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Message box Styles

There are five icons to choose from and there are system default sounds associated with each style.

ICONS		SOUNDS
No Icon		Default wave
	Stop Icon	Critical stop wave
	Question Icon	Question wave
	Exclamation Icon	Exclamation wave
	Information Icon	Asterisk
	Next	

Options

There are four Options you may choose from.

Application Modal	Default
System Modal	
Always on top	
Normal	Default
Minimum code	Default
Maximum code	
Help Button	
No Help button	Default

If the Application Modal is selected The user must respond to the message box before proceeding in the application. If the System modal is Selected . The user must respond to the message box before proceeding. No help Buttons can be displayed when the system modal option is used.

Always on top if this option is chosen the message box will always be placed in the foreground. If it is not chosen then the default is the nominal Zorder chosen by windows.

Minimum code will not copy the VB string definition to the clip board but will use the following format.

(MsgBox Your message, Number, Your title) .

The default is maximum code.

(MsgBox Your message , 0+Ok+VbCancel+VbHelp, Your title) .

Use the help button option to determine whiter you use the help buttons

 Next

Select Default Button

You must also select a button combination by selecting a default button. The button you select will select the combination and the button That will be the first in the tab order.

Button combinations

		Ok	Help
	Ok	Cancel	Help
Abort	Retry	Ignore	Help
Yes	No	Cancel	Help
	Yes	No	Help
	Retry	Cancel	Help

To add The Help buttons you must select Help Buttons under [Options](#).

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General Help

There are Two important aids to programing that this program will provide
But are not aperent.

- 1 Use the text editor in the message window of eather MsgBox or Input Box. Export or import text from Spell checking text editors or any ot area that you can copy and past. Use the right mouse button over the message area and the File Menu to open ans save.
- 2 Use the picture viwer to copy path when needed. Even when you need an icon in the Propertys box. You can use picture viewer to select an icon, Then then press copy, Return to your program and select (ICON) on the Properts box. Then when the Dialog box opens then paste in the path.

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Message box Wizard Menu

File

- New: Clears all text area.
- Open: Open an existing file. Loads Title area with program name and message area with text in the file. All files must be xxx.txt files.
- Save: Saves the text in the message area to a file. Uses the text in the Title area as file name. If there is no text in the title area the default file name will be Untitled.txt. The extension .txt will be added.
- Exit: Used to end Program Aid

Help

- Quick Help: Displays a brief description of the programs operation.
- Help Contents: Displays Message Box help in the standard Windows 95 help contents.
- Help Index: Displays Message Box help in the standard Windows 95 help index
- Help on Help: Displays Windows 95 help on how to use help.
- About:: Tells a little about the things and people behind the program.

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Input Box

Help available for The Input Box is context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

File

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- Open: Open an existing file. Loads Title area with program name and message area with text in the file. All files must be xxx.txt files.
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- Exit: Used to end Program Aid

Help

- Quick Help: Displays a brief description of the programs operation.
- About:: Tells a little about the things and people behind the program.
- ?
- ? Context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

The Title is the text that will be in the top Title bar of the input box. Left blank, The default will be Your Project Name, (App.Title).

Default is the text that will be placed in the text area for the user. The user can except the text or erase and replace the default with the desired text.

Prompting messages in the input box are placed here. All text can be imported from a .TXT file by using the file commands on the menu bar.

Use Test to review and see what your finished Input Box will look like in your Program.

Copies all the code to create an input box exactly as you see it with the test key. All code is copped to the clipboard. Simply minimize the form then paste the code to the appropriate place in your code.

Exits the program. Aid

Color Finder

Help available for The Input Box is context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

Options

Color Pallet: Displays the color pallet. When the color pallet is displayed click on the color you want. Then when You click ok the color will be transferred to the Color Finder form.

Exit: Ends Program Aid.

Format

RGB: When the color code is copped to the clip board the Format it will be in is RGB(X,X,X).

Decimal:: When the color code is copped to the clip board the Format it will be in is XXX

Hex:: When the color code is copped to the clip board the Format it will be in is \$H X,X,X.

Help

Quick Help: Displays a brief description of the programs operation.

About:: Tells a little about the things and people behind the program.

?

?

Context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

Use the up-Down arrows to change the tent of the color. The color will be displayed to the right of the controls.

This is the value of the color or tent of the color. The range is from 0 to 255.

Step is the amount the value will change with the up-down arrows to the left.

Max. will set the value to 255. When all color values are set to max the color will be White

Nom. will set the value to 192. When all color values are set to 192 the color will be the basic Windows 95 Grey.

Min. will set the value to 0. When all values are set to 0 the color will be Black

Copy the color values to the clip board. The format used will depend the format you have checked. RGB,Hex, or Decimal.

This will exit program Aid.

Picture Viewer

Help available for The Input Box is context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

Options

Path Finder:	Changes form to Path Finder. Select a path and copy to the clip board.
Quick Help:	Displays a brief description of the programs operation.
About::	Tells a little about the things and people behind the program.
Exit::	Ends Program Aid
	?
?	Context help. To Get help, click on the ? in the menu bar, then place the question mark over the item you want to know about. The following is help for the menu bar.

Restores the Picture Viewer to the original size and place on the screen.

Shows the drive and folder. Double click on the folder to open it.

Selects the drive in witch the files and folders are found. Click on drop down to show all drives on system.

Enlarges the picture viewing area to full screen.

Shows the files in the path that will be shown in the picture box to the right.
File1.Pattern = "*.ico;*.bmp;*.cur;*.emf;*.jpg;*.gif;*.dib;*.wmf"

Scan button is a dual usage button. While or after the scan button is pushed the caption will change to stop. Stop scanning by pressing stop. While scanning all the pictures in the folder will be shown in the picture box to the right.

The Speed of scanning and viewing the files is controlled by clicking on the Up arrow to slow down scan and click on the Down arrow to speed up scanning.

All files will be shown in this area.

Press exit to Stop Program aid

The path from the drive to the file will be placed on the clip board..

This will return the Program to the form from which you came.

