

# ASTI - ActiveX System Tray Icon

## Version 1.0 (25-may-1998) !!! FREE WARE !!!

Creation of Great Beard.

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Look for example project (for VB5 users) - Just go to the PROGRAMMING section and then go to the Visual Basic section on my homepage.

Hello, people! In future I'll create cool help :-))

### Properties:

#### BlinkDelay

Default value: 500  
Type: [Long](#)  
Action: Sets interval in milliseconds of blinking

#### Icon

Default value: (None)  
Type: [Icon](#)  
Action: Sets Icon or Cursor to display in the system tray

#### IconFile

Default value: null string  
Type: [String](#)  
Action: Returns/sets filename with icon or cursor (\*.ico, \*.cur, \*.ani). This property designed for using colored cursors which VB doesn't support.

#### IconType

Default value: 0-Application  
Type: [Byte](#)  
Action: Returns/Sets predefined windows icons and cursors + ASTI Logo & Blank Icon.

#### IsBlinking

Default value: no value on default  
Type: [Boolean](#)  
Action: Returns the status of icon (true means the icon is blinking).

#### Loops

Default value: 0  
Type: [Integer](#)  
Action: Returns/Sets number of loops for blinking (0 means infinite blinking)

#### ToolTipText

Default value: "ASTI v1.0"  
Type: [String](#)  
Action: Returns/Sets text for hints when mouse cursor is over the icon.

### Methods:

### AboutBox

Action: Displays About dialog box.

### Appear

Action: Displays icon in the system tray.

### Blink

Action: Makes icon blink. Call again to stop blinking.

### MoveRight

Action: Moves icon to the right (the same as Remove and Appear).

### Remove

Action: Removes icon from the system tray.

## Events:

### BlinkDone

Fires when: One loop is over (not fires when Loops is set to 0).

### Break

Fires when: Error is occurred.

### Click

Fires when: The same as standard event.

### DbtClick

Fires when: The same as standard event.

### MouseOver

Fires when: the mouse cursor is over the icon.

### MousePress

Fires when: one of the mouse buttons is pressed.

### MouseRel

Fires when: one of the mouse buttons is released.

### StopBlink

Fires when: the number of blinks = Loops (not for Loops = 0).

## System requirements:

- Windows 95/NT
- MFC DLLs (mfc42.dll, msvcrt.dll, oleaut32.dll, ...)

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