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The **ctSpin** object is a two button spinner control

This object can be used to help increment or decrement the values within another control. When a button on the control is clicked on, an event will fire that will allow the programmer to change a value. That event will continue to fire if the user continues to press on one of the buttons.

File Names

16 bit	CTSPIN16.OCX
32 bit	CTSPIN32.OCX

Class Name

ctSpin

See Also :

[Events](#)

[Properties](#)

Properties

ctSpin Property	Data Type	Description
<u>ArrowColor</u>	long	Specifies the color used to paint the arrows on the buttons.
<u>ArrowSize</u>	integer (enumerated)	Specifies the size of the arrows drawn in the buttons. Valid values include ... <ul style="list-style-type: none">• 0 - Small• 1 - Large
<u>BackColor</u>	long	Specifies the background color of the control.
<u>BevelSize</u>	integer	Specifies the size or thickness of the bevel around the buttons.
<u>BorderColor</u>	long	Specifies the border color of the control.
<u>DisableColor</u>	long	Specifies the color used to paint the arrows on the buttons when the control is disabled.
<u>InitialDelay</u>	integer	Specifies the initial delay before the control starts to repeatedly fire a <u>Click</u> event when a button is held down.
<u>RepeatRate</u>	integer	Specifies the amount of time before each <u>Click</u> event if fired when a button is held down.
<u>SpinStyle</u>	integer (enumerated)	Specifies the orientation of the spin buttons. Valid values include ... <ul style="list-style-type: none">• 0 - Vertical• 1 - Horizontal

ArrowColor Property

Description

Specifies the color of the arrows on the spin buttons when the control is enabled.

Syntax

```
[form.]ctSpin.ArrowColor [ = color& ]
```

Data Type

```
Long ( OLE_COLOR )
```

Example

```
ctSpin.ArrowColor = RGB( 255, 0, 0 )
```

ArrowSize Property

Description

Specifies the size of the arrows drawn in the buttons. Valid values include ...

- 0 - Small
- 1 - Large

Syntax

`[form.]ctSpin.ArrowSize [= setting%]`

Data Type

Integer (enumerated)

Example

`ctSpin.ArrowSize = 0`

BackColor Property

Description

Specifies the background color of the control.

Syntax

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

Data Type

Long (OLE_COLOR)

Example

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

BevelSize Property

Description

Specifies the size or thickness of the bevel around the buttons.

Syntax

```
[form.]ctSpin.BevelSize [ = setting% ]
```

Data Type

Integer

Example

```
ctSpin.BevelSize = 2
```

BorderColor Property

Description

Specifies the color of the border painted around the control.

Syntax

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

Data Type

Long (OLE_COLOR)

Example

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

DisableColor Property

Description

Specifies the color used to paint the arrows on the buttons when the control is disabled.

Syntax

```
[form.]ctSpin.DisableColor [ = color& ]
```

Data Type

Long (OLE_COLOR)

Example

```
ctSpin.DisableColor = RGB( 128, 128, 128 )
```


InitialDelay Property

Description

Specifies the initial delay before the control starts to repeatedly fire a [Click](#) event when a button is held down. This value is in milliseconds.

Syntax

```
[form.]ctSpin.InitialDelay [ = setting% ]
```

Data Type

Integer

Example

```
ctSpin.InitialDelay = 5
```

RepeatRate Property

Description

Specifies the amount of time before each [Click](#) event is fired when a button is held down. This value is in milliseconds.

Syntax

```
[form.]ctSpin.RepeatRate [ = setting% ]
```

Data Type

Integer

Example

```
ctSpin.RepeatRate = 50
```

SpinStyle Property

Description

Specifies the orientation of the spin buttons. Valid values include ...

- 0 - Vertical
- 1 - Horizontal

Syntax

`[form.]ctSpin.SpinStyle [= setting%]`

Data Type

Integer (enumerated)

Example

`ctSpin.SpinStyle = 1`

Events

ctSpin Event

Click

DbClick

MouseDown

MouseMove

MouseUp

Occurs

Occurs when either one of the buttons in the control is clicked on.

Standard Event

Standard Event

Standard Event

Standard Event

Click Event

Description

Occurs when either one of the buttons in the control is clicked on.

Parameters

This event has one parameter sent to it...

- 1 - *nButton* (integer) The button being pressed

Note

The *nButton* parameter is used to determine which of the two buttons is being pressed. If it contains a value of 0, the top or left button is being clicked on. If it contains a value of 1, then the bottom or right button is being clicked on.

