axButton Help

Properties Methods Events

axButton is a activeX IE Style button control which has several different styles including a seperator, and allows transparent bitmaps.

File Name
axButton.ocx

Distribution
- Unzip the source code with directories intact.
- Load the sample Project1 with Visual Basic. This should register the OCX for use with other VB applications. If it does not load correctly, then from the DOS prompt, move to the install directory and type: REGSVR32 axButton.ocx (you may need to put c:\windows\system\ in front of regsvr32 if you don't have a path.
- Whenever you want to add the control to a VB application, go to the Project/Components menu and select "ActiveX IE Style Button".

Revisions
License
Tech Support

Revisions

1.0
- Initial release

1.1
- Removed icon from about box

1.2
- Added properties for colors of 3d effects

2.0
- Complete redesign of button, got rid of some properties and code that was not needed, made control smaller
- Added drop down button
- Changed Click event to occur after MouseUp
- Changed NodeClick event to occur after MouseDown
- Fixed highlighting on standard button
- Added ShowFlatGrey property
- Fixed problem in raising Click event
- Added DrawState API for monochrome bitmap

2.1
- Added horizontal Seperator and Toolbar Handle

2.1.2
- Fixed GPF if Unload form is executed from Click event

2.2
- Added up/down button style
- Added ButtonGroup, ButtonGroupDefault properties

2.2.4
- added caption capabilities for Up-Down button style

2.2.7
- fixed problem with displaying icons
- fixed problem with greyscale routine

2.2.14
- added DisabledPicture property

License

This control was developed and published by Geoff Glaze and was originally name PopupCommand. Software Solution renamed the control for it's own purposes. You may use it freely for development with Microsoft Visual Basic 5.0. This product is freeware and includes source code which you may change to suit your purposes.

Tech Support

If you have any problems installing or using this control, please feel free to contact our technical support department at one of the following:

Internet:
kirkq@execpc.com
gglaze@transtecinc.com

HEY! Check out our world wide web page at:
HTTP://www.execpc.com/~kirkq
http://www.cs.utexas.edu/users/gglaze/

Properties

All of the properties for this control are listed below:

Standard
Backcolor
Caption
Enabled
Font
Height
Index
Left
Tag
ToolTipText
Top
Visible
Width

Control Specific

ButtonGroup
ButtonGroupDefault
ColorDarkShadow
ColorHighlight
ColorLightShadow
DisabledPicture
DownPicture
DropDown
FlatPicture
MaskColor
Picture
PictureAlign
ShowFlatGrey
Style

Methods

All of the methods for this control are listed below

Standard
Refresh

Control Specific
ShowAbout

Events

All of the events for this control are listed below:

Standard
Click
DblClick
KeyDown
KeyPress
KeyUp
MouseDown
MouseEnter
MouseExit
MouseMove
MouseUp

Control Specific
DropDownClick

Standard Property/Method/Event
Depending on your host environment, this property/method/event may be referred to by a different name or may not apply to this control. Refer to your host environments documentation or help file for further information.

ColorDarkShadow Property

Returns or sets the mouse-over color of the dark shadow of the button

Syntax:

object.**ColorDarkShadow** [= long]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks

ColorHighlight Property

Returns or sets the mouse-over color of the highlight of the button

Syntax:

object.**ColorHighlight** [= long]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks

ColorLightShadow Property

Returns or sets the mouse-over color of the light shadow of the button

Syntax:

object.**ColorLightShadow** [= long]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks

DownPicture Property

Gets/returns the bitmap that displays when button is pressed
If this value is not set, then the Picture property is used

Syntax:

object.**DownPicture** [= picture]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
picture	An expression that evaluates to a picture object

Remarks

DropDown Property

Returns or sets a value to determine whether or not to display the drop down button

Syntax:

object.**DropDown** [= boolean]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
booelean	A boolean expression

Remarks

FlatPicture Property

Sets/returns the bitmap displayed when mouse is not over control
If this value is not set then the Picture property is used

Syntax:

object.**FlatPicture** [= picture]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
picture	An expression that evaluates to a picture object

Remarks

MaskColor Property

Returns or sets the mask color used to display the picture

Syntax:

object.**MaskColor** [= long]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
long	A long expression that evaluates to a color value

Remarks

Picture Property

Sets/returns the bitmap displayed on the button

Syntax:

object.**Picture** [= picture]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
picture	An expression that evaluates to a picture object

Remarks

PictureAlign Property

Returns or sets the alignment of the picture displayed on the button

Syntax:

object.**PictureAlign** [= integer]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
integer	An integer expression that evaluates to set the alignment of the picture as listed below

Settings

[vbPicLeft] = 0
[vbPicRight] = 1
[vbPicTop] = 2
[vbPicBottom] = 4

ShowFlatGrey Property

Get/Sets a value to determine whether or not to display the picture in greyscale when the mouse is not over the button (Cool Button only)

Syntax:

object.**ShowFlatGrey** [= boolean]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
boolean	A boolean expression

Remarks

Style Property

Returns or sets the style of the button

Syntax:

object.**Style** [= Integer]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
integer	An integer expression that evaluates to the style listed below

Settings

[Cool Button] = 0
[Toolbar Button] = 1
[Seperator] = 2
[SeperatorH] = 3
[Toolbar Handle] = 4
[Toolbar HandleH] = 5
[Standard Button] = 6

ShowAbout Method

Show the about box

Syntax:

object.**ShowAbout**

The method syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object

Example:

DropDownClick Event

Occurs when the dropdown button is clicked

Syntax:

object.**DropDownClick**

The event syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object

Remarks:

ButtonGroup Property

Returns or sets the name of a button grouping when the button style is up/down button.

Syntax:

object.**ButtonGroup** [= string]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
string	A string expression that evaluates to the name of a button grouping

Example:

Create three buttons, each representing the 3 styles of paragraph justification (left, right, and center). If a name is not entered in the ButtonGroup property for each button, then the button will react to a click on its own and just turn on/off. Now, enter "justification" in the ButtonGroup property for all three buttons, and when one is turned on the other two will be turned off. It is possible to have no buttons turned on or to force a button to be on by default. See the ButtonDefault description for further information.

ButtonGroupDefault Property

Returns or sets a boolean value to determine which button with an up/down button style is the default button

Syntax:

object.**ButtonGroupDefault** [= boolean]
object.**ButtonGroupDefault2** [= boolean]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
boolean	A boolean expression that evaluates to True or False

Example:
Create three buttons, each representing the 3 styles of paragraph justification (left, right, and center). Enter "justification" in the ButtonGroup property for all three buttons, and when one is turned on the other two will be turned off.

Set all three button's ButtonGroupDefault property to false if you want the ability to have no buttons selected.

Set one of the button's ButtonGroupDefault property to true if you always want to have one button turned on. For instance, set the first button's ButtonGroupDefault to True. This will force that button to be turned on when the application is first started and also if you click twice on one of the other buttons, it will revert to be the one that is turned on.

DisabledPicture Property

Sets/returns the alternate bitmap displayed when the button is disabled
If this value is not set then the Picture property is used and it is shown as a disabled button would be.

Syntax:

object.**DisabledPicture** [= picture]

The property syntax has these parts:

Part	Description
object	An object expression that evaluates to a control object
picture	An expression that evaluates to a picture object

Remarks