

4Developers Live Labels ActiveX Control

Create colorful, animated labels to display data attractively.

The Live Labels ActiveX Control enables you to create animated labels in your Visual Basic or Delphi application. It includes two controls for numeric and textual data. When a labels value is set it is animated to reflect the change. You can specify sounds (WAV files) that will be played each time data changes. The controls exports a large set of properties allowing you customize the font, color and shape of the label. You can use Live Labels to display status information in a more attractive way.

Live Labels contains two controls:

[LiveNumber Control](#)

[LiveText Control](#)

Live Number Control

The Live Number Control allows you to create animated labels in your Visual Basic or Delphi application. When a Live Numbers' value changes its digits are animated to reflect the change. You can specify sounds (WAV files) that will be played each time a digit changes. The control exports a large set of properties allowing you customize the font, color and shape of the Live Number. You can also specify to which direction the digits rotate and at what speed.

Properties

Value

DigitCount

DigitSpeed

DigitDelay

ForeColor

BackColor

DigitBackColor

DigitFont

DigitSideMargin

DigitTopMargin

DigitChangingSound

DigitChangedSound

DigitsMoveUp

Methods

Add

Subtract

Value As Long

Default property. This property is used to set/get the current value of the Live

Number Control.

DigitCount As Long

Specifies the number of digits displayed by the Live Number Control. You can set this value to increase or decrease the number of digits. Valid ranges are between one and one hundred.

DigitSpeed As Long

Specifies the speed in which digits are animated. The higher this number the bigger the jumps in which the digit moves. Increase this value to decrease the amount of CPU resources the control consumes.

DigitDelay As Long

Specifies the delay in milliseconds of the digit in each new position. The higher this number the longer it will take for the digit to finish it's movement. Decrease this value to decrease the amount of CPU resources the control consumes.

ForeColor As OLE_COLOR

This property enables you to set the color of the digits displayed in the Live Number Control.

BackColor As OLE_COLOR

This property enables you to set the background color of the Live Number Control.

DigitBackColor As OLE_COLOR

This property enables you to set the digit background color displayed in the Live Number Control.

DigitFont

This property enables you to set the font displayed by the Live Number Control.

DigitChangedSound As String

This property allows you to specify the full path to a WAV file which will be played each time a digit has changed. Set this property to an empty string ("") in order to disable the digit changed sound.

DigitChangingSound As String

This property allows you to specify the full path to a WAV file which will be played each time a digit is changing. Set this property to an empty string ("") in order to disable the digit changing sound. The sound is played while the digit moves.

DigitSideMargin As Long

This property allows you to specify the margins left and right of each digit.

DigitTopMargin As Long

This property allows you to specify the below and above of each digit.

DigitsMoveUp As Boolean

This property allows you to specify if the digits are animated from bottom to top or the other way. A value of TRUE specifies that digits will move from bottom to top.

Add(HowMuch As Long)

This method allows you to add to the Live Number controls value. You can also use the **Value** property directly in order to change the Live Number control value.

Subtract(HowMuch As Long)

This method allows you to subtract from the Live Number control value. You can also use the **Value** property directly in order to change the Live Number control value.

Live Text Control

The Live Text Control allows you to create animated labels in your Visual Basic or Delphi application. When a Live Texts message property is changed the new text is animated to reflect the change. You can specify sounds (WAV files) that will be played each time the text changes. The control exports a large set of properties allowing you customize the font, color and shape of the Live Text Control. You can also specify to which direction the message moves and at what speed.

Properties

Message

LiveTextDirection

LiveTextSpeed

LiveTextDelay

BorderWidth

BorderColor

LiveTextColor

ForeColor

LiveTextFont

SoundWhenChanged

SoundWhenChanging

Message As String

Default property. This property is used to set/get the current message displayed by the Live Text Control. Every time this property changes the control will animate the new message based on the value of the **LiveTextDirection** property.

LiveTextDirection As TLiveTextDirection

Specifies the direction in which a new Live Text message moves. This property is an enum and allowed for up, down, left, right and other movement effects.

Directions

- 0 - Move Up
- 1 - Move Down
- 2 - Move Left
- 3 - Move Right
- 4 - No Animation

LiveTextSpeed As Long

Specifies the speed in which the Live Text message is animated. The higher this number the bigger the jumps in which the message moves. Increase this value to decrease the amount of CPU resources the Live Text consumes.

LiveTextDelay As Long

Specifies the delay in milliseconds of the Live Text message in each new position. The higher this number the longer it will take for the message to finish it's movement. Decrease this value to decrease the amount of CPU resources the Live Text consumes.

ForeColor As OLE_COLOR

This property enables you to set the color of the Live Text message.

LiveTextColor As OLE_COLOR

This property enables you to set the color of the Live Text itself.

BorderColor As OLE_COLOR

This property enables you to set the color of the Live Text border.

LiveTextFont

This property enables you to set the font used by the Live Text to display the message.

SoundWhenChanged As String

This property allows you to specify the full path to a WAV file which will be played each time a Live Text message has changed. Set this property to an empty string (“”) in order to disable the Live Text changed sound.

SoundWhenChanging As String

This property allows you to specify the full path to a WAV file which will be played each time a Live Text message is changing. Set this property to an empty string (“”) in order to disable the Live Text changing sound. The sound is played while the message moves.

BorderWidth As Long

This property allows you to specify the width of the Live Text border.

How to register Live Labels?

Register Online or by phone.

<http://www.4developers.com/livetags/register.htm>

Look on the web to get details on what you receive when you register.

Register By Mail

Details in the order.txt file that comes with the software.

Questions: sales@4developers.com

