

## Contents



The **ctGauge** object is a visual representation of a needle and gauge control.

The control displays a visual representation of a needle in a gauge type environment. The needle's starting and ending angle are both determined by the programmer. Its range is also defined by the programmer and can be set from -32768 to 32767 ( a short integer ).

A background bitmap can be supplied for the control in order to make the control easier to read and understand. If a bitmap image is supplied to the control, the control will size itself to match the size of the image.

As the value of the control increases, the needle will rotate in a clockwise manner. If it is required that the needle rotate in the opposite direction, the programmer will have to use some type of calculation to reverse the direction. For example

$$\text{ctGauge.Value} = \text{ctGauge.MaxValue} - \text{nMyValue}$$

### File Names

16 bit	CTGAUG16.OCX
32 bit	CTGAUG32.OCX

### Class Name

ctGauge

### See Also :

[Events](#)

[Properties](#)

## Events

<u>ctGauge Event</u>	<u>Occurs</u>
Click	Standard Event
DbClick	Standard Event
MouseDown	Standard Event
MouseMove	Standard Event
MouseUp	Standard Event

## Properties

<u>ctGauge Property</u>	<u>Data Type</u>	<u>Description</u>
<a href="#"><u>AngleEnd</u></a>	integer	Specifies the ending angle of the needle representing the maximum value of the gauge.
<a href="#"><u>AngleStart</u></a>	integer	Specifies the starting angle of the needle representing the minimum value of the gauge.
<a href="#"><u>BackColor</u></a>	long	Specifies the background color of the control.
<a href="#"><u>BorderColor</u></a>	long	Specifies the border color of the control.
<a href="#"><u>BorderType</u></a>	integer (enumerated)	Specifies the type of border to place around the control. Valid values include ... <ul style="list-style-type: none"><li>• 0 - Regular</li><li>• 1 - None</li><li>• 2 - Raised</li><li>• 3 - Lowered</li><li>• 4 - Drop Shadow</li><li>• 5 - Inset</li></ul>
<a href="#"><u>MaxValue</u></a>	integer	Specifies the maximum value of the gauge.
<a href="#"><u>MinValue</u></a>	integer	Specifies the minimum value of the gauge.
<a href="#"><u>NeedlePosition</u></a>	integer (enumerated)	Specifies the main position of the needle's origin within the control. Valid values include ... <ul style="list-style-type: none"><li>• 0 - Top Left</li><li>• 1 - Top Center</li><li>• 2 - Top Right</li></ul>

- 3 - Middle Left
- 4 - Middle Center
- 5 - Middle Right
- 6 - Bottom Left
- 7 - Bottom Center
- 8 - Bottom Right

<u>NeedleColor</u>	long	Specifies the color of the needle.
<u>NeedleSize</u>	integer	Specifies the offset value used to increase or decrease the calculated size of the needle.
<u>NeedleSolid</u>	boolean	Specifies whether or not the needle will be drawn as a solid color, or with contrasting colors against the parent background.
<u>NeedleThickness</u>	integer	Specifies how thick or how wide the needle should be drawn.
<u>NeedleXOffset</u>	integer	Specifies the horizontal offset used to position the origin of the needle.
<u>NeedleYOffset</u>	integer	Specifies the vertical offset used to position the origin of the needle.
<u>Picture</u>	Picture	Specifies the bitmap image used for the background of the control. If a bitmap is supplied to the control. The control will resize itself to fit the size of the bitmap.
<u>ShadowColor</u>	long	Specifies the color of the shadow border (drop shadow border type only )
<u>Value</u>	integer	Specifies the current value of the control, and the current position of the needle.

## AngleEnd Property

### Description

Specifies the ending angle of the needle representing the maximum value of the gauge.

### Syntax

```
[form.]ctGauge.AngleEnd [ = setting% ]
```

### Data Type

**Integer**

### Example

```
ctGauge.AngleEnd = 196
```

# AngleStart Property

## Description

Specifies the starting angle of the needle representing the minimum value of the gauge.

## Syntax

```
[form.]ctGauge.AngleStart [ = setting% ]
```

## Data Type

**Integer**

## Example

```
ctGauge.AngleStart = 344
```

# BackColor Property

## Description

Specifies the background color of the control. If a bitmap is used for the background, it will override this property.

## Syntax

```
[form.]ctGauge.BackColor [ = color& ]
```

## Data Type

Long ( OLE\_COLOR )

## Example

```
ctGauge.BackColor = RGB( 128, 128, 128 )
```

## **BorderColor Property**

### **Description**

Specifies the color of the border painted around the control.

### **Syntax**

```
[form.]ctGauge.BorderColor [ = color& ]
```

### **Data Type**

**Long** ( OLE\_COLOR )

### **Example**

```
ctGauge.BorderColor = RGB( 128, 128, 128 )
```

# BorderStyle Property

## Description

Specifies the type of border to place around the control. Valid values include ...

- 0 - Regular : Regular border
- 1 - None : No border
- 2 - Raised : Raised 3D border
- 3 - Lowered : Lowered 3D border
- 4 - Drop Shadow : Regular border with a shadow
- 5 - Inset : Inset border

## Syntax

```
[form.]ctGauge.BorderStyle [ = setting% ]
```

## Data Type

**Integer** ( enumerated )

## Example

```
ctGauge.BorderStyle = 2
```

## MaxValue Property

### Description

Specifies the maximum value of the gauge.

### Syntax

```
[form.]ctGauge.MaxValue [ = setting% ]
```

### Data Type

**Integer**

### Example

```
ctGauge.MaxValue = 100
```



## **MinValue Property**

### **Description**

Specifies the minimum value of the gauge.

### **Syntax**

```
[form.]ctGauge.MinValue [ = setting% ]
```

### **Data Type**

**Integer**

### **Example**

```
ctGauge.MinValue = 0
```

## NeedleColor Property

### Description

Specifies the color of the needle in the gauge.

### Syntax

```
[form.]ctGauge.NeedleColor [ = color& ]
```

### Data Type

Long ( OLE\_COLOR )

### Example

```
ctGauge.NeedleColor = RGB( 255, 0, 0 )
```

# NeedlePosition Property

## Description

Specifies the main position of the needle's origin within the control. Valid values include ...

- 0 - Top Left
- 1 - Top Center
- 2 - Top Right
- 3 - Middle Left
- 4 - Middle Center
- 5 - Middle Right
- 6 - Bottom Left
- 7 - Bottom Center
- 8 - Bottom Right

## Syntax

`[form.]ctGauge.NeedlePosition [ = setting% ]`

## Data Type

**Integer** ( enumerated )

## Example

`ctGauge.NeedlePosition = 4`

## NeedleSize Property

### Description

Specifies the offset value used to increase or decrease the calculated size of the needle. The length of the needle can be changed (smaller or larger) by changing the value of this property.

### Syntax

```
[form.]ctGauge.NeedleSize [ = setting% ]
```

### Data Type

Integer

### Example

```
ctGauge.NeedleSize = 2
```

## NeedleSolid Property

### Description

Specifies whether or not the needle will be drawn as a solid color, or with contrasting colors against the parent background. Contrasting colors are based on the current background color.

### Syntax

```
[form].ctGauge.NeedleSolid [ = { True | False } ]
```

### Data Type

**Boolean**

### Example

```
ctGauge.NeedleSolid = TRUE
```

## NeedleThickness Property

### Description

This value is used to determine how thick or how wide the needle should be drawn.

### Syntax

```
[form.]ctGauge.NeedleThickness [ = setting% ]
```

### Data Type

**Integer**

### Example

```
ctGauge.NeedleThickness = 4
```

# NeedleXOffset Property

## Description

Specifies the horizontal offset used to position the origin of the needle. This property can be used to obtain a precise placement of the needle within the control.

## Syntax

```
[form.]ctGauge.NeedleXOffset [ = setting% ]
```

## Data Type

**Integer**

## Example

```
ctGauge.NeedleXOffset = 3
```

# NeedleYOffset Property

## Description

Specifies the vertical offset used to position the origin of the needle. This property can be used to obtain a precise placement of the needle within the control.

## Syntax

```
[form.]ctGauge.NeedleYOffset [ = setting% ]
```

## Data Type

**Integer**

## Example

```
ctGauge.NeedleYOffset = -2
```



# Picture Property

## Description

Specifies the bitmap image used for the background of the control. If a bitmap is supplied to the control. The control will resize itself to fit the size of the bitmap.

In order to set the picture of the control, it must be either set using the picture property page of the control, the property table of the host language ( if available ), or by assigning a picture from another control to this one.

## Syntax

```
[form.]ctGauge.Picture [ = Picture ]
```

## Data Type

**Picture**

## Example

```
ctGauge.Picture = OLE_Object.Picture
```

# ShadowColor Property

## Description

Specifies the color of the shadow in a drop shadow border. This color is only used if the [BorderType](#) is set to 4 (Drop Shadow)

## Syntax

```
[form.]ctGauge.ShadowColor [ = color& ]
```

## Data Type

Long ( OLE\_COLOR )

## Example

```
ctGauge.ShadowColor = RGB( 128, 128, 128 )
```

# Value Property

## Description

Specifies the current value of the control.

## Syntax

```
[form.]ctGauge.Value [ = setting% ]
```

## Data Type

**Integer**

## Example

```
ctGauge.Value = 50
```

