properties

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Advanced Clock Control Events

All of the events that apply to this control are in this table.

Alarm Event

AsyncReadComplete Event

Click Event

DbClick Event

Hide Event

KeyDown Event

KeyPress Event

KeyUp Event

MouseDown Event

MouseMove Event

MouseUp Event

Resize Event

Show Event

Properties

Events

Advanced Clock Control Methods

All of the methods that apply to this control are in this table.

Refresh Method

AsyncRead Method

ShowAboutBox Method

SetSysTime Method

Properties

Events

Methods

Advanced Clock Control Tools

All of the tools available for this control are in this table.

FrameDesigner

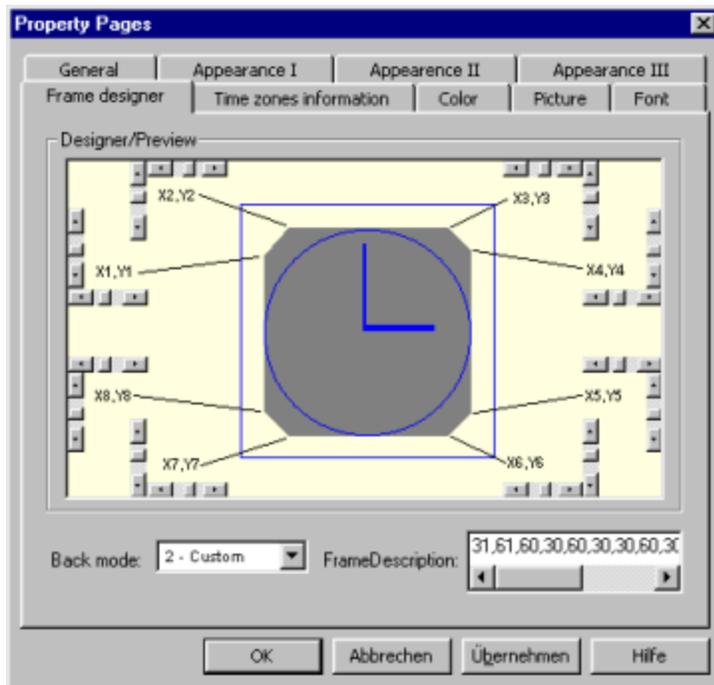
FrameDesigner Tool

Description

This visual tool allows to set the geometrical appearance of background
- polygons or rounded rectangles - (**FrameDescription** property) with a preview.

Usage

The tool is located in Property Pages - page: **Frame Designer**.



AlarmTime Property

Description

Determines the time value when Alarm Event occurs.

Usage

[Form][control]AlarmTime[= String]

Remarks

- Read/Write
- AlarmTime should be a valid time (for e. "13:25:00").

Data Type

String

Align Property

Description

Determines where the control is displayed on a form.

Usage

[Form][control]**Align**[= Integer]

Remarks

- Read/Write
- The value of this property determines the placement of control.

Constant	Value	Description
None	0 (default)	no alignment
Align Top	1	alignment on top of form
Align Bottom	2	alignment on bottom of form
Align Left	3	alignment on the left side of form
Align Right	4	alignment on the right side of form

Data Type

Integer (enumerated)

AnalogDayPic Property

Description

Sets a custom picture to the analog day display.

Usage

```
[Form][control]AnalogDayPic[= LoadPicture[String]]
```

Remarks

- Read/Write
- To take effect the ShowAnalogDay property should be set to **True**.
- **The custom picture should contain the numerals in order: 0,1,2.....,9 .**
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in
- application directory.

Data Type

Picture

AutoSize Property

Description

Determines whether the clock size is stretched to BackgroundPicture size.

Usage

[Form][control]AutoSize [= Boolean]

Remarks

- Read/Write
- AutoSize = **True** will set Stretch to **False** and vice versa.

Constant	Value	Description
False	0 (default)	no stretching
True	1	clock size is stretched to background picture size

Data Type

Boolean

BackColor Property

Description

Determines the color of clock face background.

Usage

```
[Form][control]BackColor[= OLE_COLOR]
```

Remarks

- Read/Write
- BackColor is set to **vbButtonFace** by default.

Data Type

OLE_COLOR (Unsigned Long)

BackgroundPicture Property

Description

Sets a custom picture to the clock faces background.

Usage

```
[Form][control]BackgroundPicture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in
- application directory.

Data Type

Picture

BackMode Property

Description

Determines the appearance of clock faces background.

Usage

[Form][control]**BackMode**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Rectangle	0 (default)	the entire area of control's background is visible
FullCircle	1	a circle masked out the control's background, the inner circle shows the control's background - the mask can be set to custom color by <u>CircleColor</u> property
Custom	2	the geometrical appearance of the background determined by user with <u>FrameDescription</u> property or, more comfortable, with <u>FrameDesigner</u> in Property Pages.

Data Type

Integer (enumerated)

BevellInner Property

Description

Determines the 3D appearance of clock faces inner bevel.

Usage

[Form][control]**BevellInner**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	no bevel is drawn
Inset	1	inner bevel appearance = inset
Raised	2	inner bevel appearance = raised

Data Type

Integer (enumerated)

BevelOuter Property

Description

Determines the 3D appearance of clock faces outer bevel.

Usage

[Form][control]**BevelOuter**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	no bevel is drawn
Inset	1	outer bevel appearance = inset
Raised	2	outer bevel appearance = raised

Data Type

Integer (enumerated)

BevelWidth Property

Description

Determines the distance between inner and outer bevel in pixels.

Usage

[Form][control]**BevelWidth**[= Integer]

Remarks

- Read/Write
- If **NumeralsPosition** **Middle** or **Outer** is selected a minimal required BevelWidth is calculated by the control.

Data Type

Integer

BorderStyle Property

Description

Determines the appearance of control's border.

Usage

[Form][control]**BorderStyle**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	no border is drawn
FixedSingle	1	a simple black frame is drawn as border
Etched	2	
Bump	3	

Data Type

Integer (enumerated)

From author:

The BorderStyle property is completely new implemented. The property is no longer mapped to the VB standard procedure: BorderStyle. This made it possible to incorporate two new border styles - **Etched** and **Bump**.

BubblePic Property

Description

Sets a custom picture to the BubbleHelp background.

Usage

```
[Form][control]BubblePic[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- This property has affect only to the URLStyle styles **Bubble** and **Roundrec**.
- As string must be specified the full path -otherwise the picture should be located in
- application directory.

Data Type

Picture

BubbleTextStyle Property

Description

Determines the appearance of bubble help's text.

Usage

[Form][control]**BubbleTextStyle**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Default	0 (default)	normal text is drawn
Inset	1	text is drawn inset
Raised	2	text is drawn raised
Shadowed	3	text is drawn with a dark grey shadow

Data Type

Integer (enumerated)

Caption Property

Description

Determines the text of control's caption.

Usage

[Form][control]**Caption**[= String]

Remarks

- Read/Write
- & - character is interpreted as normal character.
- Text can be shown in multiple lines using **vbCrLf** (Chr(10) + Chr(13)).
- The caption's hyperlink function is available only and box or bubble help is displayed only when **Caption** is not empty.

Data Type

String

CaptionColor Property

Description

Determines the color of control's caption.

Usage

```
[Form][control]CaptionColor[= OLE_COLOR]
```

Remarks

- Read/Write
- CaptionColor is set to **vbBlack** by default.

Data Type

OLE_COLOR (Unsigned Long)

CaptionFont Property

Description

Determines the control's caption font.

Usage

[Form][control]**CaptionFont**[= FontName]

Remarks

- Read/Write
- FontBold, FontItalic, FontUnderline, ... properties can be set **only by Property Page**.
- If **FontAutoSize** is **False** - the size of CaptionFont can be set by user.
- If **FontAutoSize** is **True** - the size of CaptionFont is determined by control.
- Default: MS Sans Serif

Data Type

Font

CaptionOffsetX Property

Description

Determines the X-position of control's Caption.

Usage

[Form][control]**CaptionOffsetX**[= Single]

Remarks

- Read/Write
- Valid values: from: **0 to 2.0**.
- Default: **1.0**

Data Type

Single

CaptionOffsetY Property

Description

Determines the Y-position of control's Caption.

Usage

[Form][control]CaptionOffsetY [= Single]

Remarks

- Read/Write
- Valid values: from: **-1.5 to 1.5**.
- Default: **-1.0**

Data Type

Single

CaptionStyle Property

Description

Determines the 3D appearance of control's caption.

Usage

[Form][control]**CaptionStyle**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	simple text is drawn
Inset	1	inset text is drawn
Raised	2	raised text is drawn
Shadowed	3	gray shadow is drawn

Data Type

Integer (enumerated)

CenterAutoSize Property

Description

Determines whether the size of center is calculated by control.

Usage

[Form][control]CenterAutoSize[= Boolean]

Remarks

- Read/Write

Constant	Value	Description
False	0	size of center is user defined
True	1 (default)	size of center is calculated by control

Data Type

Boolean

CenterColor Property

Description

Determines the color of control's center.

Usage

```
[Form][control]CenterColor[= OLE_COLOR]
```

Remarks

- Read/Write
- CenterColor is set to **vbBlack** by default.

Data Type

OLE_COLOR (Unsigned Long)

CenterTexture Property

Description

Sets a custom picture to the clock faces center.

Usage

```
[Form][control]CenterTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be stretched to CenterWidth !
- The picture is visible only when CTexture is **True** !

Data Type

Picture

CenterWidth Property

Description

Determines the diameter of control's center in pixels.

Usage

```
[Form][control]CenterWidth[= Integer]
```

Remarks

- Read/Write
- CenterWidth has an effect only when CenterAutoSize is **False**.

Data Type

Integer

CircleColor Property

Description

Determines the color of control's circle mask.

Usage

```
[Form][control]CircleColor[= OLE_COLOR]
```

Remarks

- Read/Write
- CircleColor is set to **vbBlack** by default.
- CircleColor has an effect only to **BackMode = FullCircle (1) and Custom (2)**.

Data Type

OLE_COLOR (Unsigned Long)

ClipControls Property

Description

Determines whether a part or the entire area of control is redrawn by system.

Usage

[Form][control]**ClipControls**[= Boolean]

Remarks

- Read

Constant	Value	Description
False	0	entire area is redrawn
True	1 (default)	part of area is redrawn

Data Type

Boolean

CogWheel Property

Description

Determines whether animated cogwheels are displayed.

Usage

[Form][control]**CogWheel**[= Boolean]

Remarks

- Read/Write
- The performance of animation depends on the hardware used.
- To enhance performance set **Shadow** to **False**.
- CogWheel = True will disable **SmallSeconds** property, **Digital** property, **ShowZodiac** and vice versa.

Constant	Value	Description
False	0	cogwheels are displayed
True	1 (default)	no cogwheels are displayed

Data Type

Boolean

CPUUsageColor Property

Description

Determines the color of CPUUsage in TimeFormat : SysInfo (6).

Usage

[Form][control]CPUUsageColor[= OLE_COLOR]

Remarks

- Read/Write
- CPUUsageColor is set to **&H800080** by default.

Data Type

OLE_COLOR (Unsigned Long)

CTexture Property

Description

Determines whether a texture is drawn to the control's center.

Usage

[Form][control]**CTexture**[= Boolean]

Remarks

- Read/Write
- Texture can be specified by set the CenterTexture property.

Constant	Value	Description
False	0 (default)	no texture is drawn
True	1	texture is drawn

Data Type

Boolean

Digital Property

Description

Determines whether a digital clock is displayed.

Usage

[Form][control]**Digital**[= Boolean]

Remarks

- Read/Write
- The size and position of digital clock is determined by control.
- The appearance of digital clock can be specified by **DigitalMode** property.
- Content of digital clock can be specified by **TimeFormat** property.
- Font in **DigitalMode = Default** is determined by **Font** property.
- Digital = True will disable **SmallSeconds** property, **CogWheel** property **ShowZodiac** property and vice versa.

Constant	Value	Description
False	0 (default)	no digital clock is displayed
True	1	digital clock is displayed

Data Type

Boolean

DigitalColor Property

Description

Determines the color of digital clock background.

Usage

[Form][control]**DigitalColor**[= OLE_COLOR]

Remarks

- Read/Write
- DigitalColor is set to **vbWhite** by default.
- DigitalColor has an effect only when **DigitalMode = Default**.
- DigitalColor takes effect also to background of system monitor - **TimeFormat : 6**

Data Type

OLE_COLOR (Unsigned Long)

DigitalMode Property

Description

Determines the style digital clock is displayed.

Usage

[Form][control]**DigitalMode**[= Integer]

Remarks

- Read/Write
- The size and position of digital clock is determined by control.
- Content of digital clock can be specified by **TimeFormat** property.
- Font in **DigitalMode = Default** is determined by **Font** property.
- The DigitalMode property does not effect to **TimeFormat = 4** (Daylight Map).

Constant	Value	Description
Default	0 (default)	digital clock is displayed as simple text
LCD	1	digital clock is displayed with LCD segments

Data Type

Integer (enumerated)

DragDrop Property

Description

Determines whether Drag&Drop is allowed.

Usage

[Form][control]**DragDrop**[= Boolean]

Remarks

- Read/Write
- Via Drag&Drop texture can be set to minute hand, hour hand, center, SmallSeconds and background.
- For displaying textures the appropriate property (CTexture, HTexture, MTexture, STexture) should be set to **True**.
- For texture will be accepted files in *.bmp, *.ico, *.gif, and *.jpg format.
- Path to pictures added by Drag&Drop will be stored in registry and pictures will be loaded on next start if DragDrop = **True** !!!

Constant	Value	Description
False	0 (default)	Drag&Drop is allowed
True	1	Drag&Drop is not allowed

Data Type

Boolean

From author:

It is not the standard OLE Drag&Drop implementation of VB5 and 6 ! This works great in VB5 and 6, really !

Try it in VB4 IDE and you will raise instead of a trappable error an invalid page fault at OLE32.dll (don't ask me - ask Microsoft). So I made it the API way.

DrawCaption Property

Description

Determines whether a caption is drawn.

Usage

[Form][control]**DrawCaption**[= Boolean]

Remarks

- Read/Write

Constant	Value	Description
False	0	no caption is drawn
True	1 (default)	caption is drawn

Data Type

Boolean

EnableAlarm Property

Description

Determines whether a Alarm Event is raised when system time reaches AlarmTime.

Usage

[Form][control]EnableAlarm[= Boolean]

Remarks

- Read/Write
- **This property will not work when [StartTime](#) property is set !**

Constant	Value	Description
False	0 (default)	no Alarm Event is raised
True	1	Alarm Event is raised

Data Type

Boolean

Enabled Property

Description

Determines whether the control can respond to user-generated events.

Usage

[Form][control]**Enabled**[= Boolean]

Remarks

- Read/Write
- This property is **not** the standard Enabled - procedure of VB. This implementation draws a grayed background (picture) in addition to the common Enabled/Disabled features to tell the user that he can not generate events.

Constant	Value	Description
False	0	control can not respond to user-generated events
True	1 (default)	control can respond to user-generated events

Data Type

Boolean

EngineMode Property

Description

Determines the type of clock timer engine.

Usage

[Form][control]**EngineMode**[= Integer]

Remarks

- Read/Write
- EngineMode = **Internal** is available only if StartTime is not empty !
- EngineMode = **Internal** is available only if no special TimeZone is selected !

Constant	Value	Description
System	0 (default)	clock displays system (PC's) time
Internal	1	clock displays actual time offset from <u>StartTime</u>

Data Type

Integer (enumerated)

ExtHourSound Property

Description

Determines the external sound file played every hour.

Usage

[Form][control]**ExtHourSound**[= String]

Remarks

- Read/Write
- String should be a valid sound file in format: *.wav.
- As string must be specified the full path -otherwise the sound file should be located in application directory.
- To play external hour sound Sound property should be set to **True**.
- To play external hour sound SoundSource property should be set to **1**.
- To play external hour sound SoundMode property should be set to **0** or **2**.

Data Type

String

ExtQuarterSound Property

Description

Determines the external sound file played every quarter of an hour.

Usage

[Form][control]ExtQuarterSound[= String]

Remarks

- Read/Write
- String should be a valid sound file in format: *.wav.
- As string must be specified the full path -otherwise the sound file should be located in application directory.
- To play external quarter sound Sound property should be set to **True**.
- To play external quarter sound SoundSource property should be set to **1**.
- To play external quarter sound SoundMode property should be set to **1** or **2**.

Data Type

String

FillHand Property

Description

Determines whether hands are displayed filled with color.

Usage

[Form][control]**FillHand**[= Boolean]

Remarks

- Read/Write
- FillHand property does not effect to hand **Style** : **Floating**, **OldFashion**, **Chronometer** and **Modern**.
- FillHand property takes effect to **SecondHandStyle** : **Psychedelic**

Constant	Value	Description
False	0	hands are not filled with color
True	1 (default)	hands will be filled with appropriate color

Data Type

Boolean

Font Property

Description

Determines the control's numerals font.

Usage

```
[Form][control]Font[= FontName]
```

Remarks

- Read/Write
- This property applies also to font of URL.
- FontSize, FontBold, FontItalic, FontUnderline, ... properties can be set **only by Property Page**.
- Default: MS Arial

Data Type

Font

From author:

Because rotated text can be created only from True Typ Fonts - after initializing the control will select the first True Type Font from VB's font enumeration if default font (Arial) is missing on the system. This also happens when a Bitmap Font is selected by user.

FontAutoSize Property

Description

Determines whether the size of numerals **Font** and **CaptionFont** is calculated by control (depending on control's size) or user-defined.

Usage

[Form][control]**FontAutoSize**[= Boolean]

Remarks

- Read/Write

Constant	Value	Description
False	0	user-defined font size
True	1 (default)	font size is calculated by system

Data Type

Boolean

FontStyle Property

Description

Determines the 3D appearance of control's numerals.

Usage

[Form][control]**FontStyle**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	simple numerals are drawn
Inset	1	inset numerals are drawn
Raised	2	raised numerals are drawn

Data Type

Integer (enumerated)

FrameDescription Property

Description

Determines the geometrical appearance of custom made background in two styles.

Usage

[Form][control]**FrameDescription**[= String]

Style: Polygon

The string **must** contain the X- and Y coordinates (**in Pixel**) for eight points on the control in the following manner:

AdvClockControl.FrameDescription = "X1,Y1,X2,Y2,X3,Y3,X4,Y4,X5,Y5,X6,Y6,X7,Y7,X8,Y8"

Style: RoundedRectangle

The string **must** contain a leading "R," (not case-sensitive), the X- and Y coordinates (**in Pixel**) for two points and in X3 and Y3 the parameters for roundings in the following manner:

AdvClockControl.FrameDescription = "R,X1,Y1,X2,Y2,X3,Y3"

Remarks

- Read/Write
- this property has effect only with **BackMode** : 2 (Custom)
- It is **highly recommended to make all settings (with preview) with [FrameDesigner](#) from Property Pages and, if necessary, edit manually**

Data Type

String

hdc Property

Description

Returns a handle to the control's device context.

Usage

```
[Form][control]hdc[= Long]
```

Remarks

- Read

Data Type

Long

HoursHandColor Property

Description

Determines the color used to display the hour hand.

Usage

[Form][control]**HoursHandColor**[= OLE_COLOR]

Remarks

- Read/Write
- HoursHandColor is set to &H808000 by default.
- If HTexture is set to **True** HoursHandColor is set to &H00C0C0C0 (gray) by control to avoid color effects.

Data Type

OLE_COLOR (Unsigned Long)

HourTexture Property

Description

Sets a custom picture to the hour hand.

Usage

```
[Form][control]HourTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be stretched to hour hand size !
- The picture is visible only when HTexture is **True** !

Data Type

Picture

HourTickTexture Property

Description

Sets a custom picture to the hour ticks.

Usage

```
[Form][control]HourTickTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be displayed in original size !
- The picture is visible only when TickStyle is set to **1** or **2**.
- The picture is visible only when ShowTicks is set to **2** or **3**.

Data Type

Picture

HTexture Property

Description

Determines whether a texture is drawn to the hour hand.

Usage

[Form][control]**HTexture**[= Boolean]

Remarks

- Read/Write
- Texture can be specified by set the HourTexture property.

Constant	Value	Description
False	0 (default)	no texture is drawn
True	1	texture is drawn

Data Type

Boolean

hwnd Property

Description

Returns a handle to the control's window.

Usage

```
[Form][control]hwnd[= Long]
```

Remarks

- Read

Data Type

Long

MinTickTexture Property

Description

Sets a custom picture to the minute ticks.

Usage

```
[Form][control]MinTickTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be displayed in original size !
- The picture is visible only when TickStyle is set to **1** or **2**.
- The picture is visible only when ShowTicks is set to **1** or **3**.

Data Type

Picture

MinutesHandColor Property

Description

Determines the color used to display the minute hand.

Usage

[Form][control]**MinutesHandColor**[= OLE_COLOR]

Remarks

- Read/Write
- MinutesHandColor is set to &H808000 by default.
- If **MTexture** is set to **True** MinutesHandColor is set to &H00C0C0C0 (gray) by control to avoid color effects.

Data Type

OLE_COLOR (Unsigned Long)

MinuteTexture Property

Description

Sets a custom picture to the minute hand.

Usage

```
[Form][control]MinuteTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be stretched to minute hand size !
- The picture is visible only when MTexture is **True** !

Data Type

Picture

Mouselcon Property

Description

Sets a custom mouse icon.

Usage

Set [Form][control]**Mouselcon**[=Picture]

Remarks

- Read/Write
- For further details see VB help.

Data Type

Picture

MousePointer Property

Description

Sets the type of mouse pointer displayed when over part of an object.

Usage

```
[Form][control]MousePointer[=Integer]
```

Remarks

- Read/Write
- For further details see VB help.

Data Type

Integer (enumerated)

MTexture Property

Description

Determines whether a texture is drawn to the minute hand.

Usage

[Form][control]**MTexture**[= Boolean]

Remarks

- Read/Write
- Texture can be specified by set the MinuteTexture property.

Constant	Value	Description
False	0 (default)	no texture is drawn
True	1	texture is drawn

Data Type

Boolean

NumeralsColor Property

Description

Determines the color used to display the numerals.

Usage

```
[Form][control]NumeralsColor[= OLE_COLOR]
```

Remarks

- Read/Write
- This property takes effect to the color of days in ShowDayOfWeek and ShowDayOfMonth.
- NumeralsColor is set to **vbBlack** by default.

Data Type

OLE_COLOR (Unsigned Long)

NumeralsMode Property

Description

Determines the mode used to display numerals.

Usage

[Form][control]**NumeralsMode**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
AllNumerals	0 (default)	numerals 1 to 12 are displayed
FourNumerals	1	numerals 3, 6, 9, 12 are displayed
None	2	no numerals are displayed

Data Type

Integer (enumerated)

NumeralsOrientation Property

Description

Determines the orientation used to display numerals.

Usage

[Form][control]**NumeralsOrientation**[= Integer]

Remarks

- Read/Write
- This property affects only to NumeralsMode : AllNumerals

Constant	Value	Description
Default	0 (default)	numerals are displayed in normal way
Rotated	1	numerals are displayed rotated

Data Type

Integer (enumerated)

NumeralsPosition Property

Description

Determines the position of numerals.

Usage

[Form][control]NumeralsPosition[= Integer]

Remarks

- Read/Write
- If NumeralsPosition = **Outer** or **Middle** a minimal required BevelWidth is calculated by control.

Constant	Value	Description
Inner	0 (default)	numerals are placed in the inner circle
Outer	1	numerals are placed in the outer circle
Middle	2	numerals are placed on tick position

Data Type

Integer (enumerated)

NumeralsStyle Property

Description

Determines the style used to display numerals.

Usage

[Form][control]NumeralsStyle[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Roman	0 (default)	numerals are displayed in roman style
Arabic	1	numerals are displayed in arabic style

Data Type

Integer (enumerated)

RAMFreeColor Property

Description

Determines the color of RAMFree in TimeFormat : **SysInfo (6)**.

Usage

```
[Form][control]RAMFreeColor[= OLE_COLOR]
```

Remarks

- Read/Write
- RAMFreeColor is set to **vbGreen** by default.

Data Type

OLE_COLOR (Unsigned Long)

RoundControl Property

Description

Determines whether the **usercontrol window** will appear in **irregular** form.

Usage

[Form][control]**RoundControl**[= Boolean]

Remarks

- Read/Write
- the appearance of the irregular usercontrol window depends on the ratio Height / Width. A ratio of 1 will draw a circle, other will draw ellipses.

Data Type

Boolean

SecHandColor Property

Description

Determines the color used to display the second hand.

Usage

[Form][control]**SecHandColor**[= OLE_COLOR]

Remarks

- Read/Write
- SecHandColor is set to **vbBlack** by default.
- SecHandColor takes effect on color of hands in **ShowDayOfWeek** and **ShowDayOfMonth**.

Data Type

OLE_COLOR (Unsigned Long)

SecHandStyle Property

Description

Determines the style used to display second hand.

Usage

[Form][control]**SecHandStyle**[= Integer]

Remarks

- Read/Write
- SecHandStyle : “Chrono” will set ShowCenter to **False**
- SecHandStyle : “Sport” will set ShowCenter to **False**

Constant	Value	Description
Default	0 (default)	second hand is displayed as single line
Extended	1	second hand is displayed as single line with circle
Chrono	2	second hand is displayed in chronometer style
Sport	3	second hand is displayed as an arrow
Psychedelic	4	displays seconds as dots with changing colors

Data Type

Integer (enumerated)

Shadow Property

Description

Determines whether a **transparent** shadow of all hands and /or cogwheels is drawn.

Usage

[Form][control]**Shadow**[= Boolean]

Remarks

- Read/Write
- Shadow has an effect only to **Style Windows, Fat, PopArt, Chronometer, Modern, OldFashion, Floating** and **CogWheel** properties.

Constant	Value	Description
False	0 (default)	no shadow is drawn
True	1	shadow is drawn

Data Type

Boolean

ShowAnalogDay property

Description

Determines whether the day of month is displayed like in analog clocks.

Usage

[Form][control]ShowAnalogDay[= Boolean]

Remarks

- Read/Write
- A custom “font” can be set to the analog day display by using the AnalogDayPic property.
- From **10 PM to 12 PM** the numerals are moved smooth to the next position.

Constant	Value	Description
False	0 (default)	no analog day is displayed
True	1	analog day is displayed

Data Type

Boolean

ShowCenter property

Description

Determines whether a center is displayed.

Usage

[Form][control]**ShowCenter**[= Boolean]

Remarks

- Read/Write
- Color can be set to center by CenterColor.
- Texture can be added by CTexture = True and CenterTexture.
- CenterTexture is set to **False** when SecHandStyle “Chrono” or “Sport” are chosen.

Constant	Value	Description
False	0	no center is drawn
True	1 (default)	center is drawn

Data Type

Boolean

ShowCPUUsage Property

Description

Determines whether the actual CPU usage (in percent) is displayed in digital clock.

Usage

[Form][control]ShowCPUUsage[= Boolean]

Remarks

- Read/Write
- This property takes effect only with Digital : True and TimeFormat : SysInfo (6).

Constant	Value	Description
False	0	no CPU usage is displayed
True	1(default)	CPU usage is displayed

Data Type

Boolean

ShowDayOfMonth Property

Description

Determines whether the current day of month is displayed in a separate small clock, located right from center.

Usage

[Form][control]**ShowDayOfMonth**[= Boolean]

Remarks

- Read/Write
- The color of days is determined by **NumeralsColor**.
- The color of hand is determined by **SecHandColor** and texture can be added by **SmallSecTexture**.

Constant	Value	Description
False	0 (default)	no day of month is displayed
True	1	day of month is displayed

Data Type

Boolean

ShowDayOfWeek Property

Description

Determines whether the current day of week is displayed in a separate small clock, located left from center.

Usage

[Form][control]**ShowDayOfWeek**[= Boolean]

Remarks

- Read/Write
- The color of days is determined by [NumeralsColor](#).
- The color of hand is determined by [SecHandColor](#) and texture can be added by [SmallSecTexture](#).

Constant	Value	Description
False	0 (default)	no day of week is displayed
True	1	day of week is displayed

Data Type

Boolean

ShowThreads Property

Description

Determines whether the actual number of threads is displayed in digital clock.

Usage

[Form][control]**ShowThreads**[= Boolean]

Remarks

- Read/Write
- This property takes effect only with Digital : **True** and TimeFormat : **SysInfo (6)**.

Constant	Value	Description
False	0	no number of threads is displayed
True	1(default)	number of threads is displayed

Data Type

Boolean

ShowSwapUse Property

Description

Determines whether the actual swapfile usage (in percent) is displayed in digital clock.

Usage

[Form][control]ShowSwapUse[= Boolean]

Remarks

- Read/Write
- This property takes effect only with Digital : True and TimeFormat : SysInfo (6).

Constant	Value	Description
False	0	no swapfile usage is displayed
True	1(default)	swapfile usage is displayed

Data Type

Boolean

ShowRAMFree Property

Description

Determines whether the actual free RAM (in percent) is displayed in digital clock.

Usage

[Form][control]ShowRAMFree[= Boolean]

Remarks

- Read/Write
- This property takes effect only with Digital : True and TimeFormat : SysInfo (6).

Constant	Value	Description
False	0	no free RAM is displayed
True	1(default)	free EAM is displayed

Data Type

Boolean

ShowSeconds Property

Description

Determines whether a second hand is displayed.

Usage

[Form][control]**ShowSeconds**[= Boolean]

Remarks

- Read/Write
- ShowSeconds = **True** will set **SmallSeconds** to **False** and vice versa.

Constant	Value	Description
False	0	no second hand is displayed
True	1 (default)	second hand is displayed

Data Type

Boolean

ShowTicks Property

Description

Determines the mode ticks are displayed.

Usage

[Form][control]**ShowTicks**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0	no ticks are displayed
TickMinute	1	minute ticks are displayed
TickHour	2	hour ticks are displayed
Both	3 (default)	both ticks are displayed

Data Type

Integer (enumerated)

ShowZodiac property

Description

Determines whether the current position of moon in relation to zodiacs is displayed.

Usage

[Form][control]**ShowZodiac**[= Boolean]

Remarks

- Read/Write
- ShowZodiac works correct from January 27 1999.
- ShowZodiac is set to **False** when Digital, CogWheel or SmallSeconds are choosed (and vice versa).

Constant	Value	Description
False	0 (default)	no zodiac is displayed
True	1	zodiac is displayed

Data Type

Boolean

SmallSeconds Property

Description

Determines whether a separate second clock is displayed.

Usage

[Form][control]SmallSeconds[= Boolean]

Remarks

- Read/Write
- SmallSeconds = **True** will set **ShowSeconds** to **False** and vice versa.
- SmallSeconds = **True** will set **Digital**, **CogWheel** and **ShowZodiac** to **False** and vice versa.

Constant	Value	Description
False	0 (default)	no separate second clock is displayed
True	1	a separate second clock is displayed

Data Type

Boolean

SmallSecTexture Property

Description

Sets a custom picture to the separate second clock.

Usage

```
[Form][control]SmallSecTexture[= LoadPicture[String]]
```

Remarks

- Read/Write
- Picture should be a valid picture in format: *.bmp, *.gif, *.jpg, *.ico.
- As string must be specified the full path -otherwise the picture should be located in application directory.
- The picture will be stretched to separate second clock size !
- The picture is visible only when **STexture** is **True** !
- This property takes effect to the texture of **ShowDayOfWeek** and **ShowDayOfMonth**.

Data Type

Picture

Sound Property

Description

Determines whether sound is enabled.

Usage

[Form][control]**Sound**[= Boolean]

Remarks

- Read/Write

Constant	Value	Description
False	0	no sound will be played
True	1 (default)	sound will be played

Data Type

Boolean

SoundMode Property

Description

Determines the mode sound is played.

Usage

[Form][control]**SoundMode**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Hour	0	sound will be played every hour
Quarter	1	sound will be played every quarter of an hour
Both	2 (default)	both

Data Type

Integer (enumerated)

SoundSource Property

Description

Determines the source of sound.

Usage

[Form][control]**SoundSource**[= Integer]

Remarks

- Read/Write
- If SoundSource = **1** the source of sound should be determined by **ExtHourSound** and **ExtQuarterSound**.

Constant	Value	Description
	0 (default)	sound from internal ressource will be played
	1	sound from external source will be played

Data Type

Integer

StartTime Property

Description

Determines the time value the clock started with in EngineMode : **Internal**.

Usage

[Form][control]**StartTime**[= String]

Remarks

- Read/Write
- StartTime should be a valid time (for e. "13:25:00").
- **Setting StartTime will disable the EnableAlarm property !**

Data Type

String

STexture Property

Description

Determines whether a texture is set to the separate second clock.

Usage

[Form][control]**STexture**[= Boolean]

Remarks

- Read/Write
- Texture can be specified by set the **SmallSecTexture** property.

Constant	Value	Description
False	0 (default)	no texture is drawn
True	1	texture is drawn

Data Type

Boolean

Stretch Property

Description

Determines whether BackgroundPicture is stretched to clock size.

Usage

[Form][control]**Stretch**[= Boolean]

Remarks

- Read/Write
- Stretch = **True** will set AutoSize to **False** and vice versa.

Constant	Value	Description
False	0	no stretching
True	1 (default)	background picture is stretched to clock size

Data Type

Boolean

Style Property

Description

Determines the style hands are displayed.

Usage

[Form][control]**Style**[= Integer]

Remarks

- Read/Write
- If Style = **Pencil** HTexture and MTexture will be set to **False**.

Constant	Value	Description
Windows	0 (default)	
Fat	1	
PopArt	2	
Pencil	3	
OldFashion	4	
Floating	5	
ZigZag	6	
Chronometer	7	
Modern	8	
Custom	99	not available in this release

Data Type

Integer (enumerated)

SwapUseColor Property

Description

Determines the color of SwapUse in TimeFormat : **SysInfo (6)**.

Usage

```
[Form][control]SwapUseColor[= OLE_COLOR]
```

Remarks

- Read/Write
- SwapUseColor is set to **vbBlue** by default.

Data Type

OLE_COLOR (Unsigned Long)

ThreadsColor Property

Description

Determines the color of Threads in TimeFormat : SysInfo (6).

Usage

```
[Form][control]ThreadsColor[= OLE_COLOR]
```

Remarks

- Read/Write
- ThreadsColor is set to **vbMagenta** by default.

Data Type

OLE_COLOR (Unsigned Long)

TickBorder Property

Description

Determines the appearance of ticks displayed.

Usage

[Form][control]**TickBorder**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
None	0 (default)	no border
Inset	1	inset border
Raised	2	raised border

Data Type

Integer (enumerated)

TickHourColor Property

Description

Determines the color used to display hour ticks.

Usage

```
[Form][control]TickHourColor[= OLE_COLOR]
```

Remarks

- Read/Write
- TickHourColor is set to **vbBlue** by default.

Data Type

OLE_COLOR (Unsigned Long)

TickMinColor Property

Description

Determines the color used to display minute ticks.

Usage

```
[Form][control]TickMinColor[= OLE_COLOR]
```

Remarks

- Read/Write
- TickMinColor is set to **vbBlue** by default.

Data Type

OLE_COLOR (Unsigned Long)

TickStyle Property

Description

Determines the style of ticks displayed.

Usage

[Form][control]**TickStyle**[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Default	0 (default)	Windows - like
CirclePicture	1	circle for displaying pictures
RectanglePicture	2	rectangle for displaying pictures
CirclePainted	3	painted circle
RectanglePainted	4	painted rectangle

Data Type

Integer (enumerated)

TimeFormat Property

Description

Determines the time format displayed in digital clock.

Usage

[Form][control]TimeFormat[= Integer]

Remarks

- Read/Write
- TimeFormat: MoonPhases [5] works correct from January 18 1999.
- To display diff. Timeformats the **Digital** property should be set to **True**.
- **TimeFormat can be selected at runtime by repeated single clicks into the digital clock area !**
- **Parameters displayed in TimeFormat: SysInfo [6] can be choosed from property page.**

Constant	Value	Description
LongTime	0 (default)	Long time (for e. " 12:13:00")
AMPM	1	AM/PM (for e. "12:13 PM" in US/Engl. locale only)
Extended	2	Date (for e. "12.12.98")
GMT	3	GMT in format LongTime (for e. "11:13:00 GMT ")
DaylightMap	4	a world map with approx. Daylight position is drawn
MoonPhases	5	shows the current moon phases
SysInfo	6	displays a graphical system info about: <ul style="list-style-type: none">• CPU usage (in percent)• usage of swap file (in percent) *• free RAM (in percent)• active threads

Data Type

Integer (enumerated)

* Usage of swapfile is calculated according to MSInfo32. That means the usage (in percent) is calculated in relation to the **max. swapfilesize**. In most cases the actual size of swapfile is smaller and the usage higher. GlobalMemoryStatus returns no direct information about the **actual** swapfile size. This information can be retrieved from HKEY_DYN_DATA.

TimeZone Property

Description

Determines the current time zone for given control.

Usage

```
[Form][control]TimeZone[= String]
```

Remarks

- Read/Write
- If no other time zone is selected for the control - local (from system) time zone was returned.
- **Setting TimeZone is supported only by property page.**

Data Type

String

URL Property

Description

Determines the URL for caption's hyperlink function.
Determines the text for caption's box or bubble help.

Usage

```
[Form][control]URL[= String]
```

Remarks

- Read/Write
- For successful hyperlink function URL must be a valid URL (for e. "http://www.Lycos.com").

Data Type

String

URLColor Property

Description

Determines the color used to display the background of caption's box or bubble help.

Usage

```
[Form][control]URLColor[= OLE_COLOR]
```

Remarks

- Read/Write
- URLColor is set to **vbInfoBackground** by default.

Data Type

OLE_COLOR (Unsigned Long)

URLStyle Property

Description

Determines the style of caption's URL is displayed.

Usage

[Form][control]URLStyle[= Integer]

Remarks

- Read/Write

Constant	Value	Description
Bubble	0 (default)	a bubble help is displayed
Box	1	a tooltip - like window is displayed
RoundRec	2	a rounded rectangle is displayed

Data Type

Integer (enumerated)

From author:

The Box style is not the Windows - Tooltip property ! It's an own implementation so the Tooltip can be used as usual.

Please note that the Bubble style will work properly also outside control or parent form !

WhatsThisHelpID Property

Description

Determines an associated context number for the control.

Usage

[Form][control]**URLStyle**[= Long]

Remarks

- Read/Write
- For further details see VB help.

Data Type

Long

Alarm Event

Description

Occurs when system time reaches AlarmTime.

Usage

Sub ctlname_Alarm (ByVal AlarmTime as Date)

Remarks

- The AlarmTime argument will return a valid date.

Data Type

Date

AsyncReadComplete Event

Description

Occurs when the data that is requested by the AsyncRead method is available.

Usage

```
Sub ctlname_AsyncReadComplete ( AsyncProp As AsyncProperty )
```

Click Event

Description

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

DbClick Event

Description

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

Hide Event

Description

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

KeyDown Event

Description

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

KeyPress Event

Description

Occurs when the user presses and releases an ANSI key.

KeyUp Event

Description

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

MouseDown Event

Description

Occurs when the user presses the mouse button while an object has the focus.

Usage

Sub ctlname_MouseDown (Button As Integer, Shift As Integer, X As Single, Y As Single)

MouseMove Event

Description

Occurs when the user moves the mouse.

Usage

Sub ctlname_MouseMove (Button As Integer, Shift As Integer, X As Single, Y As Single)

MouseUp Event

Description

Occurs when the user releases the mouse button while an object has the focus.

Usage

Sub ctlname_MouseUp (Button As Integer, Shift As Integer, X As Single, Y As Single)

Resize Event

Description

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

Usage

```
Sub ctlname_Resize()
```

Show Event

Description

Occurs when the control is displayed.

Usage

```
Sub ctlname_Show()
```

Refresh Method

Description

Forces a complete repaint of a object.

Usage

Sub ctlname[Refresh]

AsyncRead Method

Description

Read in data asynchronously from a path or a URL.

Usage

```
Sub ctlname [AsyncRead(Target As String, AsyncType As Long, Optional PropertyName  
As Variant)]
```

ShowAboutBox Method

Description

Displays information about control.

Usage

Sub ctlname [ShowAboutBox]

SetSysTime Method

Description

Sets the computer's system time.

Usage

Sub ctlname [SetSysTime (NewTime As String) As Long]

Remarks

If succeeded return value is = 1

**Moving hands is allowed only when TimeZone is default !
Setting system time by moving hands can be switched off by set the Enabled -
property of control to FALSE.**

From author

System time (or Internal time) can be set by clicking and moving hand. On clicking the hand is displayed inverted.

Registering

Registration

You can register this **control** by sending **\$19.95** and your address. With your order, you will receive a copy of the manual documenting the Advanced Clock Control. **Control plus sourcecode** are available for **\$65.00**. A **site license** is available for **\$250.00**.

For your convenience, an order form has been provided that you can print out directly from this help file.

Prices are subject to change without notice.

For comfortable registering please run **REGISTER.EXE** from the About screen of control.

The Advanced Clock Control was written by Frank Wallwitz.

Inquiries, tech support, comments should be sent to: **100772,1205** on CompuServe, or <http://ourworld.compuserve.com/Homepages/FrankWallwitz> on Internet.
E-mail: FrankWallwitz@compuserve.com.

You can call me at +49 89 568098 or fax at +49 89 568098 10. If you need to send something via mail, the address is:

Frank Wallwitz

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80689 Muenchen
Germany

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Order form

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\$19.95 each.

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To be eligible for technical support by telephone, BBS, CompuServe, etc. and to insure that you are notified of any future updates, please complete the enclosed registration card and return it to author.

You may not include my control in a constituent control (built by VB5/6 or any other similar environment.)

You may only distribute this control with a stand-alone application.

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Contact author for further information.

