

## ToolButton Help Contents



Tool Button



Context Help

## **About Property**

### **Applies To**

ContextHelp, ToolButton

### **Description**

Displays version and copyright information for the control; read-only at design time and not available at run time.

### **Remarks**

You can click the ellipsis ("...") button to the right of the settings box in the properties window to display the About dialog. The dialog contains the toolbox icon for the control, the version number of the control, and copyright information.

### **Data Type**

None

## ButtonSource Property

### Applies To

ToolButton

### Description

Sets or returns the source of the displayed button face.

### Usage

[*form.*]*toolbutton*.**ButtonSource**[ = *source%*]

### Remarks

The ButtonSource property settings are:

<b>Setting</b>	<b>Description</b>
0	(Default) Standard. The button face will be taken from the <u>StandardButton</u> property.
1	Custom. The button face will be taken from the <u>CustomButton</u> property.

If ButtonSource is changed from 1 (custom) to 0 (standard), several other properties are reset to insure their validity:

- AutoSize is set to -1 (true)
- ButtonType is set to 0 (command)
- Value is set to 0 (up)

### Data Type

Integer (Enumerated)

## ButtonType Property

### Applies To

ToolButton

### Description

Sets or returns the type of button.

### Usage

[*form.*]toolbutton.**ButtonType**[ = *type%*]

### Remarks

The ButtonType property settings are:

<b>Setting</b>	<b>Description</b>
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0	(Default) Command. Remains in the up position after being clicked.
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1	Attribute. Alternates between up and down when clicked.
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ButtonType may only be set to 1 (attribute) if the ButtonSource property is set to 1 (custom). The standard buttons are all command buttons. If ButtonType is set to 0 (command), Value is automatically reset to 0 (up).

### Data Type

Integer (Enumerated)



## ContextHelp

### Description

ContextHelp is a control that you can use to permit a user to request context-sensitive help.

### Remarks

An application sets the Enabled property to True (-1) to enable context-sensitive help mode. ContextHelp displays the mouse cursor shown in the icon above and clips it to its parent form, so that the user can only select controls belonging to that form. The [ControlClick](#) event procedure is called when the user presses the left mouse button to select a control, or cancels. The user may cancel by either pressing the right mouse button or the Esc key.

### Properties

<a href="#">About</a>	<a href="#">Index</a>	<a href="#">Tag</a>
<a href="#">Name</a>	<a href="#">Left</a>	<a href="#">Top</a>
<a href="#">Enabled</a>	<a href="#">Parent</a>	

### Events

[ControlClick](#)

## ControlClick Event

### Applies To

[ContextHelp](#)

### Description

Occurs when the user presses and releases the left or right mouse button, after the Enabled property of the ContextHelp control has been set to True (-1).

### Syntax

**Sub** *ctlname*\_**ControlClick** (*HelpID* **As Long**, *Position* **As Long**)

### Remarks

ControlClick uses these arguments:

Argument	Description
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<i>HelpID</i>	The value of the <a href="#">ContextHelpID</a> property of the control which the user clicked. If the clicked control has no ContextHelpID property, or its value is zero, ContextHelp tries its container, then its container's container, etc. <i>HelpID</i> will be zero if no ContextHelpID was found, or if the user cancelled.
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<i>Position</i>	A numeric value indicating what part of the control was clicked. <i>Position</i> will be negative if no ContextHelpID was found, or if the user cancelled.
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If you need to test the *Position* argument, you can declare constants that define the possible values by loading the TOOLCONS.TXT file into the global module. The *Position* constants have the following values:

Constant	Value	Meaning
HTERROR	-2	No HelpContextID was found, or user cancelled
HTCLIENT	1	In a client area
HTCAPTION	2	In a title bar
HTSYSTEMMENU	3	In a System menu (also referred to as a Control menu)
HTSIZE	4	In a size box

HTMENU	5	In a menu area
HTHSCROLL	6	In a horizontal scroll bar
HTVSCROLL	7	In a vertical scroll bar
HTMINBUTTON	8	In a Minimize button
HTMAXBUTTON	9	In a Maximize button
HTLEFT	10	In the left border of a window
HTRIGHT	11	In the right border of a window
HTTOP	12	In the upper horizontal border of a window
HTTOPLEFT	13	In the upper-left corner of a window border
HTTOPRIGHT	14	In the upper-right corner of a window border
HTBOTTOM	15	In the lower horizontal border of a window
HTBOTTOMLEFT	16	In the lower-left corner of a window border
HTBOTTOMRIGHT	17	In the lower-right corner of a window border
HTBORDER	18	In the border of a window that does not have a sizing border

**Note** These constants are actually the return value of the WM\_NCHITTEST message. Consult Windows API documentation for more details.

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### Example

The [example](#) simply prints the ContextHelpID of the selected control. To try this example, create a form (set HelpContextID = 1) with a command button (set HelpContextID = 2) and a ContextHelp control.

## 'ControlClick Event Example

```
Sub ContextHelp1_ControlClick (HelpID As Long, Position As Long)
```

```
    If (Position >= 0) Then
        MsgBox "HelpContextID = " + HelpID, 48
    Else
        ' User cancelled
    End If
```

```
End Sub
```

```
Sub Command1_Click ()
```

```
    ' Enable context-sensitive help
    ContextHelp1.Enabled = -1
```

```
End Sub
```

## CustomButton Property

### Applies To

ToolButton

### Description

Sets or returns the custom button face to be displayed.

### Usage

[*form.*]*toolbutton*.**CustomButton**[ = *button%*]

### Remarks

The CustomButton property determines which button face to display from the custom set.

The valid range for *button* is 0 - CustomCount inclusive. A value of 0 indicates that a blank button face will be used.

### Data Type

Integer



## CustomCount Property

### Applies To

ToolButton

### Description

Sets or returns the number of button faces in the custom set.

### Usage

[*form.*]toolbutton.**CustomCount**[ = *count%*]

### Remarks

The CustomCount property defines the valid range of values for the CustomButton property. It must evenly divide the Picture width.

### Data Type

Integer

## HintMessage Property

### Applies To

ToolButton

### Description

Sets or returns the hint message associated with the button.

### Usage

*[form.]toolbutton.HintMessage[ = message\$]*

### Remarks

The HintMessage property provides a place to store a one-line help message to be displayed in the status bar of an application when the MouseDown event occurs.

### Data Type

String

### Example

The example displays a one-line help message in a status bar while the ToolButton is pressed. To try this example, create a form with a ToolButton (set HintMessage = "One-line help") and a Label control.

## 'HintMessage Property Example

```
Sub ToolButton1_MouseDown (Button As Integer, Shift As Integer, X As Single, Y  
As Single)
```

```
    ' Display help message associated with this button  
    Label1.Caption = ToolButton1.HintMessage
```

```
End Sub
```

```
Sub ToolButton1_MouseUp (Button As Integer, Shift As Integer, x As Single, Y  
As Single)
```

```
    ' Clear the help message  
    Label1.Caption = ""
```

```
End Sub
```

## Preserve Property

### Applies To

ToolButton

### Description

Sets or returns the standard colors to preserve when displaying the button.

### Usage

[*form.*] *toolbutton*.**Preserve**[ = *mask%*]

### Remarks

The Preserve property defines the set of standard colors which will not be converted to the Windows system colors when displayed. By default, the following color conversions are performed:

Source	Converted Color
Black	COLOR_BTNTEXT
Dark Gray	COLOR_BTNSHADOW
Light Gray	COLOR_BTNFACE
White	COLOR_BTNHIGHLIGHT

The Preserve property is a bit field, for which the following bit values are accepted:

Constant	Value	Meaning
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PRESERVE_NONE	0	Convert all colors as shown above. (Default)
PRESERVE_BLACK	&H100	Do not convert black.
PRESERVE_DKGRAY	&H200	Do not convert dark gray.
PRESERVE_LTGRAY	&H400	Do not convert light gray.
PRESERVE_WHITE	&H800	Do not convert white.
PRESERVE_ALL	&HF00	Do not convert any colors.

**Note** No conversion is performed for White in Windows 3.0, because the button highlight color cannot be set from the Control Panel.

### Data Type

Integer

### Example

The example displays the button with the black and light gray colors on a ToolButton preserved while the button is pressed. To try this example, create a form with a ToolButton (set StandardButton = "1 - Edit Cut"). Use the Control Panel to set alternate button colors.

## 'Preserve Property Example

```
Sub ToolButton1_MouseDown (Button As Integer, Shift As Integer, X As Single, Y  
As Single)
```

```
    Const PRESERVE_BLACK = &H100  
    Const PRESERVE_LTGRAY = &H400
```

```
    ' Preserve black and light gray  
    ToolButton1.Preserve = PRESERVE_BLACK Or PRESERVE_LTGRAY
```

```
End Sub
```

```
Sub ToolButton1_MouseUp (Button As Integer, Shift As Integer, x As Single, Y  
As Single)
```

```
    Const PRESERVE_NONE = 0
```

```
    ' Allow all color conversions  
    ToolButton1.Preserve = PRESERVE_NONE
```

```
End Sub
```

## StandardButton Property

### Applies To

ToolButton

### Description











Sets or returns the standard button face to be displayed.

### Usage

[*form.*]toolbutton.**StandardButton**[ = *button%*]

### Remarks

The StandardButton property settings are:

Setting	Description
0	 (Default) Blank
1	 Edit Cut
2	 Edit Copy
3	 Edit Paste
4	 File New
5	 File Open
6	 File Save
7	 File Print
8	 Help
9	 Context-Sensitive Help

### Data Type

Integer (Enumerated)



## Tool Button

### Description

A tool button displays a graphical button face from a standard set or a custom set. It can behave as either a command button, or an attribute button.

### Remarks

The ButtonSource property allows you to choose between the standard set of button faces and a custom set.

The ButtonType property allows you to choose between command and attribute button behavior. All standard buttons are of the command type; only custom buttons may be of the attribute type.

The Picture property represents a custom set of button faces. It may be set to (none) or (Bitmap); metafile and icon formats are not supported. If it is set to (Bitmap), the picture must be a horizontal sequence of button faces. Use the CustomCount property to indicate the number of button faces in the custom set, and the CustomButton property to select which button face to display. Setting the Picture property automatically resets the CustomCount and CustomButton properties to zero.

When using custom button faces, create a bitmap containing all of the button faces for a particular form, and assign this bitmap to the Picture property of only one button at design time. In the Form\_Load event, copy the Picture and CustomCount properties, and assign the appropriate CustomButton value. This method uses fewer Windows resources than assigning the Picture property of every custom button at design time.

To make custom buttons the same size as standard buttons, create button faces which are 16 pixels wide and 15 pixels high.

**Note:** Non-standard properties are preceded by an asterisk (\*) in the list below.

### Properties

<u>About</u>	<u>DragIcon</u>	<u>Picture</u>
<u>AutoSize</u>	<u>DragMode</u>	* <u>StandardButton</u>
<u>BackColor</u>	<u>Enabled</u>	<u>Tag</u>
* <u>ButtonSource</u>	<u>Height</u>	<u>Top</u>
* <u>ButtonType</u>	<u>Index</u>	* <u>Value</u>
<u>Name</u>	<u>Left</u>	<u>Visible</u>
* <u>CustomButto</u>	<u>MousePointer</u>	<u>Width</u>
<u>n</u>	<u>Parent</u>	
* <u>CustomCount</u>		

### Events

<u>Click</u>	<u>DragOver</u>	<u>MouseMove</u>
<u>DbClick</u>	<u>MouseDown</u>	<u>MouseUp</u>
<u>DragDrop</u>		

### Methods

<u>Drag</u>	<u>Move</u>	<u>Refresh</u>
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## Value Property

### Applies To

ToolButton

### Description

Sets or returns the button state.

## Usage

[*form.*]*toolbar*.**Value**[ = *state*%]

## Remarks

The Value property settings are:

<b>Setting</b>	<b>Description</b>
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0	(Default) Up
---	--------------

1	Down
---	------

2	Indeterminate
---	---------------

The Value settings are treated differently depending on the value of the ButtonType property. For a command button, the button state is always 0 (up). Setting Value to 1 (down) in code invokes the button's Click event, but does not actually change Value. Setting value to 0 (up) has no effect, and attempting to set it to 2 (indeterminate) results in an error.

For an attribute button, Value automatically changes when the user clicks on the button. If the Value is 1 (down) when the button is clicked, Value will be changed to 0 (up); otherwise, it will be changed to 1 (down). Value may also be set from code, but it never invokes a Click event.

The indeterminate state is useful to indicate special attribute conditions. Consider a button to represent the "bold" attribute in a word processor; if the user selects a block of text which contains some bold characters and some non-bold characters, it is not appropriate to display the button as either down or up. Instead, the indeterminate state is used.

## Data Type

Integer (Enumerated)



