

LDrive MsgBar

LDrive MsgBar is an ActiveX control for displaying multiline status messages in a Microsoft Outlook-style bar.

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AutoSize Property

Returns or sets a value that determines whether the height of the control is automatically resized to display its contents.

Syntax

object.**AutoSize** [= *integer*]

The **AutoSize** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>integer</i>	Determines the sizing method to be used, as described in Settings, below.

Settings

The settings for *integer* are:

<u>Constant</u>	<u>Value</u>	<u>Description</u>
mbasNone	0	Keeps the size of the control constant. Contents are clipped when they exceed the area of the control.
mbasTight	1	The height of the control is automatically resized to display the contents.
mbasRelaxed	2	(Default) Same as mbasTight , but a small area is added to the bottom of the control.
mbasOutlook	3	Same as mbasRelaxed when the control's LineCount property is 1, mbasTight otherwise.

Remarks

If the **WordWrap** property is **True**, then the control will resize to display its entire contents. If **WordWrap** is **False**, then some contents may be clipped if the control is not wide enough.

CustomIcon Property

Returns or sets the graphic to be displayed when the **IconType** property is set to **mbiCustom**.

Syntax

Set *object*.**CustomIcon** [= *picture*]

The **CustomIcon** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>picture</i>	A string expression specifying a file containing a graphic, as described in Settings.

Settings

The settings for *picture* are:

<u>Setting</u>	<u>Description</u>
(none)	(Default) No picture.
(Bitmap, icon, metafile, GIF, JPEG)	Specifies a graphic. You can load the graphic from the Properties window at design time. At run time, you can also set this property using the LoadPicture function on a bitmap, icon, or metafile.

Remarks

The standard icons are 16x16 graphics.

IconType Property

Returns or sets a value indicating which icon to display on the control.

Syntax

object.**IconType** [= *integer*]

The **IconType** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>integer</i>	Determines the icon to display, as described in Settings, below.

Settings

The settings for *integer* are:

<u>Constant</u>	<u>Value</u>	<u>Description</u>
mbiNone	0	No icon.
mbiCritical	16	Display Critical Message icon.
mbiQuestion	32	Display Warning Query icon.
mbiExclamation	48	Display Warning Message icon.
mbiInformation	64	(Default) Display Information Message icon.
mbiCustom	99	Display icon from CustomIcon property.

Remarks

The **mbiCritical**, **mbiQuestion**, **mbiExclamation**, and **mbiInformation** constant values match the **vbCritical**, **vbQuestion**, **vbExclamation**, and **vbInformation** constants of the **MsgBox** function.

LineCount Property

Returns or sets a value indicating the number of message lines the control can display.

Syntax

object.**LineCount** [= *integer*]

The **LineCount** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>integer</i>	An Integer expression specifying the number of message lines.

Remarks

The maximum number of lines is 256.

LineItems Property

Returns or sets the message line items contained in the control. The list is a string array in which each element is a line item.

Syntax

object.**LineItems**(*index*) [= *string*]

The **CancelCaption** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>index</i>	The number of a specific item in the list.
<i>string</i>	A string expression specifying the list item.

Remarks

Valid *index* values range from 1 to **LineCount**. Note that **LineItems** is an array and not a collection, so the **For Each** syntax is not supported.

PostType Property

Determines how the control will add new lines to the control when the **Post** method is used.

Syntax

object.**PostType** [= *integer*]

The **PostType** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>integer</i>	Determines the style to be used, as described in Settings.

Settings

The settings for *integer* are:

<u>Constant</u>	<u>Value</u>	<u>Description</u>
mbpPostScrollUp	0	(Default) Lines are added from the top down. If all of the lines have been posted to, they are scrolled up.
mbpPostScrollDown	1	Lines are added from the bottom up. If all of the lines have been posted to, they are scrolled down.

Remarks

Setting the text of a line via the **LineItems** property is the same as posting to a line.

To clear lines for (re)posting, use the **Clear** and **ClearLine** methods.

WordWrap Property

Returns or sets a value indicating whether the control will wrap the text specified in its **LinItems** property.

Syntax

object.**WordWrap** [= *boolean*]

The **WordWrap** property syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>boolean</i>	A Boolean expression specifying whether the text will wrap, as described in Settings.

Settings

The settings for *boolean* are:

<u>Setting</u>	<u>Description</u>
True	(Default) The text wraps to fit the width of the control.
False	The text doesn't wrap.

Remarks

none.

About Method

Displays the About box for the control.

Syntax

object.**About**

The *object* placeholder an object expression that evaluates to a **MsgBar** object.

Remarks

This is the same as clicking About in the Properties window.

Clear Method

Removes all text from the **MsgBar** control.

Syntax

object.**Clear**

The *object* placeholder an object expression that evaluates to a **MsgBar** object.

Remarks

none.

ClearLine Method

Clears the text from a single line of the control.

Syntax

object.**ClearLine**(*index*)

The **ClearLine** method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>index</i>	The number of a specific item in the list.

Remarks

Valid *index* values range from 1 to **LineCount**, and corresponded to the valid *index* values for the **LineItems** property.

Post Method

Adds a line of text to the control in the next available position, scrolling existing lines if necessary.

Syntax

object.**Post** [*string*]

The **Post** method syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>string</i>	Optional. A string expression to display.

Remarks

Normally, message lines are scrolled off the control when the **Post** method is used. If the **Clear** or **ClearLine** methods are used, however, the control will consider the cleared lines “available” and will put *string* in the first available position.

Click Event

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

Syntax

Private Sub *object_Click*([*index As Integer*,] *objectnumber As Integer*)

The **Click** event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>index</i>	An integer that identifies a control if it is in a control array.
<i>objectnumber</i>	An integer that contains a number corresponding to the part of the control that was clicked, as described in Settings, below.

Settings

The settings for *objectnumber* are:

<u>Value</u>	<u>Description</u>
-1	The underlying control was clicked.
0	The icon was clicked.
1.. LineCount	The message line corresponding to LineItems (<i>objectnumber</i>) was clicked.

Remarks

none.

DbClick Event

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

Syntax

Private Sub *object_DbClick* (*[index As Integer,* *objectnumber As Integer]*)

The **DbClick** event syntax has these parts:

<u>Part</u>	<u>Description</u>
<i>object</i>	An object expression that evaluates to a MsgBar object.
<i>index</i>	An integer that identifies a control if it is in a control array.
<i>objectnumber</i>	An integer that contains a number corresponding to the part of the control that was double-clicked, as described in Settings, below.

Settings

The settings for *objectnumber* are:

<u>Value</u>	<u>Description</u>
-1	The underlying control was double-clicked.
0	The icon was double-clicked.
1.. LineCount	The message line corresponding to LineItems (<i>objectnumber</i>) was double-clicked.

Remarks

none.

Constants

AutoSize property

<u>Constant</u>	<u>Value</u>	<u>Description</u>
msbasNone	0	Keeps the size of the control constant. Contents are clipped when they exceed the area of the control.
mbasTight	1	The height of the control is automatically resized to display the contents.
mbasRelaxed	2	(Default) Same as mbasTight , but a small area is added to the bottom of the control.
mbasOutlook	3	Same as mbasRelaxed when the control's LineCount property is 1, mbasTight otherwise.

IconType property

<u>Constant</u>	<u>Value</u>	<u>Description</u>
mbiNone	0	No icon.
mbiCritical	16	Display Critical Message icon.
mbiQuestion	32	Display Warning Query icon.
mbiExclamation	48	Display Warning Message icon.
mbiInformation	64	(Default) Display Information Message icon.
mbiCustom	99	Display icon from CustomIcon property.

PostType property

<u>Constant</u>	<u>Value</u>	<u>Description</u>
mbpPostScrollUp	0	(Default) Lines are added from the top down. If all of the lines have been posted to, they are scrolled up.
mbpPostScrollDown	1	Lines are added from the bottom up. If all of the lines have been posted to, they are scrolled down.

Runtime Distribution Requirements

This release of LDrive MsgBar was compiled using Microsoft Visual Basic 5 Service Pack 3. No additional files other than the VB 5 runtime files are needed. A .DEP file was installed by Setup.

Differences Between the VB5 and VB6 Versions

LDrive MsgBox is available in both VB5 and VB6 runtime versions. The control license allows either, or both, versions to be shipped with your products. This page explains the differences between the two.

Note: Either version of the controls can be used with *any* OLE-based hosting environment. The term “Version” refers only to the runtime requirements of the control. VB5-based versions require MSVBVM50.DLL and OLE 2.2+, while VB6-based versions require MSVBVM60.DLL and OLE 2.3+. Information on runtime file versions can be found in the .DEP file shipped with the control.

Distinct GUIDs and ProgIDs

Each version uses its own GUID. VB6 versions of the controls have a “6” appended to the VB5 ProgID. For example, the VB5 version ProgID for **MsgBox** is “MsgBoxLib”, whereas the VB6 version ProgID is “MsgBoxLib6”. In either version, the control name (in the example, “MsgBox”) remains the same.

Using distinct ProgIDs and GUIDs allows the developer to use either or both controls in a project.

Unique File Names

VB6 versions append a “6” to the control’s file name. For example, the VB6 version of the **MsgBox** control is “MsgBox6.ocx”.

Common File Versions

File major, minor, and build version numbers (e.g. 1.10.0056) are shared between all versioned builds of the control. This reduces confusion when updating libraries.

Distinct Library Descriptions

VB6 versions of controls are identified in the **Components** and **References** dialogs with a “(VB6)” designator. Version resource information also identifies a VB6 version control.

Separate Distribution Packages

Each package contains version-appropriate help and samples (if available) created with the control included in the package. VB6 shortcuts created by Setup are identified with a “(VB6)” designator.

Known Issues

none.

Registration and Support

For complete information on LDrive software products, including updates, pricing, payment options, and availability visit the LDrive web site at:

<http://www.ldrive.com>

You can also send check or money order along with your name, company, address and e-mail address to:

**LogicDriven Incorporated
61 Alafaya Woods Blvd.
Suite 273
Oviedo, FL 32765**

Don't forget to indicate which LDrive product you are purchasing.

Contact us via e-mail at: **info@ldrive.com**

Bug reports, feedback, and suggestions are welcome from anyone, however, support is provided only to registered users. Send your comments, questions, observations, gripes and complaints to:

feedback@ldrive.com

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standard property

Information on this property can be found in the standard Visual Basic documentation.
No other information is available (or needed).

