ProGUI V1.39

www.progui.co.uk

Table of Contents

Introduction

Part I

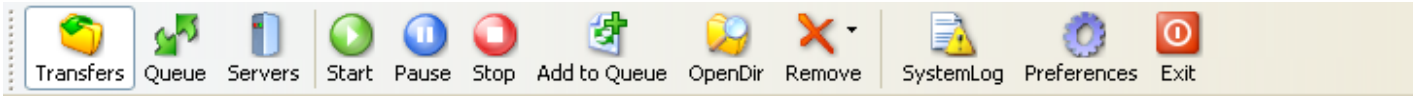
1 Introduction

Introduction

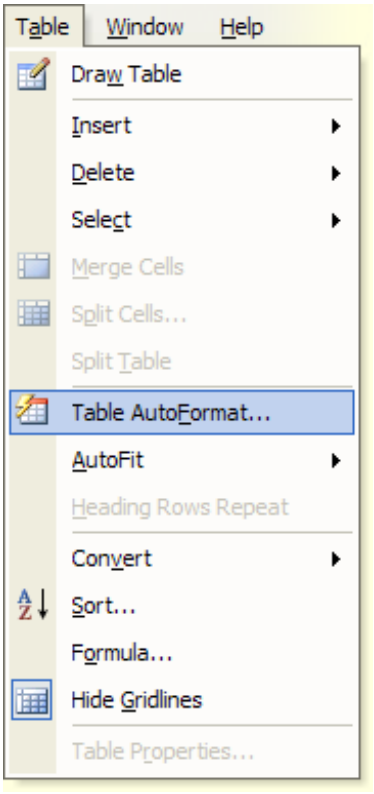
One of the most important aspect of any application is the Graphical User Interface, this being what the end user will interact with. No matter how well designed or programmed your engine is; if the user experiences a dated, clunky, unresponsive, aesthetically displeasing interface they will choose your competitors product over yours i.e. when I see a badly programmed interface, I tend to think the engine is badly coded too.

ProGUI takes the headache away from creating professional silky smooth user interfaces for your applications by the use of simple, easy commands giving your program professional GUI components and features found in many commercial applications.

Register Now! for a commercial license! just €30.00 EUR ($40 USD)



The main features of ProGUI



- **Easy to use** and simple API with commands such as "MenuTitleEx(title.s)"
- **Easy Installation**
- **Extremely fast rendering** with internal caching and intelligent double-buffering.
- One of the **most accurate replicas of Whidbey, Office 2003 and Office2007 styles that exist** as well as **improvements over Microsoft's engine** such as **flicker free menu tracking** and **superior menu scrolling!**
- **Native 32 bit and 64 bit versions included!**
- **Unicode** support.
- **Windows 7, Vista and XP compatible**.
- **Rebars!** (IE Explorer style container control for toolbars), multiple rebars on multiple windows!
- Extended rebar functionality including new **Office 2007 and Office 2003 styles**, auto vertical resizing and user vertical resizing.
- Super smooth window resizing of components, no wild jumping or flickering!
- Option for automatic double buffering of rebars when resizing!
- Full Automatic Chevron support for rebars, see IE Explorer - resize the window too small and click on the chevron to see a popup menu with toolbar icons.
- **Extended toolbars**, full 32bit Alpha masked icon support of any size for toolbar buttons with separate images for normal, hot and disabled states. As many toolbars as you want on multiple windows!
- New **Office 2007 and Office 2003 Toolstrip style toolbars!**
- **Other controls can be inserted into Toolbars.**
- **Office 2007 and Office 2003 styled ComboBoxes!**
- Support for drop down buttons in toolbars, just pass a popup menu or extended popup menu to the command!
- **Extended menus!** Have cool "floating" menus contained in a rebar/container with ease! Full support for 32bit Alpha masked icons of any size in menus with support for different images for normal, hot and disabled states! Includes extended system menu and popup menu. Different styles of menu's available for example: **Office 2003 style**, **Office XP/Whidbey style**, **IE Explorer style**, **Classic/Mozilla Firefox Style** and other styles. Automatic chevrons on menus when window resized too small! Automatic detection of system font change and resized accordingly. Full keyboard navigation and hot-key support. When menu goes off screen automatically fits inside screen (see Explorer for a bad implementation of this, see Firefox for a good implementation).
- **Automatic generation of style/theme specific disabled state icons when not specified.**
- Theme adaptive **custom user defined colours** for User Interface styles.
- **No mandatory window callbacks!**

License

Part II

2 License

License

License agreement for ProGUI. You must read this License agreement before continuing with the installation of this software. Continue with the installation only when you have read and accepted the terms of this license agreement.

This License agreement is made between Chris Deeney and the user of ProGUI.

You must agree to the following:

1) No portion of the ProGUI binaries may be disassembled, reverse engineered, decompiled, modified or altered.

2) This package is supplied 'as is' and no liability will be accepted by Chris Deeney or any legal vendors of this software for any damage incurred by the use of this software.

3) The ProGUI binaries/package can be distributed freely and in anyway with your application/program.

4) Neither directly nor indirectly can you disclose, distribute, sell, rent, lease, lend, reproduce or copy your ProGUI registration key codes to anyone.

5) The creation of DLLs/Libraries whose primary function is to serve as a 'wrapper' for ProGUI functions is explicitly forbidden.

Disclaimer:
This package is distributed 'as is' and no claims are made as to it's suitability for any purpose, if any. Chris Deeney does not assume any responsibility for lost or damaged files, memory, or registry entries. Users installing this software do so on such an understanding.

Requirements

Part II

3 Requirements

System requirements

ProGUI can be used with any programming language that supports DLL calls, providing there is a wrapper include for that particular language.

Currently **Purebasic**, **AutoIt** and **Blitzmax** are the only languages that are officially supported.

Installation & Usage

Part IV

4 Installation & Usage

Installation & Usage

Installation for PureBasic V5.20 LTS

In order to use ProGUI with your program you can use either the DLL version or the User Library version.

DLL Usage

Simply copy the **ProGUI.dll** (or **ProGUI64.dll** if your PureBasic installation is 64 bit) and **ProGUI_PB.pb** include file from the archive into your working directory. Alternatively you can copy the ProGUI.dll/ProGUI64.dll to your "Windows\System32" directory and then it will be available to all applications and programs you write.

At the top of your code listing you should enter:

```
IncludeFile "ProGUI_PB.pb"
```

Note The ***ProGUI.dll/ProGUI64.dll must be distributed with your compiled application*** in order for your program to access ProGUI functions.

User Library Installation

Simply copy the **ProGUI** (or **ProGUI64** if your PureBasic installation is 64 bit) library file from the "UserLibrary\" directory of the archive to your "PureBasic\PureLibraries\UserLibraries" folder. Copy the **ProGUI.res** file from the "UserLibrary\" directory of the archive to your "PureBasic\Residents" folder. ProGUI will now be installed and ready for use next time you start PureBasic.

The UserLibrary is a multi-library and includes Thread safe, Unicode and Unicode Thread Safe versions. Resident source code is also supplied if in the unlikely event you encounter that some API constants have already been defined.

Help File Installation

Copy this help file (**ProGUI.chm**) to your "PureBasic\Help\" directory for context hot-key help in your IDE.
(Note if the Help directory in the PureBasic folder does not exist then simply create it.)

Before you can use any of the ProGUI commands (with the exception of ProGUIVersion) you must first initialize ProGUI with the StartProGUI command:

```
StartProGUI("", 0, 0, 0, 0, 0, 0, 0)
```

Now you are ready to begin!

Installation for BlitzMax V1.41

In order to use ProGUI with your program you must distribute the DLL version with your program.

DLL Usage

Simply copy the **ProGUI.dll** and **ProGUI_BlitzMax.bmx** include file from the archive into your working directory.

Alternatively you can copy the ProGUI.dll to your "Windows\System32" directory and then it will be available to all applications and programs you write.

At the top of your code listing you should enter:

```
Include "ProGUI_BlitzMax.bmx"
```

Note The ***ProGUI.dll must be distributed with your compiled application*** in order for your program to access ProGUI functions.

Before you can use any of the ProGUI commands (with the exception of ProGUIVersion) you must first initialize ProGUI with the StartProGUI command:

```
StartProGUI("", 0, 0, 0, 0, 0, 0, 0)
```

Now you are ready to begin!

Part V

5 BlitzMax Syntax

BlitzMax Syntax

PureBasic syntax is used to document all commands in this manual. Use the following chart to translate the BlitzMax data types:

Type	PureBasic	BlitzMax
Int	variable.i	variable:Int
Long	variable.l	variable:Int
String	variable.s	variable:String

Reference
Manual

Part VI

6 Reference Manual

General

Various commands that aren't specifically categorized.

MenuEx

Extended Menus are "floating" menus supporting full 32bit alpha masked icons, PNG, JPG and other image formats of any size, various styles (Office 2007, Office 2003, Office XP/Whidbey, ...), full keyboard navigation & automatic hot-key support, multi-monitor support and ability to be contained within a rebar or container plus more!

ToolBarEx

Extended Toolbars have full support for 32bit Alpha masked icon, PNG, JPG and other image formats of any size for toolbar buttons with separate images for normal, hot and disabled states, the ability to insert other gadgets/controls, Toolstrip styles in Office 2007 and Office 2003 plus more advanced features.

Rebar

Rebars act as containers for other controls such as toolbars. The controls are contained in bands which can be resized and moved. ProGUI extends the functionality of rebars by adding automatic vertical resizing and manual resizing of bands with the mouse plus full automatic chevron support. Rebars also support styles in Office 2007 and Office 2003.

TextControlEx

TextControlEx is an advanced static text/ textbox control and allows your application to display text labels with the following features: Transparent background (no ugly solid background colour), coloured text and background, gradient coloured backgrounds, anti-aliased text, border padding, multi-line support, hyperlinks and "escape code" effects such as bold, italic, underline...

PanelEx

PanelEx is a fully nestable, powerful and versatile container control with multiple pages; ideal for displaying different sets of controls depending on user input such as a preferences section in your application or can be easily used as a building block for other more complex controls. Each page can have a different gradient/theme background and/or combined with a background image, alpha masked image border and optional second overlay background and/or image combo, each page also supports automatic scrolling of page contents and automatic double buffering of ProGUI components inside including any graphical alpha effects.

ButtonEx

ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx and CheckButtonEx are easy to use skinned and borderless image button controls supporting 32bit alpha transparent images/icons, separate images for various states (including: normal, hot/hover, pressed and disabled states) and tooltips.

ExplorerBar

The ExplorerBar is a highly customizable skinned navigation/menu control used for displaying a list of categorized options/items by group which can be collapsed or un-collapsed (supporting smooth sliding animation with alpha fade transparency). The ExplorerBar has a default system skin and an Office 2007 default skin.

SplitterEx

SplitterEx is a highly customizable skinned splitter control used for splitting up areas of your interface (which can be resized by dragging the splitter bar). The SplitterEx has 2 default system skins and an Office 2007 default skin. The SplitterEx also supports an "anchoring" feature.

Colours & Images

Various commands for setting/retrieving rendering style colours/gradients and image manipulation and effects.

Skins

Skins allow ProGUI controls/components (and user made controls) to be easily and quickly 'skinned' to a particular graphical style whilst being highly customizable. Includes various commands for creating, loading, saving and manipulating skins.

6.1 General

ProGUI - General

Overview

Various commands that don't fit into a particular category.

Command Index

Reference Manual - Index

6.1.1 ProGUIVersion

ProGUIVersion()

Syntax

Version.f = **ProGUIVersion**()

Description

Returns the current version of ProGUI as a float, useful for making sure your application isn't using an outdated version of ProGUI.

General Index

6.1.2 StartProGUI

StartProGUI()

Syntax

StartProGUI(UserName$, KeyCode1, KeyCode2, KeyCode3, KeyCode4, KeyCode5, KeyCode6, KeyCode7)

Description

Initiates ProGUI for use. This must be the first command that is called with the exception of ProGUIVersion. ProGUI defaults to trial mode if incorrect keycodes are entered.

Example:

```
IncludeFile "ProGUI_PB.pb"

StartProGUI("", 0, 0, 0, 0, 0, 0, 0)
```

General Index

6.1.3 ChangeListiconSubIcon

ChangeListiconSubIcon()

Syntax

ChangeListiconSubIcon(Listicon.i, Itempos.l, Subitempos.l, *Image)

Description

Adds or changes a listview's sub icon.

Listicon.i is the ID of the listicon gadget to alter. Itempos.l specifies the row of the listview, Subitempos.l specifies the column and *Image is a pointer to the image data to add or replace the icon.

General Index

6.1.4 LoadFontEx

LoadFontEx()

Syntax

FontHandle (HFONT) = **LoadFontEx**(Name.s, PointSize.l, Flags.i)

Description

Loads a font ready for use. Name.s is the name of the font such as "Verdana" and PointSize.l is the desired size.

Flags.i can contain the following constants:

#Font_Bold	Makes the font bold.
#Font_Italic	Makes the font italic.
#Font_Underline	Makes the font have an underline.
#Font_StrikeOut	Makes the font have a strike-through line in the middle.
#Font_Antialiased	The font is antialiased, or smoothed, if the font supports it and the size of the font is not too small or too large.
#Font_NonAntialiased	The font is never antialiased, that is, font smoothing is not done.
#Font_Cleartype	If set, text is rendered (when possible) using ClearType antialiasing method.
#Font_Draft	For GDI raster fonts, scaling is enabled, which means

that more font sizes are available, but the quality may be lower. Bold, italic, underline, and strikeout fonts are synthesized, if necessary.

The font can later be freed when not needed anymore using the FreeFontEx command.

Returns a handle to the font (HFONT) or zero for failure.

General Index

6.1.5 GetFontName

GetFontName()

Syntax

FaceName.s = **GetFontName**(FontID.i)

Description

Returns the face name of a font. FontID.i is a Windows font object handle or ID.

General Index

6.1.6 GetFontSize

GetFontSize()

Syntax

PointSize.l = **GetFontSize**(FontID.i)

Description

Returns the point size of a font. FontID.i is a Windows font object handle or ID.

General Index

6.1.7 SetWindowFont

SetWindowFont()

Syntax

SetWindowFont(Hwnd.i, Font.i)

Description

Sets the font that a common control is to use when drawing text. Hwnd.i is the handle of the control's window and Font.i is the handle (HFONT) of the desired font.

General Index

6.1.8 FreeFontEx

FreeFontEx()

Syntax

Success = **FreeFontEx**(Font.i)

Description

Removes a font from memory. Font.i is the handle (HFONT) of the desired font.

Returns nonzero for success, zero for failure.

General Index

6.1.9 HotKey

HotKey()

Syntax

Success = **HotKey**(WindowID.i, ID.w, Key$)

Description

Associates or removes a keyboard hot-key combination with a WindowID (HWND). ID is the identifier of the `#WM_COMMAND` message that will be posted to WindowID's message queue or if WindowID is zero then the hot-key will be an application global hot-key and will be posted to the thread's active root window. ID can also be '-1' to remove/disable the hot-key described in Key$.

Key$ is a text string describing the key combination that triggers the posted ID. Key$ can be written in practically any format, for example "Ctrl+S" would trigger ID to be posted when the Control key and 'S' keys are pressed. The space character and following list of characters are supported as key name delimiters:-

```
+ | - , . ~ ^ / \ : ;
```

The Control key, Alt key and Shift key can be combined with any of the alphanumeric keys or following special key descriptions: -

"back"	"prtsc"	"num7"	"f12"
"tab"	"insert"	"num8"	"f13"
"clear"	"ins"	"num9"	"f14"
"return"	"delete"	"pad0"	"f15"
"ret"	"del"	"pad1"	"f16"
"enter"	"help"	"pad2"	"f17"
"ent"	"leftwindows"	"pad3"	"f18"
"pause"	"rightwindows"	"pad4"	"f19"
"capital"	"leftwin"	"pad5"	"f20"
"caps"	"rightwin"	"pad6"	"f21"
"capslock"	"lwin"	"pad7"	"f22"
"escape"	"rwin"	"pad8"	"f23"
"esc"	"apps"	"pad9"	"f24"
"space"	"numpad0"	"multiply"	"numlock"
"prior"	"numpad1"	"add"	"scroll"

"next"	"numpad2"	"separator"	"plus"
"pageup"	"numpad3"	"subtract"	"minus"
"pagedown"	"numpad4"	"decimal"	"comma"
"pgup"	"numpad5"	"divide"	"period"
"pgdn"	"numpad6"	"f1"	
"end"	"numpad7"	"f2"	
"home"	"numpad8"	"f3"	
"left"	"numpad9"	"f4"	
"up"	"num0"	"f5"	
"right"	"num1"	"f6"	
"down"	"num2"	"f7"	
"select"	"num3"	"f8"	
"print"	"num4"	"f9"	
"execute"	"num5"	"f10"	
"snapshot"	"num6"	"f11"	

If Key$ is an empty string then all the hot-keys for that window (or all global hot-keys if WindowID is equal to zero) will be cleared.

Returns true for success, zero for failure.

General Index

6.1.10 OpenWindowEx

OpenWindowEx()

Syntax

WindowID (HWND) = **OpenWindowEx**(Title$, x, y, InnerWidth, InnerHeight, Flags.i, Skin.i, ParentHwnd.i)

Description

Note this command is currently **experimental** and unsupported.

Opens/Creates a new window according to the specified parameters. Title$ is the text string that will be displayed in the window's title bar. x and y are the coordinates of where the new window will be positioned on screen. InnerWidth and InnerHeight specify the required client area (without borders and window decorations).

The new window becomes the active window unless the window is created as invisible.

Skin.i is currently an inactive place-holder parameter there for future expansion.

ParentHwnd.i specifies the handle of the window that our new window will be contained inside and can be null.

Possible flags are:

`#Window_Minimize`	Adds the minimize control to the window title bar.
`#Window_Maximize`	Adds the maximize control to the window title bar.
`#Window_Size`	Adds the sizeable feature to a window.

#Window_Invisible	Creates the window but won't display it.
#Window_TitleBar	Creates a window with a titlebar.
#Window_Tool	Creates a window with a smaller titlebar and no taskbar entry.
#Window_BorderLess	Creates a window without any borders.
#Window_ScreenCentered	Centers the window in the middle of the screen. x,y parameters are ignored.
#Window_WindowCentered	Centers the window in the middle of the parent window ('ParentHwnd.i' must be specified). x,y parameters are ignored.
#Window_OpenMaximized	Opens the window maximized.
#Window_OpenMinimized	Opens the window minimized.

Returns a handle (HWND) to the new window or zero for failure.

General Index

6.1.11 LimitWindowSize

LimitWindowSize()

Syntax

LimitWindowSize(WindowID.i, MinWidth.l, MinHeight.l, MaxWidth.l, MaxHeight.l)

Description

Sets the minimum and maximum dimensions that a window (HWND) can be resized to.

General Index

6.1.12 LWord

LWord()

Syntax

LowWord.w = **LWord**(Long.l)

Description

Returns the low-order word from a 32-bit number.

General Index

6.1.13 HWord

HWord()

Syntax

HighWord.w = **HWord**(Long.l)

Description

Returns the high-order word from a 32-bit number.

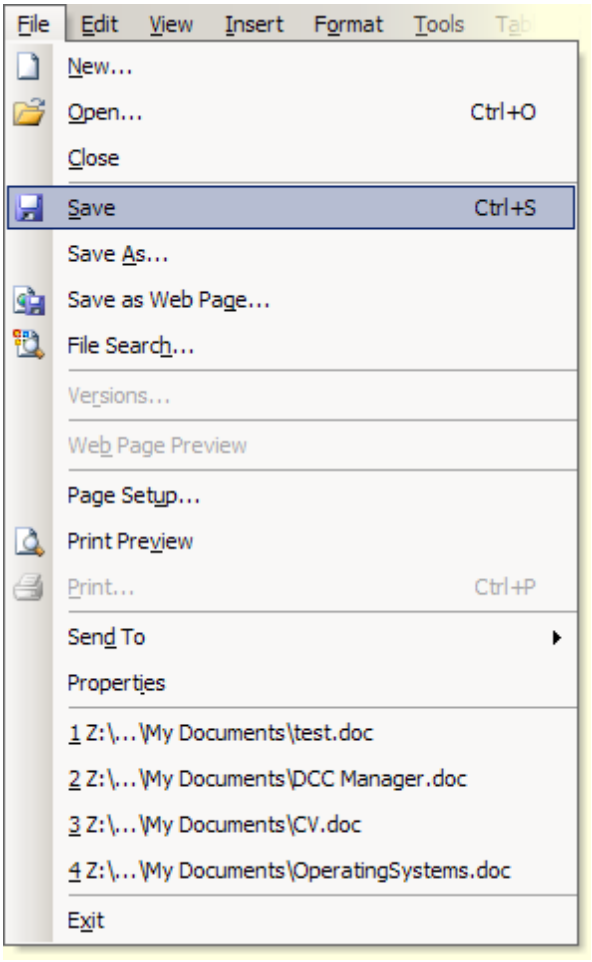
General Index

6.2 MenuEx

ProGUI - MenuEx

Overview

Extended Menus are "floating" menus supporting full 32bit alpha masked icons, PNG, JPG and other image formats of any size, various styles (Office 2007, Office 2003, Office XP/Whidbey, ...), full keyboard navigation & automatic hot-key support, multi-monitor support and ability to be contained within a Rebar or container plus more!



Command Index

CreateMenuEx
CreatePopupMenuEx
DisplayPopupMenuEx
MenuExF10Disable
MenuExAutoHotKeyDisable
SetMenuExImageSize
SetMenuExStyle
SetMenuExFont
GetMenuExFont
MenuTitleEx
MenuItemEx

MenuBarEx
SetMenuExItemState
GetMenuExItemState
SetMenuItemEx
GetMenuItemExText
RemoveMenuItemEx
InsertMenuItemEx
DisableMenuItemEx
MenuExID
CalcMenuItemWidth
GetMenuExBarHeight
FreeMenuEx

Reference Manual - Index

6.2.1 CreateMenuEx

CreateMenuEx()

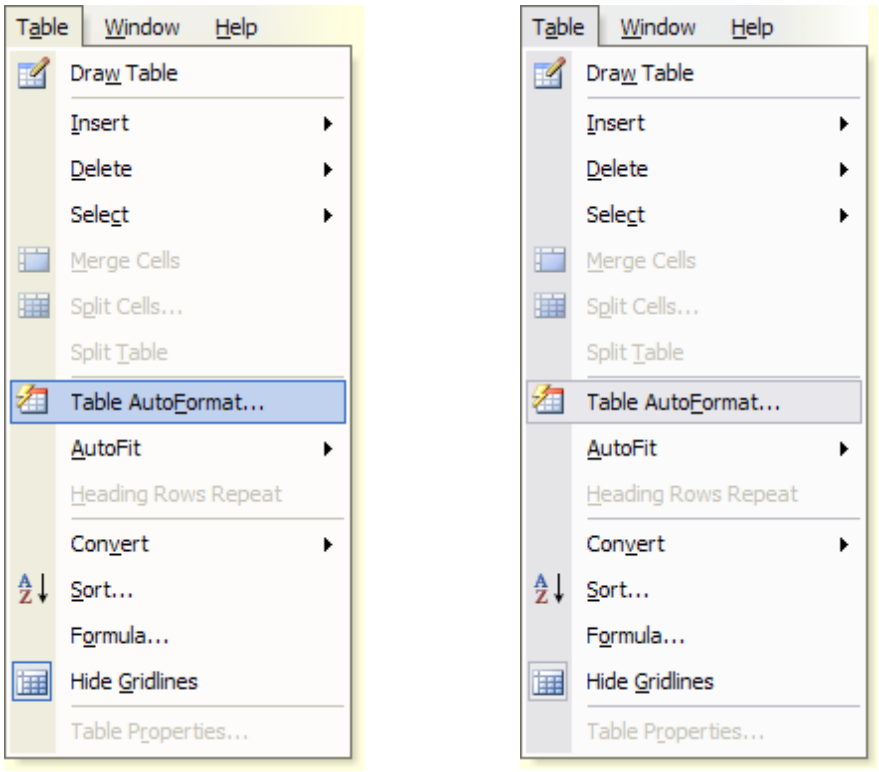
Syntax

WindowsID.i = **CreateMenuEx**(MenuID.l, WindowID.i, Style.l)

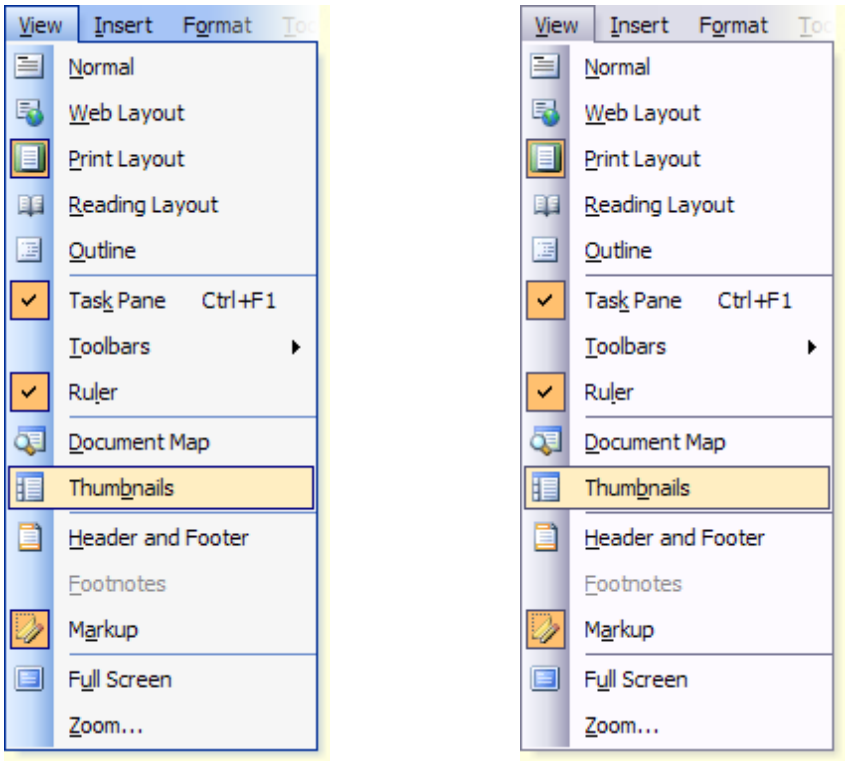
Description

Creates an empty extended "floating" menu bar in the window specified by WindowID. MenuID is the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new MenuEx ID. Style specifies what graphical style the menu is to use, currently there are 8 styles :

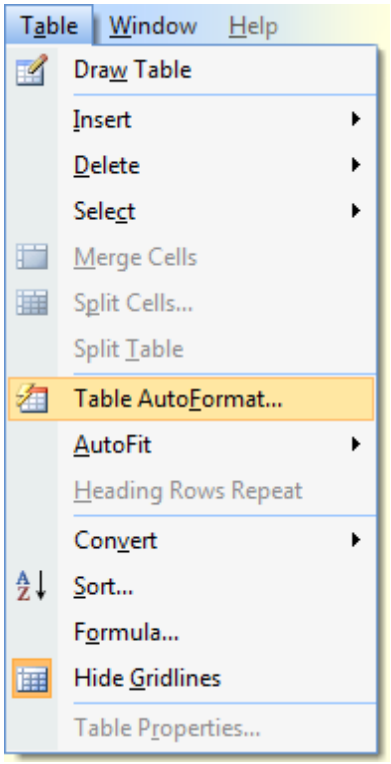
Style.l	Description
`#UISTYLE_BUTTON`	Button Style
`#UISTYLE_EXPLORER`	Explorer Style
`#UISTYLE_MOZILLA`	Mozilla Firefox Style
`#UISTYLE_BEVELED_A`	Beveled Style A
`#UISTYLE_BEVELED_B`	Beveled Style B
`#UISTYLE_WHIDBEY`	Office XP/Whidbey Style

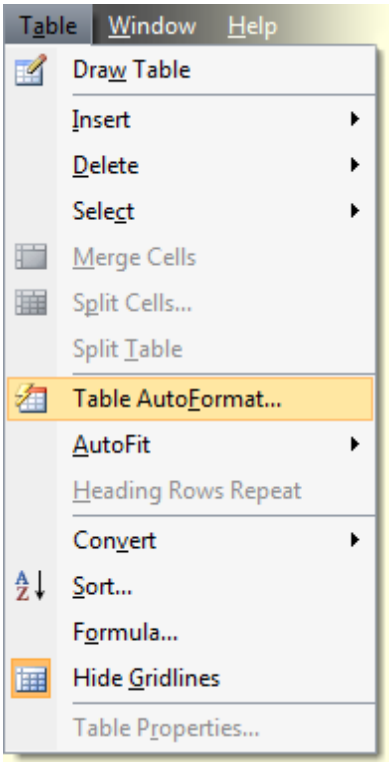


#UISTYLE_OFFICE2003 Office 2003 Style



#UISTYLE_OFFICE2007





Please also see SetUIColour for changing the colours used in the various styles to your own custom colours.

Returns the Windows ID (HMENU) of the menu (or if `#ProGUI_Any` is used the MenuEx ID) or zero for failure.

See MenuTitleEx.

MenuEx Index

6.2.2 CreatePopupMenuEx

CreatePopupMenuEx()

Syntax

WindowsID.i = **CreatePopupMenuEx**(MenuID.l, Style.l)

Description

Creates an empty extended popup menu. MenuID is the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new MenuEx ID. Style specifies what graphical style the menu is to use, see CreateMenuEx.

Returns the Windows ID (HMENU) of the extended popup menu (or if `#ProGUI_Any` is used the MenuEx ID) or zero if the command failed.

See MenuItemEx.

MenuEx Index

6.2.3 DisplayPopupMenuEx

DisplayPopupMenuEx()

Syntax

Success = **DisplayPopupMenuEx**(Menu.i, WindowID.i, X.l, Y.l)

Description

Displays a previously created PopupMenuEx on screen.

Menu.i is the handle or ID of the PopupMenuEx. WindowID.i is the Windows ID of the window you wish the popup to send the `#WM_COMMAND` (item's ID) to when an item has been selected. X.l and Y.l are the screen coordinates of the desired popup position.

Returns true for success.

See CreatePopupMenuEx.

MenuEx Index

6.2.4 MenuExF10Disable

MenuExF10Disable()

Syntax

MenuExF10Disable(disable.b)

Description

Stops ProGUI from activating a MenuEx bar when F10 is pressed on the keyboard. Setting disable.b to true will disable F10 menu activation.

MenuEx Index

6.2.5 MenuExAutoHotKeyDisable

MenuExAutoHotKeyDisable()

Syntax

MenuExAutoHotKeyDisable(disable.b)

Description

Disables or enables automatic hot-key creation and management of menu item text. Disable.b = True or False.

MenuEx Index

6.2.6 SetMenuExImageSize

SetMenuExImageSize()

Syntax

SetMenuExImageSize(Width.l, Height.l)

Description

Sets the Icon dimensions for Menu Items.

MenuEx Index

6.2.7 SetMenuExStyle

SetMenuExStyle()

Syntax

Success = **SetMenuExStyle**(Menu.i, Style.l)

Description

Sets a previously created menu's rendering style.

Menu.i is the handle/ID of the MenuEx you wish to change the style of. Style.l is a User Interface graphical style constant, see CreateMenuEx for available styles.

Returns true for success, zero for failure.

See CreateMenuEx, CreatePopupMenuEx.

MenuEx Index

6.2.8 SetMenuExFont

SetMenuExFont()

Syntax

Success = **SetMenuExFont**(FontID.i)

Description

Sets the current font for all Extended Menus.

FontID is a Windows handle or ID to a previously loaded font.

Returns true for success or zero for failure.

See CreateMenuEx, CreatePopupMenuEx, GetFontName, GetFontSize.

MenuEx Index

6.2.9 GetMenuExFont

GetMenuExFont()

Syntax

Font.i = **GetMenuExFont**()

Description

Returns a Windows handle to the current MenuEx font.

See SetMenuExFont, GetFontName, GetFontSize.

MenuEx Index

6.2.10 MenuTitleEx

MenuTitleEx()

Syntax

MenuTitleEx(Title$)

Description

Adds a top menu title to the current MenuEx.

If Title$ contains the ampersand character '&', the preceding letter will be underlined and used as the menu title's keyboard accelerator.
For example: "T&able" would be displayed as "Table".

See MenuItemEx.

MenuEx Index

6.2.11 MenuItemEx

MenuItemEx()

Syntax

MenuItemEx(MenuItemID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID, Submenu.i)

Description

Adds a menu item to the current MenuTitleEx or PopupMenuEx.

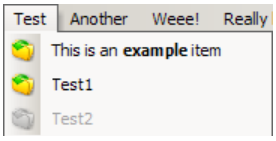
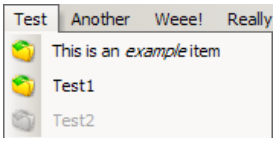
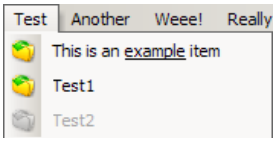
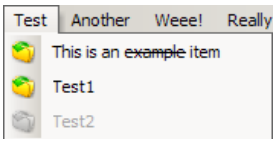
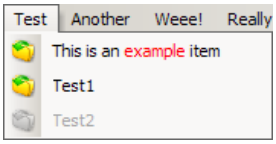
MenuItemID specifies the internal ID to be used and will be posted to the parent window's message queue when selected. MenuItemID can also be `#ProGUI_Any` in which case the returned value will be the new automatically generated MenuItemID. Text$ is displayed as the menu item's text. NormalImageID, HotImageID and DisabledImageID are pointers to image data that are used to display the menu item in the various states. If *DisabledImageID is null then the disabled state image will be rendered automatically based on *NormalImageID and the current theme/style.SetMenuExImageSize must be called previously in order to set the dimensions of the menu item's icon and will default to 16x16 otherwise. In order to make a submenu, simply specify Submenu as the ID or

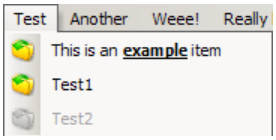
handle of a previously defined PopupMenuEx.

If Text$ contains the ampersand character '&', the preceding letter will be underlined and used as the menu item's keyboard accelerator.
For example: "Save &As..." would be displayed as "Save As..." (pressing 'A' on the keyboard would then select this item).

A hot-key can be automatically displayed and created (see HotKey, MenuExAutoHotKeyDisable) at the right of the item by including the dollar character '$' in the parameter Text$. Any text that precedes the '$' will be displayed as the hot-key, for example: "&Save$Ctrl+S" would be displayed in the menu as "Save Ctrl+S" and be automatically right aligned at the right of the menu with any other hot-keys.
If you need to display a dollar character, a double dollar character "$$" will display a single dollar character.

Text$ can also contain "escape codes" for altering the appearance of the text such as Bold, Italic, Underline, Strike Through and Colour effects.
An escape code begins with the backslash character '\' followed by a single character. Specifying the same escape code again will toggle the effect off (with the exception of '\c' and '\n' escape codes). If you need a backslash to be displayed in the menu item then a double backslash will give you a single backslash. The following table details the currently supported escape codes and gives examples of usage:

Escape Code	Description	Example	Example Output
\b	Applies the **Bold effect** to any text after this escape code.	"This is an \bexample\b item"	
\i	Applies the **Italic effect** to any text after this escape code.	"This is an \iexample\i item"	
\u	Applies the **Underline effect** to any text after this escape code.	"This is an \uexample\u item"	
\s	Applies the **Strike Through effect** to any text after this escape code.	"This is an \sexample\s item"	
\c	Changes the **colour** of any text after this escape code. The escape code should be followed by 6 characters representing the hexadecimal value of the colour. '\n' should be used to cancel the colour.	"This is an \cff0000example\n item"	

\n	This escape code **cancels any active effects** and displays the preceding text as Normal.	"This is an \u\bexample\n item"	

MenuEx Index

6.2.12 MenuBarEx

MenuBarEx()

Syntax

MenuBarEx()

Description

Adds a horizontal divider bar to a MenuEx, used to split up different sections of a menu.

MenuEx Index

6.2.13 SetMenuExItemState

SetMenuExItemState()

Syntax

Success = **SetMenuExItemState**(Menu.i, ItemID.l, State.l)

Description

Sets a menu item's checkbox or radiocheck state. Menu.i is the Handle or ID of the menuEx that the item belongs to. ItemID.l is the ID of the item's state you wish to change. State.l can be one or more constant values determining the desired state of the item.

A **checkbox** can be displayed with the item by specifying State.l as `#ItemEx_ShowCheckbox`. In order to use the item's icon with the checkbox then specify State.l as `#ItemEx_ShowCheckbox|#ItemEx_UseIcon`.

A **radiocheck group** can be created by specifying State.l as `#ItemEx_ShowRadiocheck`. Any items in the same menu with this state will become part of the same radiocheck group unless State.l is `#ItemEx_EndRadiocheckGroup` or `#ItemEx_ShowRadiocheck|#ItemEx_EndRadiocheckGroup` (the next time an item's state is set to `#ItemEx_ShowRadiocheck` a new group will be created). The last item set with `#ItemEx_ShowRadiocheck` will be the default selected item. In order to use the item's icon as the radiocheck then specify state as `#ItemEx_ShowRadiocheck|#ItemEx_UseIcon`. Setting again a previously created checkgroup item's state to `#ItemEx_ShowRadiocheck` will make it the currently selected item.

To remove a checkbox from an item or remove an item from a radiocheck group then specify State.l as false.

Returns true for success or false for failure.

See GetMenuExItemState, MenuItemEx.

MenuEx Index

6.2.14 GetMenuExItemState

GetMenuExItemState()

Syntax

State = **GetMenuExItemState**(Menu.i, ItemID.l)

Description

Returns true if the item is checked or the item is the currently selected checkgroup item. Menu.i is the handle or ID of the menu that the item belongs to and ItemID.l is the ID of the desired item's state.

See SetMenuExItemState, MenuItemEx.

MenuEx Index

6.2.15 SetMenuItemEx

SetMenuItemEx()

Syntax

Success = **SetMenuItemEx**(Menu.i, ItemID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID, Submenu.i)

Description

Alters/updates a previously created menu item.

Menu.i is the handle/ID of the menu. ItemID.l is the ID of the item you wish to change. Text$ is the new text you want the item to display and can contain rendering effect "escape codes" (see MenuItemEx). *NormalImageID, *HotImageID and *DisabledImageID are optional pointers to the new image data for the item and can be null. Submenu.i is the optional handle/ID of the new sub menu to be attached and can be null.

Any hot-key previously automatically created for this menu item will be removed, and a new one created if Text$ contains a hot-key.

Returns true for success or false for failure.

See MenuItemEx.

MenuEx Index

6.2.16 GetMenuItemExText

GetMenuItemExText()

Syntax

Text$ = **GetMenuItemExText**(Menu.i, ItemID.l)

Description

Returns a menu item's text.

Menu.i is the handle/ID of the menu the item belongs to. ItemID.l is the desired item to retrieve the text from.

See SetMenuItemEx, MenuItemEx.

MenuEx Index

6.2.17 RemoveMenuItemEx

RemoveMenuItemEx()

Syntax

Success = **RemoveMenuItemEx**(Menu.i, ItemID.l, byPosition.b)

Description

Removes a menu item from a MenuEx.

Menu is the handle/ID of the menu you wish to remove the item from. If byPosition.b is false, ItemID.l is the ID of the desired item to remove. If byPosition.b is true then ItemID.l is the index of the item to remove, zero being the first item in the menu.

Any hot-key automatically created for this menu item will also be removed.

Returns nonzero for success or zero for failure.

See InsertMenuItemEx, MenuItemEx.

MenuEx Index

6.2.18 InsertMenuItemEx

InsertMenuItemEx()

Syntax

Success = **InsertMenuItemEx**(Menu.i, Position.l, NewItemID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID, Submenu.i)

Description

Inserts a new menu item into a previously created MenuEx.

Menu.i is the handle/ID of the menu. Position.l is the index in the menu of where you would like the new item to be inserted (zero being the first item). Specifying '-1' for Position.l will place the new item at the end of the menu. NewItemID.l is the ID you would like to associate with the item. Text$ is the new text you want the item to display and can contain rendering effect "escape codes" (see MenuItemEx). *NormalImageID, *HotImageID and *DisabledImageID are optional pointers to the icon image data for the item and can be null. Submenu.i is the optional handle/ID of the new sub menu to be attached and can be null.

Returns true for success or false for failure.

See RemoveMenuItemEx, MenuItemEx, CreateMenuEx, CreatePopupMenuEx.

MenuEx Index

6.2.19 DisableMenuItemEx

DisableMenuItemEx()

Syntax

Success = **DisableMenuItemEx**(Menu.i, ItemID.l, State.b)

Description

Sets a menu item's disabled state. Menu specifies the MenuID/Handle of the menu containing the item to be disabled/enabled. ItemID specifies the ID of the item. State can be none zero to disable the menu item or zero to enable the menu item.

Any hot-key automatically created for this menu item will also be disabled/enabled.

Returns none zero if successful.

MenuEx Index

6.2.20 MenuExID

MenuExID()

Syntax

WindowsID.i = **MenuExID**(MenuID.l)

Description

Returns the Windows ID of a MenuEx internal MenuID.

MenuEx Index

6.2.21 CalcMenuItemWidth

CalcMenuItemWidth()

Syntax

MenuWidth.l = **CalcMenuItemWidth**(Menu.i)

Description

Calculates and returns the width of a menu (in pixels) specified by Menu.i. Menu.i can be a WindowsID or MenuID. Useful for calculating dimensions before a menu is created.

MenuEx Index

6.2.22 GetMenuExBarHeight

GetMenuExBarHeight()

Syntax

Height.l = **GetMenuExBarHeight**(Menu.i)

Description

Returns the height of a MenuEx title bar.

Menu is the handle/ID of the menu title bar you wish to retrieve the height from.

MenuEx Index

6.2.23 FreeMenuEx

FreeMenuEx()

Syntax

Success = **FreeMenuEx**(Menu.i)

Description

Removes the specified MenuEx (or all) freeing any memory used. Menu.i can be a Handle/MenuID or -1 in order to free all menus.

Returns True for success, zero for failure.

MenuEx Index

6.3 ToolBarEx

ProGUI - ToolBarEx

Overview

Extended Toolbars have full support for 32bit Alpha masked icon, PNG, JPG and other image formats of any size for toolbar buttons with separate images for normal, hot and disabled states, the ability to insert other gadgets/controls, Toolstrip styles in Office 2007 and Office 2003 plus more advanced features.

Command Index

Reference Manual - Index

6.3.1 CreateToolBarEx

CreateToolBarEx()

Syntax

WindowsID = **CreateToolBarEx**(ID.l, WindowID.i, IconWidth.l, IconHeight.l, Style.l)

Description

Creates an empty extended toolbar in the window specified by WindowID. ID is the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new ToolBarEx ID. IconWidth and IconHeight are the dimensions of the image buttons you would like (if any).

Style is optional and can contain the following flags:

`#TBSTYLE_HIDECLIPPEDBUTTONS`	Hides the toolbar buttons when the containing window's edge obscures them.
`#UISTYLE_OFFICE2003`	Creates a Toolstrip Office 2003 style toolbar when contained within a rebar with the same style applied.
`#UISTYLE_OFFICE2007`	Creates a Toolstrip Office 2007 style toolbar when contained within a rebar with the same style applied.
`#UISTYLE_IMAGE`	Removes all padding around the toolbar buttons and removes the button border.

Please also see SetUIColour for changing the colours used in the various styles to your own custom colours.

Style can also contain other flags, see Microsoft MSDN for details.

Returns the Windows ID of the toolbar (or if `#ProGUI_Any` is used the ToolBarEx ID) or zero for failure.

See ToolBarImageButtonEx, ToolBarButtonEx, ToolBarDropdownImageButtonEx.

ToolBarEx Index

6.3.2 SetToolBarExStyle

SetToolBarExStyle()

Syntax

Success = **SetToolBarExStyle**(Toolbar.i, Style.l)

Description

Used to change a previously created toolbar's graphical style.

Toolbar.i specifies the Handle/ToolbarID of the ToolBarEx. Style.l is a User Interface graphical style constant, see CreateToolbarEx for details.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.3 ToolBarImageButtonEx

ToolBarImageButtonEx()

Syntax

Success = **ToolBarImageButtonEx**(ButtonID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID, Style.l)

Description

Adds an image button to the current ToolBarEx.

ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). *NormalImageID, *HotImageID and *DisabledImageID are pointers to image data that are used to display the button in the various states. If *DisabledImageID is null then the disabled state image will be rendered automatically based on *NormalImageID and the current theme/style.

Style.l specifies the optional Windows flags for the button and can include any of the following:

```
#BTNS_BUTTON
#BTNS_SEP
#BTNS_CHECK
#BTNS_GROUP
#BTNS_CHECKGROUP
#BTNS_DROPDOWN
#BTNS_AUTOSIZE
#BTNS_NOPREFIX
#BTNS_SHOWTEXT
#BTNS_WHOLEDROPDOWN
```

See Microsoft MSDN for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.4 ToolBarButtonEx

ToolBarButtonEx()

Syntax

Success = **ToolBarButtonEx**(ButtonID.l, Text$, Style.l)

Description

Adds a text button to the current ToolBarEx.

ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). Style.l specifies the optional Windows flags for the button and can include any of the following:

```
#BTNS_BUTTON
#BTNS_SEP
#BTNS_CHECK
#BTNS_GROUP
#BTNS_CHECKGROUP
#BTNS_DROPDOWN
#BTNS_AUTOSIZE
#BTNS_NOPREFIX
#BTNS_SHOWTEXT
#BTNS_WHOLEDROPDOWN
```

See Microsoft MSDN for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.5 ToolBarSeparatorEx

ToolBarSeparatorEx()

Syntax

Success = **ToolBarSeparatorEx**()

Description

Adds a vertical separator to the current ToolBarEx being constructed.

Returns nonzero if successful.

ToolBarEx Index

6.3.6 ToolBarDropdownImageButtonEx

ToolBarDropdownImageButtonEx()

Syntax

Success = **ToolBarDropdownImageButtonEx**(ButtonID.l, MenuID.i, Text$, *NormalImageID, *HotImageID, *DisabledImageID, Style.l)

Description

Adds a drop-down image button to the current ToolBarEx. This is like a normal image button except when you click on the button it displays a popup menu just below it.

This command defaults so that the button will be drawn with a drop-down arrow in a separate section, to the right of the button.

ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. MenuID is the handle/ID of the popup menu you want to attach to the button. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). NormalImageID, HotImageID and DisabledImageID are pointers to image data that are used to display the button in the various states. Style.l specifies the optional Windows flags for the button and can include any of the following:

`#BTNS_WHOLEDROPDOWN` - Specifies that the button will have a drop-down arrow, but not as a separate section.
`#BTNS_AUTOSIZE`
`#BTNS_NOPREFIX`
`#BTNS_SHOWTEXT`

See Microsoft MSDN for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.7 ToolBarExAttachDropdownMenu

ToolBarExAttachDropdownMenu()

Syntax

Success = **ToolBarExAttachDropdownMenu**(Toolbar.i, ButtonID.l, Menu.i)

Description

Attaches a drop-down popup menu to a ToolBarDropdownImageButtonEx.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the internal ID of the button you want to attach the menu to. Menu is the WindowsID/MenuID of the popup menu you want to attach to the button.

Returns nonzero if successful.

ToolBarEx Index

6.3.8 ToolBarExGadget

ToolBarExGadget()

Syntax

Success = **ToolBarExGadget**(ButtonID.l, GadgetID.i, LeftPadding.l, TopPadding.l, RightPadding.l, BottomPadding.l, ApplyUIStyle.b)

Description

Adds a gadget/control to the current ToolBarEx.

ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. GadgetID.i is the Windows handle (HWND) of the control and can be obtained using the PureBasic command GadgetID(). LeftPadding.l, TopPadding.l, RightPadding.l and BottomPadding.l adds padding around the gadget/control at the desired sides (if any). ApplyUIStyle.b if set to True will render the control in the ToolBarEx's UIStyle if supported. Currently none-image ComboBoxes are supported.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.9 InsertToolBarButtonEx

InsertToolBarButtonEx()

Syntax

Success = **InsertToolBarButtonEx**(Toolbar.i, Position.l, ButtonID.l, Text$, Style.l)

Description

Inserts a text button into a ToolBarEx.

Toolbar.i specifies the handle/ID of the ToolBarEx you want to insert the button into. Position.l is the zero-based index of where the button will be inserted and can be -1 in order to append the button to the end of the ToolBarEx. ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). Style.l specifies the optional Windows flags for the button, please see ToolBarButtonEx for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.10 InsertToolBarImageButtonEx

InsertToolBarImageButtonEx()

Syntax

Success = **InsertToolBarImageButtonEx**(Toolbar.i, Position.l, ButtonID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID, style.l)

Description

Inserts an image button into a ToolBarEx.

Toolbar.i specifies the handle/ID of the ToolBarEx you want to insert the button into. Position.l is the zero-based index of where the button will be inserted and can be -1 in order to append the button to the end of the ToolBarEx. ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). *NormalImageID, *HotImageID and *DisabledImageID are pointers to image data that are used to display the button in the various states. Style.l specifies the optional Windows flags for the button, please see ToolBarImageButtonEx for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.11 InsertToolBarSeparatorEx

InsertToolBarSeparatorEx()

Syntax

Success = **InsertToolBarSeparatorEx**(Toolbar.i, Position.l)

Description

Inserts a vertical separator into a ToolBarEx.

Toolbar.i specifies the handle/ID of the ToolBarEx you want to insert the separator into. Position.l is the zero-based index of where the separator will be inserted and can be -1 in order to append the separator to the end of the ToolBarEx.

Returns nonzero if successful.

ToolBarEx Index

6.3.12 InsertToolBarDropdownImageButtonEx

InsertToolBarDropdownImageButtonEx()

Syntax

Success = **InsertToolBarDropdownImageButtonEx**(Toolbar.i, Position.l, ButtonID.l, MenuID.i, Text$, *NormalImageID, *HotImageID, *DisabledImageID, style.l)

Description

Inserts a drop-down image button into a ToolBarEx. This is like a normal image button except when you click on the button it displays a popup menu just below it.

This command defaults so that the button will be drawn with a drop-down arrow in a separate section, to the right of the button.

Toolbar.i specifies the handle/ID of the ToolBarEx you want to insert the button into. Position.l is the zero-based index of where the button will be inserted and can be -1 in order to append the button to the end of the ToolBarEx. ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. MenuID is the handle/ID of the popup menu you want to attach to the button. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). *NormalImageID, *HotImageID and *DisabledImageID are pointers to image data that are used to display the button in the various states. Style.l specifies the optional Windows flags for the button, please see ToolBarDropdownImageButtonEx for details.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.13 InsertToolBarExGadget

InsertToolBarExGadget()

Syntax

Success = **InsertToolBarExGadget**(Toolbar.i, Position.l, ButtonID.l, GadgetID.i, LeftPadding.l, TopPadding.l, RightPadding.l, BottomPadding.l, ApplyUIStyle.b)

Description

Inserts a gadget/control into a ToolBarEx.

Toolbar.i specifies the handle/ID of the ToolBarEx you want to insert the button into. Position.l is the zero-based index of where the button will be inserted and can be -1 in order to append the button to the end of the ToolBarEx. ButtonID specifies the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Button ID. GadgetID.i is the Windows handle (HWND) of the control and can be obtained using the PureBasic command GadgetID(). LeftPadding.l, TopPadding.l, RightPadding.l and BottomPadding.l adds padding around the gadget/control at the desired sides (if any). ApplyUIStyle.b if set to True will render the control in the ToolBarEx's UIStyle if supported. Currently none-image ComboBoxes are supported.

Returns zero for failure or the Button ID for success.

ToolBarEx Index

6.3.14 DisableToolbarExButton

DisableToolbarExButton()

Syntax

Success = **DisableToolbarExButton**(Toolbar.i, ButtonID.l, State)

Description

Disables or enables a ToolBarEx button.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the internal ID of the button you want to enable/disable. State can be True to disable the button or False to disable it.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.15 SelectToolbarExButton

SelectToolbarExButton()

Syntax

Success = **SelectToolbarExButton**(Toolbar.i, ButtonID.l, State.b)

Description

Selects a ToolBarEx button in a checkgroup.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the internal ID of the button you want to select. State can be nonzero to select the button or zero to deselect the button.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.16 ChangeToolbarExButton

ChangeToolbarExButton()

Syntax

Success = **ChangeToolbarExButton**(Toolbar.i, ButtonID.l, Text$, *NormalImageID, *HotImageID, *DisabledImageID)

Description

Changes the text and images of the specified button on a ToolBarEx.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the internal ID of the button you want to select. Text$ is displayed as the button's label and can contain escape-code effects (see MenuItemEx for details). NormalImageID, HotImageID and DisabledImageID are pointers to image data that are used to display the button in the various states (Specifying -1 will ignore the parameter and the original image data will be kept).

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.17 RemoveToolBarExButton

RemoveToolbarExButton()

Syntax

Success = **RemoveToolbarExButton**(Toolbar.i, ButtonID.l, byPosition.b)

Description

Removes a button from a ToolBarEx. If the button is a gadget/control then it will also be hidden and re-parented to the root window.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the ID or the zero-based index (if byPosition.b = True) of the button you want to remove.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.18 HideToolBarExButton

HideToolbarExButton()

Syntax

Success = **HideToolbarExButton**(Toolbar.i, ButtonID.l, Hide.b)

Description

Hides/shows a button in a ToolBarEx (if the button is a gadget/control it will be hidden/shown).

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the ID of the button you want to hide or show. Hide.b can be True in order to hide the specified button or False to show.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.19 ToolBarExToolTip

ToolBarExToolTip()

Syntax

Success = **ToolBarExToolTip**(Toolbar.i, ButtonID.l, Text$)

Description

Associates a tooltip with a toolbar button.

Toolbar specifies the WindowsID/ToolbarID of the ToolBarEx. ButtonID specifies the internal ID of the button you want to associate the tooltip with. Text$ specifies the tooltip text you want to display. ToolbarExToolTip can be called again on an already defined tooltip in order to replace the associated Text$. Specifying Text$ as an empty string will remove the tooltip.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.20 ToolBarExToolTipDelay

ToolBarExToolTipDelay()

Syntax

Success = **ToolBarExToolTipDelay**(toolbar.i, Initial.l, Autopop.l, Reshow.l)

Description

Sets the ToolTip delay values of a ToolbarEx (in milliseconds) specified by toolbar.i which can be a handle or ID.

Initial.l sets the amount of time the mouse pointer must remain stationary within the ToolBarEx's button before the tooltip window appears. To return the initial delay time to its default value, set Initial.l to -1.

Autotpop.l sets the amount of time a tooltip window remains visible if the mouse pointer is stationary within a ToolBarEx's button. To return the autopop delay time to its default value, set Autopop.l to -1.

Reshow.l sets the amount of time it takes for subsequent tooltip windows to appear as the mouse pointer moves from one ToolbarEx button to another. To return the reshow delay time to its default value, set Reshow.l to -1.

Returns true for success or zero for failure.

ToolBarEx Index

6.3.21 ToolBarExButtonWidth

ToolBarExButtonWidth()

Syntax

Width.l = **ToolBarExButtonWidth**(Toolbar.i, ButtonID.l)

Description

Returns the width in pixels of a ToolbarEx button/gadget-space specified by Toolbar.i (which can be a handle or ID of the ToolBarEx) and ButtonID.l.

ToolBarEx Index

6.3.22 ToolBarExHeight

ToolBarExHeight()

Syntax

Height.l = **ToolBarExHeight**(Toolbar.i)

Description

Returns the height of a ToolbarEx in pixels specified by Toolbar.i which can be a handle or ID.

ToolBarEx Index

6.3.23 SetToolBarExButtonWidth

SetToolBarExButtonWidth()

Syntax

Success = **SetToolBarExButtonWidth**(Toolbar.i, ButtonID.l, Width.l)

Description

Sets the width of a ToolbarEx button/gadget.

Toolbar.i is the handle or ID of the ToolBarEx and ButtonID.l is the ID of the button you would like to set the width for. Width.l is the new width of the button in pixels.

Returns True for success, zero for failure.

ToolBarEx Index

6.3.24 SetToolBarExHeight

SetToolBarExHeight()

Syntax

Success = **SetToolBarExHeight**(Toolbar.i, Height.l)

Description

Sets the height of a ToolbarEx.

Toolbar.i is the handle or ID of the ToolBarEx. Height.l is the new height of all the buttons in pixels.

Returns True for success, zero for failure.

ToolBarEx Index

6.3.25 DisableToolBarExButtonFade

DisableToolBarExButtonFade()

Syntax

Success = **DisableToolBarExButtonFade**(Toolbar.i)

Description

Disables the fade animation of ToolBarEx buttons under Windows 7/Vista. Toolbar.i is the handle or ID of the ToolBarEx.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.3.26 ToolBarExID

ToolBarExID()

Syntax

WindowsID = **ToolBarExID**(ID.l)

Description

Returns the Windows ID of the specified ToolBarEx.

ToolBarEx Index

6.3.27 ToolBarExGadgetID

ToolBarExGadgetID()

Syntax

WindowsID = **ToolBarExGadgetID**(Toolbar.i, ButtonID.l)

Description

Returns the Windows ID (HWND) of the specified ToolBarEx gadget/control (ButtonID.l). Toolbar.i can be a handle or ID of the ToolBarEx.

ToolBarEx Index

6.3.28 FreeToolBarEx

FreeToolBarEx()

Syntax

Success = **FreeToolBarEx**(Toolbar.i)

Description

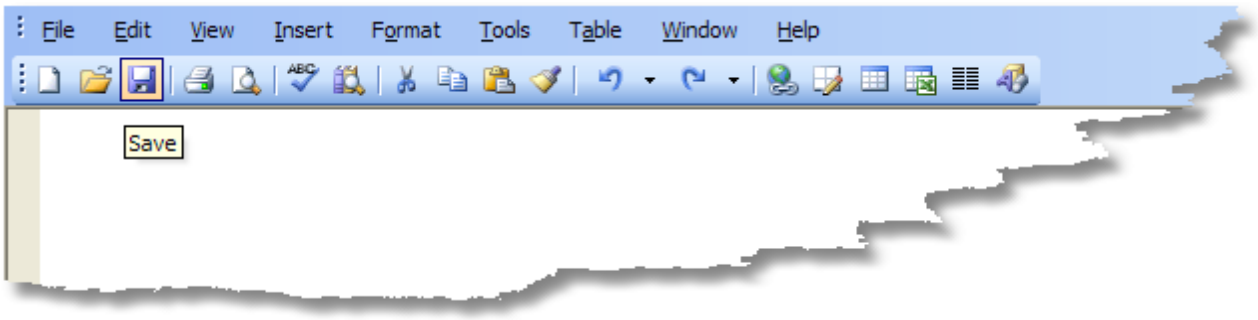
Removes the specified ToolBarEx from memory freeing any memory used. If the ToolBarEx contains any gadgets/ controls then they will also be hidden and re-parented to the root window. Toolbar.i can be a WindowsID or ToolBarEx ID or -1 in order to free all ToolBarEx's.

Returns True if successful, or False otherwise.

ToolBarEx Index

6.4 Rebar

ProGUI - Rebar



Overview

Rebars act as containers for other controls such as toolbars. The controls are contained in bands which can be resized and moved. ProGUI extends the functionality of rebars by adding automatic vertical resizing, new rendering styles and manual resizing of bands with the mouse plus full automatic chevron support. Rebars also support styles in Office 2007 and Office 2003.

Command Index

CreateRebar
SetRebarStyle
AddRebarGadget
InsertRebarGadget
ShowRebarBand
MoveRebarBand
DeleteRebarBand
RebarHeight
RebarID
RebarBandID
SaveRebarLayout
LoadRebarLayout
SetRebarUserCallback
FreeRebar

Reference Manual - Index

6.4.1 CreateRebar

CreateRebar()

Syntax

WindowsID = **CreateRebar**(ID.l, WindowID.i, *BackgroundImage, Style.l, Doublebuffer.b)

Description

Creates an empty Rebar in the window specified by WindowID. ID is the internal ID to be used and if `#ProGUI_Any` is used then the returned value will be the new Rebar ID.

BackgroundImage is optional and can point to image data used as the Rebar's background.

If Style contains the flag `#UISTYLE_OFFICE2003,#UISTYLE_OFFICE2007` the rebar is rendered in the new Office 2003/2007 style.
Please also see SetUIColour for changing the colours used in the various styles to your own custom colours.
Style can also contain optional flags, see Microsoft MSDN for details: -

http://msdn.microsoft.com/en-us/library/bb774377(VS.85).aspx

Specify Doublebuffer as true in order to enable double buffering of rebars. Note bare in mind double buffering uses more memory and large Rebars can be very slow at refreshing. Double buffering isn't really necessary unless you want to eliminate all minor flickering.

Returns the Windows ID of the Rebar (or if `#ProGUI_Any` is used the Rebar ID) or zero for failure.

Whenever the Rebar is updated ProGUI will send a `#REBAR_UPDATED` event message to the main window's message queue. The wParam contains the new height of the Rebar and the lParam contains a handle to the Rebar that triggered the event.
Alternatively a user callback can be set instead with SetRebarUserCallback, this will also receive the `#REBAR_UPDATED` event message whenever the Rebar is updated.

Rebar Index

6.4.2 SetRebarStyle

SetRebarStyle()

Syntax

Success = **SetRebarStyle**(Rebar.i, Style.l)

Description

Used to change a previously created Rebar's graphical style.

Rebar.i is the ID or Handle of the rebar. Style.l specifies a User Interface graphical style constant, see CreateRebar for details.

Returns true for success or false for failure.

Rebar Index

6.4.3 AddRebarGadget

AddRebarGadget()

Syntax

BandID = **AddRebarGadget**(GadgetID.l, Text$, Width.l, MinWidth.l, Height.l, *BackgroundImage, Style.l)

Description

Adds a gadget to the previously created Rebar.

GadgetID specifies the Windows ID of a gadget(control/window). Text$ specifies the label that will appear on the band. Width is the desired width of the band, MinWidth is the minimum width the band can be resized to and Height is the desired height of the band.

BackgroundImage is optional and can point to image data used as the Rebar Band's background.

Style can contain optional flags, see Microsoft MSDN for details: http://msdn.microsoft.com/en-us/library/bb774393(VS.85).aspx

Also, Style can contain these ProGUI specific flags:

```
#RBBS_SIZEABLE  - Automatically resizes the band to fit most of the window.
#RBBS_VERTICALRESIZEABLE - Allows manual user vertical resizing of the band.
#RBBS_FIXEDBMP - When BackgroundImage points to image data this flag will keep the background in a fixe
```

Returns the Band ID of the Rebar or -1 for failure.

Rebar Index

6.4.4 InsertRebarGadget

InsertRebarGadget()

Syntax

BandID = **InsertRebarGadget**(Rebar.i, Band.l, GadgetID.l, Text$, Width.l, MinWidth.l, Height.l, *BackgroundImage, Style.l)

Description

Inserts a gadget into a previously created Rebar.

Rebar.i is the ID/Handle of the Rebar you wish to insert the gadget into. Band.l is the Index/ID of the band you wish to insert the new gadget before and can be -1 in order to insert the gadget on a new band at the end of the Rebar.

GadgetID specifies the Windows ID of a gadget(control/window). Text$ specifies the label that will appear on the band. Width is the desired width of the band, MinWidth is the minimum width the band can be resized to and Height is the desired height of the band.

BackgroundImage is optional and can point to image data used as the Rebar Band's background.

Style can contain optional flags, see Microsoft MSDN for details: http://msdn.microsoft.com/en-us/library/bb774393(VS.85).aspx

Also, Style can contain these ProGUI specific flags:

```
#RBBS_SIZEABLE  - Automatically resizes the band to fit most of the window.
#RBBS_VERTICALRESIZEABLE - Allows manual user vertical resizing of the band.
#RBBS_FIXEDBMP - When BackgroundImage points to image data this flag will keep the background in a fixe
```

Returns the new Band ID of the rebar or -1 for failure.

Rebar Index

6.4.5 ShowRebarBand

ShowRebarBand()

Syntax

Success = **ShowRebarBand**(Rebar.i, Band.i, State)

Description

Shows or hides a Rebar band.

Rebar.i is the ID or Handle of the Rebar. Band.i specifies the band you want to show/hide and can be an index or ID. State specifies the visibility of the band and can be nonzero for visible or zero for hidden.

Returns zero for failure.

Rebar Index

6.4.6 MoveRebarBand

MoveRebarBand()

Syntax

Success = **MoveRebarBand**(Rebar.i, SourceBandIndex.l, DestinationBandIndex.l)

Description

Moves a Rebar band to a new zero based index position.

Rebar.i is the ID/Handle of the Rebar. SourceBandIndex.l is the zero based position of the band that you wish to move. DestinationBandIndex.l is the destination zero based position.

Returns nonzero for success, zero for failure.

Rebar Index

6.4.7 DeleteRebarBand

DeleteRebarBand()

Syntax

Success = **DeleteRebarBand**(Rebar.i, Band.l)

Description

Deletes a Rebar band.

Rebar.i is the ID or Handle of the Rebar. Band.l specifies the band you want to delete and can be an index or ID.

Returns true for success or zero for failure.

Rebar Index

6.4.8 RebarHeight

RebarHeight()

Syntax

Height.l = **RebarHeight**(Rebar.i)

Description

Returns the height in pixels of a Rebar. Rebar.i can either be a handle to the Rebar or an internal ID.

Rebar Index

6.4.9 RebarID

RebarID()

Syntax

WindowsID.l = **RebarID**(ID.l)

Description

Returns the Windows ID of a Rebar's internal ID.

Rebar Index

6.4.10 RebarBandID

RebarBandID()

Syntax

BandID.l = **RebarBandID**(Rebar.i, Index.l)

Description

Returns the ID of a Rebar's band.

Rebar.i is the ID/Handle of the Rebar. Index.l is the zero based position of the band.

Rebar Index

6.4.11 SaveRebarLayout

SaveRebarLayout()

Syntax

Success = **SaveRebarLayout**(Rebar.i, Path.s)

Description

Saves the layout of a Rebar's bands in XML format to the file specified in Path.s

Rebar.i is the ID/Handle of the Rebar. Path.s specifies where and what the Rebar layout will be saved as.

Returns true for success, zero for failure.

Rebar Index

6.4.12 LoadRebarLayout

LoadRebarLayout()

Syntax

Success = **LoadRebarLayout**(Rebar.i, LayoutFilename.s)

Description

Loads a previously saved Rebar's layout.

Rebar.i is the ID/Handle of the Rebar to update. LayoutFilename.s specifies the Rebar layout file to be loaded.

Returns true for success, zero for failure.

Rebar Index

6.4.13 SetRebarUserCallback

SetRebarUserCallback()

Syntax

*oldCallback = **SetRebarUserCallback**(Rebar.i, *UserCallback)

Description

Sets a Rebar's user callback procedure, used for notification of when a Rebar is updated or height changes.

Rebar.i is the ID/Handle of the rebar. *UserCallBack must point to a procedure in your code with the following structure: -

```
Procedure myRebarCallback(window, message, wParam, lParam)

  Select message

    Case #REBAR_UPDATED

      ResizeGadget(gadget, 0, wParam, WindowWidth(#Window_0), WindowHeight(#Window_0)-wParam)

  EndSelect

EndProcedure
```

Whenever the Rebar is updated ProGUI will send a #REBAR_UPDATED event message to the user callback. The wParam contains the new height of the Rebar and the lParam contains a handle to the Rebar that triggered the event.

Returns a pointer to the old user callback (zero if there wasn't one) or -1 for failure.

Rebar Index

6.4.14 FreeRebar

FreeRebar()

Syntax

Success = **FreeRebar**(Rebar.i)

Description

Frees a Rebar from memory.

Rebar.i is the ID or Handle of the Rebar you wish to free. Rebar.l can also be -1 in order to free all Rebars.

Returns true for success or zero for failure.

Rebar Index

6.5 TextControlEx

ProGUI - TextControlEx

Overview

TextControlEx is an advanced static text/textbox control and allows your application to display text labels with the following features: Transparent background (no ugly solid background colour), coloured text and background, gradient coloured backgrounds, anti-aliased text, border padding, multi-line support, hyperlinks and "escape code" effects such as bold, italic, underline...

Command Index

Reference Manual - Index

6.5.1 TextControlEx

TextControlEx()

Syntax

WindowsID = **TextControlEx**(Window.i, ID.l, X, Y, Width.l, Height.l, Text$, Flags.l)

Description

Displays a text label (transparent by default) in the specified Window.

ID specifies the internal ID of the text label and if `#ProGUI_Any` is used then the returned value will be the new TextControlEx ID. X, Y, Width and Height are the position and dimensions of the label in the window. If Width or Height are null then the corresponding dimensions are calculated automatically. Text$ specifies what is displayed in the label. Flags can include the following:

Flag	Description
`#TCX_BK_FILL`	background is a solid fill. see SetTextControlExColour

#TCX_BK_GRADIENT	background is a gradient fill. see SetTextControlExGradient
#TCX_CENTRE	text is centered horizontally
#TCX_RIGHT	text is right aligned
#TCX_VCENTRE	text is centered vertically
#TCX_END_ELLIPSIS	if the end of a line of text does not fit in the specified width/height dimensions, it is truncated and ellipses are added.
#TCX_PATH_ELLIPSIS	If a text line contains backslash ('\', escapecode: '\\') characters in a block (e.g. a file path), #TCX_PATH_ELLIPSIS preserves as much as possible of the text after the last backslash by replacing characters in the middle of the line with ellipses so that the result fits in the specified width/height dimensions.
#TCX_DISABLE_ESCAPECODES	disables processing and rendering of escape codes.
#TCX_IGNORE_COLOR_ESCAPEC	ignores rendering of colour escape codes, useful for displaying all text as one colour for example, a disabled state.

Text$ can also contain the following "escape code" effects: -

Escape Code	Description	Example
\b	Applies the **Bold effect** to any text after this escape code.	"This is an \bexample\b label"
\i	Applies the **Italic effect** to any text after this escape code.	"This is an \iexample\i label"
\u	Applies the **Underline effect** to any text after this escape code.	"This is an \uexample\u label"
\s	Applies the **Strike Through effect** to any text after this escape code.	"This is an \sexample\s label"
\c	Changes the **colour** of any text after this escape code. The escape code should be followed by 6 characters representing the hexadecimal value of the colour. '\n' should be used to cancel the colour.	"This is an \cff0000example\n label"
\n	This escape code **cancels any active effects** and displays the preceding text as Normal.	"This is an \u\bexample\n label"
|	**New line** escape code, any preceding text is on a new line.	"This is the first line!|Second line!"
\l	The **Link** escape code allows you to include **hyperlinks** in the text. The escape code should be immediately followed by a numeric ID which will be used to identify the link. Any text following the ID will be displayed as the link up until a single terminating "\l" link code is encountered. An optional "|" character can be placed in the link text in order to "divide" the text into text for normal state and text for the hover state. When the link is clicked on or in the mouse hover	Basic blue link example: - "\l123\c0000ffthis is a link\n\l" Blue link with underline hover state: - "\l123\c0000ffthis is a link\n| \c0000ff\uthis is a link\n\l"

state, ProGUI will send a `#TCX_LINK_CLICK` or `#TCX_LINK_HOVER` event message to the TextControlEx's parent window. The Wparam of the event message is the ID of the link that was clicked on or in the hover state.

Returns the Windows ID of the TextControlEx (or if `#ProGUI_Any` is used the TextControlEx ID) or zero for failure.

Note: If a backslash ('\') needs to be displayed in Text$ then a double backslash ('\\') will display a single backslash.

TextControlEx Index

6.5.2 SetTextControlExPadding

SetTextControlExPadding()

Syntax

Success = **SetTextControlExPadding**(ID.i, LeftPadding.l, TopPadding.l, RightPadding.l, BottomPadding.l)

Description

Alters the border padding of a TextControlEx.

ID is the Handle/ID of a previously created TextControlEx or can be -1 in order to set the padding for all TextControlEx's created after this command.

Returns true for success or zero for failure.

TextControlEx Index

6.5.3 SetTextControlExFont

SetTextControlExFont()

Syntax

Success = **SetTextControlExFont**(ID.i, FontID.i, Antialiased.b)

Description

Sets the font and anti aliased state of a TextControlEx.

ID is the handle/ID of a previously created TextControlEx or can be -1 in order to set the font for all TextControlEx's created after this command.

FontID must be the handle/ID of a previously loaded font. Antialiased specifies whether the text has smoothed edges and can be 1 for active or 0 for inactive.

Returns true for success or zero for failure.

TextControlEx Index

6.5.4 SetTextControlExColour

SetTextControlExColour()

Syntax

Success = **SetTextControlExColour**(ID.i, TextColour.l, BackColour.l)

Description

Sets the foreground and background colour of a TextControlEx.

ID is the handle/ID of a previously created TextControlEx or can be -1 in order to set the colour for all TextControlEx's created after this command.

Returns true for success or zero for failure.

TextControlEx Index

6.5.5 SetTextControlExGradient

SetTextControlExGradient()

Syntax

Success = **SetTextControlExGradient**(ID.i, Gradient.i)

Description

Sets the gradient background colour fill of a TextControlEx.

ID is the handle/ID of a previously created TextControlEx or can be -1 in order to set the gradient for all TextControlEx's created after this command.
Gradient.i is a handle to a previously created Gradient.

Returns true for success or zero for failure.

TextControlEx Index

6.5.6 SetTextControlExLinePadding

SetTextControlExLinePadding()

Syntax

Success = **SetTextControlExLinePadding**(ID.i, Padding.l)

Description

Sets the line padding of a multi-line TextControlEx.

ID is the handle/ID of a previously created TextControlEx or can be -1 in order to set the line padding for all TextControlEx's created after this command.

Returns true for success or zero for failure.

TextControlEx Index

6.5.7 SetTextControlExText

SetTextControlExText()

Syntax

Success = **SetTextControlExText**(ID.i, Text$)

Description

Alters the text of a previously created TextControlEx.

Returns true for success or zero for failure.

TextControlEx Index

6.5.8 GetTextControlExText

GetTextControlExText()

Syntax

Text$ = **GetTextControlExText**(ID.i)

Description

Returns the text of a TextControlEx.

ID.i is the handle/ID of the TextControlEx.

TextControlEx Index

6.5.9 SetTextControlExStyle

SetTextControlExStyle()

Syntax

Success = **SetTextControlExStyle**(ID.i, Style.l)

Description

Sets the style of a previously created TextControlEx. ID is the Handle or ID of a previously created TextControlEx.

Style.l can be any of the following flags: -

Flag	Description
#TCX_BK_FILL	background is a solid fill. see SetTextControlExColour
#TCX_BK_GRADIENT	background is a gradient fill. see SetTextControlExGradient
#TCX_CENTRE	text is centered horizontally
#TCX_RIGHT	text is right aligned

#TCX_VCENTRE	text is centered vertically
#TCX_END_ELLIPSIS	if the end of a line of text does not fit in the specified width/height dimensions, it is truncated and ellipses are added.
#TCX_PATH_ELLIPSIS	If a text line contains backslash ('\', escapecode: '\\') characters in a block (e.g. a file path), #TCX_PATH_ELLIPSIS preserves as much as possible of the text after the last backslash by replacing characters in the middle of the line with ellipses so that the result fits in the specified width/height dimensions.
#TCX_DISABLE_ESCAPECODES	disables processing and rendering of escape codes.
#TCX_IGNORE_COLOR_ESCAPEC	ignores rendering of colour escape codes, useful for displaying all text as one colour for example, a disabled state.

Returns true for success or zero for failure.

TextControlEx Index

6.5.10 GetTextControlExStyle

GetTextControlExStyle()

Syntax

StyleFlags.l = **GetTextControlExStyle**(ID.i)

Description

Returns the style flags of a previously created TextControlEx or zero for failure. ID is the Handle or ID of a previously created TextControlEx.

StyleFlags.l can be any of the following flags: -

Flag	Description
#TCX_BK_FILL	background is a solid fill. see SetTextControlExColour
#TCX_BK_GRADIENT	background is a gradient fill. see SetTextControlExGradient
#TCX_CENTRE	text is centered horizontally
#TCX_RIGHT	text is right aligned
#TCX_VCENTRE	text is centered vertically
#TCX_END_ELLIPSIS	if the end of a line of text does not fit in the specified width/height dimensions, it is truncated and ellipses are added.
#TCX_PATH_ELLIPSIS	If a text line contains backslash ('\', escapecode: '\\') characters in a block (e.g. a file path), #TCX_PATH_ELLIPSIS preserves as much as possible of the text after the last backslash by replacing characters in the middle of the line with ellipses so that the result fits in the specified width/height dimensions.
#TCX_DISABLE_ESCAPECODES	disables processing and rendering of escape codes.
#TCX_IGNORE_COLOR_ESCAPEC	ignores rendering of colour escape codes, useful for displaying all text as one colour for example, a disabled state.

TextControlEx Index

6.5.11 SetTextControlExDimensions

SetTextControlExDimensions()

Syntax

Success = **SetTextControlExDimensions**(ID.i, Width.l, Height.l)

Description

Alters the width and/or height of a TextControlEx.

ID is the Handle/ID of a previously created TextControlEx. Width.l and/or Height.l can be null in order for the new dimensions to be automatically calculated and set.

Returns true for success or zero for failure.

TextControlEx Index

6.5.12 TextControlExWidth

TextControlExWidth()

Syntax

Width = **TextControlExWidth**(ID.i)

Description

Returns the width in pixels of a TextControlEx.

ID.i is the handle/ID of the TextControlEx.

TextControlEx Index

6.5.13 TextControlExHeight

TextControlExHeight()

Syntax

Height = **TextControlExHeight**(ID.i)

Description

Returns the height in pixels of a TextControlEx.

ID.i is the handle/ID of the TextControlEx.

TextControlEx Index

6.5.14 TextControlExCalcSize

TextControlExCalcSize()

Syntax

Success = **TextControlExCalcSize**(ID.i, Text.s, *Width, *Height)

Description

Calculates the width and height in pixels of a TextControlEx using the specified Text.s string.

ID.i is the handle/ID of the TextControlEx. *Width and *Height are pointers to variables that will receive the new dimensions.

Returns true for success or zero for failure.

TextControlEx Index

6.5.15 TextControlExID

TextControlExID()

Syntax

WindowsID = **TextControlExID**(ID.l)

Description

Returns the Windows handle of a previously created TextControlEx.

TextControlEx Index

6.5.16 FreeTextControlEx

FreeTextControlEx()

Syntax

Success = **FreeTextControlEx**(ID.i)

Description

Frees a TextControlEx from memory.

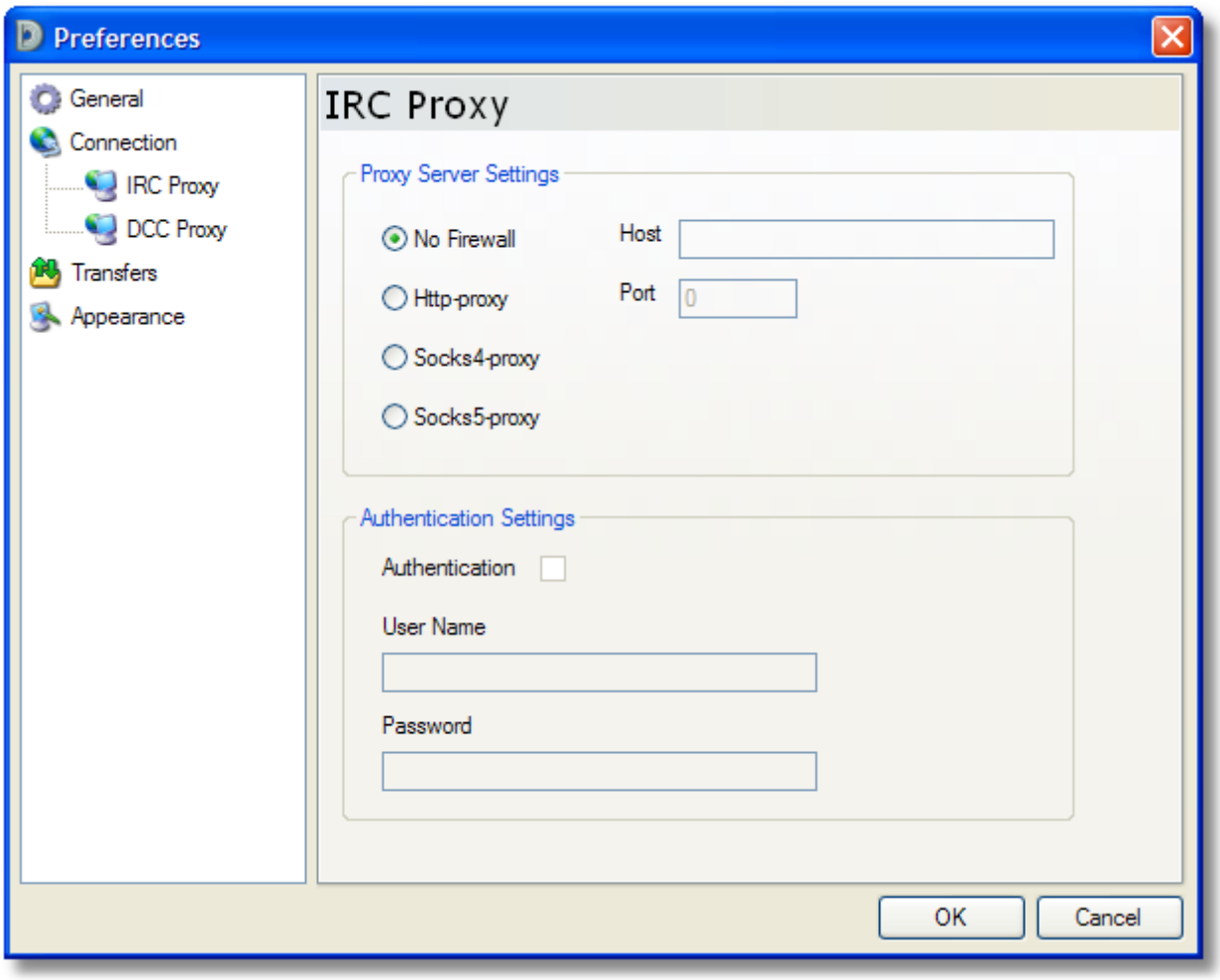
ID.i is the ID/Windows Handle of the TextControlEx you wish to free or -1 in order to free all TextControlEx's.

Returns true for success or zero for failure.

TextControlEx Index

6.6 PanelEx

ProGUI - PanelEx



Overview

PanelEx is a fully nestable, powerful and versatile container control with multiple pages; ideal for displaying different sets of controls depending on user input such as a preferences section in your application or can be easily used as a building block for other more complex controls. Each page can have a different gradient/theme background and/or combined with a background image, alpha masked image border and optional second overlay background and/or image combo, each page also supports automatic scrolling of page contents and automatic double buffering of ProGUI components inside including any graphical alpha effects.

Command Index

CreatePanelEx
AddPanelExPage
AddPanelExImagePage
InsertPanelExPage
InsertPanelExImagePage

SetPanelExUsercallback
GetPanelExUsercallback
SetPanelExPageBackground
SetPanelExPageBorder
SetPanelExPageAlpha
SetPanelExPageScrolling
GetPanelExPageScrolling
SetPanelExPageCursor
GetPanelExBitmap
GetPanelExDC
RefreshPanelEx
ShowPanelExPage
PanelExWidth
PanelExHeight
PanelExID
PanelExPageIndex
FreePanelExPage
FreePanelEx

Reference Manual - Index

6.6.1 CreatePanelEx

CreatePanelEx()

Syntax

WindowsID.i = **CreatePanelEx**(PanelID.l, WindowID.i, X.l, Y.l, Width.l, Height.l, *UserCallback)

Description

Creates an empty PanelEx container in the current WindowID.i at the specified coordinates and dimensions.

PanelID.l specifies the internal ID of the PanelEx and if `#ProGUI_Any` is used then the returned value will be the new PanelEx ID.

A page must then be added to the empty PanelEx after it is created using either AddPanelExPage, AddPanelExImagePage, InsertPanelExPage or InsertPanelExImagePage. Once a page has been added to the PanelEx, other controls can then be added/created to that page. To swap the currently displayed page in the PanelEx, use ShowPanelExPage.

*UserCallback is optional and if nonzero then it must point to a user defined procedure. The UserCallback gets passed all the PanelEx's Windows messages allowing you to use the PanelEx as a building block for creating other controls. The *UserCallBack procedure is defined by the following:

```
Procedure mypanelcallback(window, message, wParam, lParam)
```

The `#WM_ERASEBKGND` and `#WM_PAINT` messages work a bit differently in the UserCallback. The `#WM_ERASEBKGND` message when processed allows you to draw after the PanelEx page background has been rendered and the `#WM_PAINT` message allows you to draw in the foreground of the PanelEx page (after all other controls inside the page and background have been rendered). In both messages the window parameter contains a handle to the page, wParam contains the hdc buffer and lParam contains a handle to the PanelEx. Also, all user drawing in the callback is automatically double-buffered.

An example of using the UserCallback feature is automatic resizing of a PanelEx contents when it's resized, the

following demonstrates automatic resizing of a ListIcon gadget inside a PanelEx Page when the PanelEx size is changed: -

```
Procedure myPanelCallback(window, message, wParam, lParam)

  Select message

    Case #WM_SIZE

      MoveWindow_(GadgetID(#ListIcon_1), 0, 0, LWord(lParam), HWord(lParam), #False)

  EndSelect

EndProcedure
```

Returns the Windows ID (HWND) of the PanelEx (or if `#ProGUI_Any` is used the PanelEx ID) or zero for failure.

PanelEx Index

6.6.2 AddPanelExPage

AddPanelExPage()

Syntax

WindowsID.i = **AddPanelExPage**(Background.i)

Description

Adds an empty page to the current PanelEx container. Any gadgets created after this command will be added to the page.

Background.i can be a gradient or a number from -1 to 11 which selects the style of the theme background for the panel:

Background.I	Theme
-1	No theme background.
0	Default tabbed background.
1	Blue slight vertical gradient.
2	Blue horizontal gradient.
3	Light blue solid.
4	Light blue horizontal gradient.
5	Light blue slight vertical gradient.
6	Dark blue slight vertical gradient.
7	Rebar background.
8	System push button normal background.
9	System push button hot background.
10	System push button pressed background.
11	System push button disabled background.

Note the theme descriptions are based on WindowsXP Blue visual Style and may vary in appearance depending on the user's theme settings.

Returns the Windows ID (HWND) of the newly created PanelEx page or zero for failure.

PanelEx Index

6.6.3 AddPanelExImagePage

AddPanelExImagePage()

Syntax

WindowsID.i = **AddPanelExImagePage**(Background.i, *BackgroundImg, ImageX.l, ImageY.l, ImageWidth.l, ImageHeight.l, Style.l)

Description

Adds an empty image page to the current PanelEx container. Any gadgets created after this command will be added to the page.

Background.i can be a gradient or a number from -1 to 11 which selects the style of the theme background for the panel:

Background.l	Theme
-1	No theme background.
0	Default tabbed background.
1	Blue slight vertical gradient.
2	Blue horizontal gradient.
3	Light blue solid.
4	Light blue horizontal gradient.
5	Light blue slight vertical gradient.
6	Dark blue slight vertical gradient.
7	Rebar background.
8	System push button normal background.
9	System push button hot background.
10	System push button pressed background.
11	System push button disabled background.

Note the theme descriptions are based on WindowsXP Blue visual Style and may vary in appearance depending on the user's theme settings.

*BackgroundImg points to the image data you want to display.

ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l are the coordinates and dimensions of the image to be displayed on the page. If ImageWidth.l or ImageHeight.l are zero then they default to the dimensions of the PanelEx.

Style.l can be any of the following flags:

Flag	Description
#PNLX_CENTRE	centres the image horizontally on the page bypassing the ImageX.l value.
#PNLX_VCENTRE	centres the image vertically on the page bypassing the ImageY.l value.
#PNLX_RIGHT	aligns the image from the right of the panel.
#PNLX_BOTTOM	aligns the image from the bottom of the panel.
#PNLX_HREPEAT	repeats the image along the horizontal axis bypassing the ImageX.l value.

#PNLX_VREPEAT	repeats the image along the vertical axis bypassing the ImageY.l value.
#PNLX_TILE	tiles the image over the panel bypassing the ImageX.l and ImageY.l values.
#PNLX_STRETCH	stretches the image to fill the panel bypassing the ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l values. Use sparingly as this style is pretty slow to render.
#PNLX_PERCENT	positions the image as a percentage of the panel size, ImageX.l and ImageY.l must be <= 100.
#PNLX_HPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_VPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_MASKED	displays the image with colour white (#FFFFFF, RGB:255,255,255) as transparent, useful for displaying JPEG files with transparency or other formats that don't have an alpha channel.
#PNLX_NOCLIP	when inside another PanelEx, this flag disables render clipping of the page's contents to the size of this PanelEx bounding rectangle.
#PNLX_TRANSPARENT	if the PanelEx is inside another control this flag will make the page's mouse input "transparent", meaning that the parent control receives all it's messages even when the mouse is over the PanelEx.
#PNLX_NOGADGETLIST	this is a PureBasic only flag and tells the PanelEx not to create a GadgetList for the page.

Returns the Windows ID (HWND) of the newly created PanelEx page or zero for failure.

PanelEx Index

6.6.4 InsertPanelExPage

InsertPanelExPage()

Syntax

WindowsID.i = **InsertPanelExPage**(Panel.i, Page.i, Background.i)

Description

Inserts an empty page into the specified PanelEx container. Any gadgets created after this command will be added to the page.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that the new page will be inserted before. Page.l can also be -1 in order to add the new page after the last page.

Background.i can be a gradient or a number from -1 to 11 which selects the style of the theme background for the panel:

Background.l	Theme
-1	No theme background.
0	Default tabbed background.
1	Blue slight vertical gradient.
2	Blue horizontal gradient.

3	Light blue solid.
4	Light blue horizontal gradient.
5	Light blue slight vertical gradient.
6	Dark blue slight vertical gradient.
7	Rebar background.
8	System push button normal background.
9	System push button hot background.
10	System push button pressed background.
11	System push button disabled background.

Note the theme descriptions are based on WindowsXP Blue visual Style and may vary in appearance depending on the user's theme settings.

Returns the Windows ID (HWND) of the newly created PanelEx page or zero for failure.

PanelEx Index

6.6.5 InsertPanelExImagePage

InsertPanelExImagePage()

Syntax

WindowsID.i = **InsertPanelExImagePage**(Panel.i, Page.i, Background.i, *BackgroundImg, ImageX.l, ImageY.l, ImageWidth.l, ImageHeight.l, Style.l)

Description

Inserts an empty image page into the current PanelEx container. Any gadgets created after this command will be added to the page.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that the new page will be inserted before. Page.l can also be -1 in order to add the new page after the last page.

Background.i can be a gradient or a number from -1 to 11 which selects the style of the theme background for the panel:

Background.l	Theme
-1	No theme background.
0	Default tabbed background.
1	Blue slight vertical gradient.
2	Blue horizontal gradient.
3	Light blue solid.
4	Light blue horizontal gradient.
5	Light blue slight vertical gradient.
6	Dark blue slight vertical gradient.
7	Rebar background.
8	System push button normal background.
9	System push button hot background.
10	System push button pressed background.
11	System push button disabled background.

Note the theme descriptions are based on WindowsXP Blue visual Style

and may vary in appearance depending on the user's theme settings.

*BackgroundImg points to the image data you want to display.

ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l are the coordinates and dimensions of the image to be displayed on the page. If ImageWidth.l or ImageHeight.l are zero then they default to the dimensions of the PanelEx.

Style.l can be any of the following flags:

Flag	Description
#PNLX_CENTRE	centres the image horizontally on the page bypassing the ImageX.l value.
#PNLX_VCENTRE	centres the image vertically on the page bypassing the ImageY.l value.
#PNLX_RIGHT	aligns the image from the right of the panel.
#PNLX_BOTTOM	aligns the image from the bottom of the panel.
#PNLX_HREPEAT	repeats the image along the horizontal axis bypassing the ImageX.l value.
#PNLX_VREPEAT	repeats the image along the vertical axis bypassing the ImageY.l value.
#PNLX_TILE	tiles the image over the panel bypassing the ImageX.l and ImageY.l values.
#PNLX_STRETCH	stretches the image to fill the panel bypassing the ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l values. Use sparingly as this style is pretty slow to render.
#PNLX_PERCENT	positions the image as a percentage of the panel size, ImageX.l and ImageY.l must be <= 100.
#PNLX_HPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_VPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_MASKED	displays the image with colour white (#FFFFFF, RGB:255,255,255) as transparent, useful for displaying JPEG files with transparency or other formats that don't have an alpha channel.
#PNLX_NOCLIP	when inside another PanelEx, this flag disables render clipping of the page's contents to the size of this PanelEx bounding rectangle.
#PNLX_TRANSPARENT	if the PanelEx is inside another control this flag will make the page's mouse input "transparent", meaning that the parent control receives all it's messages even when the mouse is over the PanelEx.
#PNLX_NOGADGETLIST	this is a PureBasic only flag and tells the PanelEx not to create a GadgetList for the page.

Returns the Windows ID (HWND) of the newly created PanelEx page or zero for failure.

PanelEx Index

6.6.6 SetPanelExUsercallback

SetPanelExUsercallback()

Syntax

Success = **SetPanelExUsercallback**(Panel.i, *UserCallback)

Description

Sets a PanelEx's usercallback.

Panel.i is the ID/Handle of the PanelEx and *UserCallback is the address of the new callback procedure.

Returns true for success or zero for failure.

PanelEx Index

6.6.7 GetPanelExUsercallback

SetPanelExUsercallback()

Syntax

*UserCallback = G**etPanelExUsercallback**(Panel.i)

Description

Gets a PanelEx's usercallback address.

Panel.i is the ID/Handle of the PanelEx.

Returns the *UserCallback procedure address or zero for failure / none set.

PanelEx Index

6.6.8 SetPanelExPageBackground

SetPanelExPageBackground()

Syntax

Success = **SetPanelExPageBackground**(Panel.i, Page.i, Background.i, *BackgroundImg, ImageX.l, ImageY.l, ImageWidth.l, ImageHeight.l, Style.l, noRefresh.b)

Description

Sets the background or second overlay background (use `#PNLX_OVERLAY` in Style.l) of a previously created PanelEx page.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that you want to set the background for.

Background.i, *BackgroundImg, ImageX.l, ImageY.l, ImageWidth.l, ImageHeight.l and Style.l can be `#PNLX_IGNORE` in order to ignore the parameter and use the value already stored.

Background.i can be a gradient or a number from -1 to 11 which selects the style of the theme background for the panel:

Background.l	Theme
-1	No theme background.
0	Default tabbed background.
1	Blue slight vertical gradient.
2	Blue horizontal gradient.
3	Light blue solid.
4	Light blue horizontal gradient.
5	Light blue slight vertical gradient.
6	Dark blue slight vertical gradient.
7	Rebar background.
8	System push button normal background.
9	System push button hot background.
10	System push button pressed background.
11	System push button disabled background.

Note the theme descriptions are based on WindowsXP Blue visual Style and may vary in appearance depending on the user's theme settings.

*BackgroundImg points to the image data you want to display.

ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l are the coordinates and dimensions of the image to be displayed on the page. If ImageWidth.l or ImageHeight.l are zero then they default to the dimensions of the PanelEx.

Style.l can be any of the following flags:

Flag	Description
#PNLX_OVERLAY	the second overlay background is set instead of the page's default background.
#PNLX_CENTRE	centres the image horizontally on the page bypassing the ImageX.l value.
#PNLX_VCENTRE	centres the image vertically on the page bypassing the ImageY.l value.
#PNLX_RIGHT	aligns the image from the right of the panel.
#PNLX_BOTTOM	aligns the image from the bottom of the panel.
#PNLX_HREPEAT	repeats the image along the horizontal axis bypassing the ImageX.l value.
#PNLX_VREPEAT	repeats the image along the vertical axis bypassing the ImageY.l value.
#PNLX_TILE	tiles the image over the panel bypassing the ImageX.l and ImageY.l values.
#PNLX_STRETCH	stretches the image to fill the panel bypassing the ImageX.l, ImageY.l, ImageWidth.l and ImageHeight.l values. Use sparingly as this style is pretty slow to render.
#PNLX_PERCENT	positions the image as a percentage of the panel size, ImageX.l and ImageY.l must be <= 100.
#PNLX_HPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_VPERCENT	positions the image horizontally as a percentage of the panel size, ImageX.l must be <= 100.
#PNLX_MASKED	displays the image with colour white (#FFFFFF, RGB:255,255,255) as transparent, useful for displaying JPEG files with transparency or other formats that don't have an alpha channel.
#PNLX_NOCLIP	when inside another PanelEx, this flag disables render clipping of the page's contents to the size of this PanelEx bounding rectangle.

#PNLX_TRANSPARENT	if the PanelEx is inside another control this flag will make the page's mouse input "transparent", meaning that the parent control receives all it's messages even when the mouse is over the PanelEx.

If noRefresh.b is set to true then the PanelEx page won't be refreshed/updated after this command is called.

Returns true for success or zero for failure.

PanelEx Index

6.6.9 SetPanelExPageBorder

SetPanelExPageBorder()

Syntax

Success = **SetPanelExPageBorder**(Panel.i, Index.i, *BorderImage, *BorderMask, *BorderRect.RECT, *BorderAutoStretch.RECT, noRefresh.b)

Description

Sets the border of a previously created PanelEx page.

The border is made from a single image containing all the border parts, supporting alpha transparency and optional image mask.

Panel.i is the ID/Handle of the PanelEx and Index.i is the Index/Handle of the page that you want to set the border for.

*BorderImage points to the image data that will be used as the border, for example: -

*BorderMask is optional and if null ProGUI will automatically generate a mask based on the *BorderImage. If *BorderMask is -1 then no mask is used/created, *BorderMask can also be set to -2 in order for ProGUI to automatically generate a mask and render the background of the page using just the mask without drawing the border image. If finer control is needed *BorderMask can also point to monochrome image data that will be used as the border's mask, for example: -

Any pixel that is white (#FFFFFF, RGB:255,255,255) will mask out the background of the PanelEx page where the border overlaps and any pixel that is black (#000000, RGB:0,0,0) will be transparent.

*BorderRect.RECT can be null in order for ProGUI to automatically detect the border or can be a pointer to a RECT structure (Rectangle) that describes what parts of the BorderImage.l will be used as the border. ProGUI calculates what parts are needed by subtracting *BorderRect.RECT from the BorderImage.l bounding rectangle, for example : -

*BorderAutoStretch.RECT is optional and can be null. If set then ProGUI will stretch the image for particular border sides instead of repeating the image. *BorderAutoStretch should point to a RECT structure with each side of the rectangle representing whether the 'auto stretch' mode is turned on or not for that particular side of the border (`#True` / `#False`).

If noRefresh.b is set to true then the PanelEx page won't be refreshed/updated after this command is called.

Returns true for success or zero for failure.

PanelEx Index

6.6.10 SetPanelExPageAlpha

SetPanelExPageAlpha()

Syntax

Success = **SetPanelExPageAlpha**(Panel.i, Page.i, Alpha.c, noRefresh.b)

Description

Sets a PanelEx page's alpha transparency. Note currently only ProGUI components (except MenuEx, ToolBarEx and Rebar) inside the page will be effected.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that you want to set the alpha transparency for.

Alpha.c can be a number from 0 to 255, 0 = fully transparent and 255 = opaque.

If noRefresh.b is set to true then the PanelEx page won't be refreshed/updated after this command is called.

Returns true for success or zero for failure.

PanelEx Index

6.6.11 SetPanelExPageScrolling

SetPanelExPageScrolling()

Syntax

Success = **SetPanelExPageScrolling**(Panel.i, Page.i, Flags.l, Value.l)

Description

Sets whether a PanelEx page's canvas is scrollable.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that you want to set the scrolling for.

Currently the `#PNLX_AUTOSCROLL` flag is supported which means scrollbars at the bottom and/or right of the page will appear when any control inside the page is positioned outside of the viewable area. Value.l can be true or false to enable/disable the auto scroll feature.

The PanelEx is fully nestable and the scrollable area takes into account the border's mask if there is one.

Returns true for success or zero for failure.

PanelEx Index

6.6.12 GetPanelExPageScrolling

GetPanelExPageScrolling()

Syntax

Value = G**etPanelExPageScrolling**(Panel.i, Page.i, Flag.l)

Description

Returns the value of a PanelEx page's scrolling attribute.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that you want to get the scrolling info for.

Flag.l can be one of the following constants:

`#PNLX_AUTOSCROLL`	Returns true if the auto-scroll feature is enabled for the page, false otherwise.
`#PNLX_HSCROLL`	Returns true if the horizontal scrollbar is currently visible, false otherwise.
`#PNLX_VSCROLL`	Returns true if the vertical scrollbar is currently visible, false otherwise.
`#PNLX_HSCROLLHANDLE`	Returns the handle (HWND) of the horizontal scrollbar or zero if it hasn't been initialized.
`#PNLX_VSCROLLHANDLE`	Returns the handle (HWND) of the vertical scrollbar or zero if it hasn't been initialized.
`#PNLX_AUTOSCROLL_NOHORIZONTAL`	Returns true if display of the horizontal scrollbar is disabled in auto-scroll mode, false otherwise.
`#PNLX_AUTOSCROLL_NOVERTICAL`	Returns true if display of the vertical scrollbar is disabled in auto-scroll mode, false otherwise.

PanelEx Index

6.6.13 SetPanelExPageCursor

SetPanelExPageCursor()

Syntax

Success = **SetPanelExPageCursor**(Panel.i, Index.i, *Cursor)

Description

Sets the mouse cursor of a PanelEx page.

Panel.i is the ID/Handle of the PanelEx and Page.i is the Index/ID of the page that you want to set the background for.

*Cursor is a pointer to the new cursor (HCURSOR) or can be a WindowsAPI system cursor constant, please see http://msdn.microsoft.com/en-us/library/ms648391(VS.85).aspx for a list of the constants and their descriptions.

Returns the HCURSOR handle for success or zero for failure.

PanelEx Index

6.6.14 GetPanelExBitmap

GetPanelExBitmap()

Syntax

*bitmap = **GetPanelExBitmap**(Panel.i)

Description

Gets a PanelEx's image buffer.
Panel.i is the ID/Handle of the PanelEx.

Returns the address of the bitmap data or zero for failure.

PanelEx Index

6.6.15 GetPanelExDC

GetPanelExBitmap()

Syntax

*bitmap = **GetPanelExBitmap**(Panel.i)

Description

Gets a PanelEx's image buffer device context.
Panel.i is the ID/Handle of the PanelEx.

Returns the DC handle of the PanelEx or zero for failure.

PanelEx Index

6.6.16 RefreshPanelEx

RefreshPanelEx()

Syntax

Success = **RefreshPanelEx**(Panel.i)

Description

Refreshes/updates the currently displayed PanelEx page.
Panel.i is the ID/Handle of the PanelEx.

Returns true for success or zero for failure.

PanelEx Index

6.6.17 ShowPanelExPage

ShowPanelExPage()

Syntax

Success = **ShowPanelExPage**(Panel.i, Index.l)

Description

Displays the desired page specified by Index in the specified Panel. Index ranges numerically from 0 in ascending order depending on how many pages have been created or can be a handle to a page.

Returns nonzero for success.

PanelEx Index

6.6.18 PanelExWidth

PanelExWidth()

Syntax

Width = **PanelExWidth**(Panel.i)

Description

Returns the width in pixels of a PanelEx. Panel.i is the handle/ID of the PanelEx.

PanelEx Index

6.6.19 PanelExHeight

PanelExHeight()

Syntax

Height = **PanelExHeight**(Panel.i)

Description

Returns the height in pixels of a PanelEx. Panel.i is the handle/ID of the PanelEx.

PanelEx Index

6.6.20 PanelExID

PanelExID()

Syntax

WindowsID.i = **PanelExID**(Panel.i, Index.l)

Description

Returns the Windows handle (HWND) of the specified panel or page index.

If Index.l is less than zero then the Windows handle (HWND) of the PanelEx is returned.

PanelEx Index

6.6.21 PanelExPageIndex

PanelExPageIndex()

Syntax

Index.l = **PanelExPageIndex**(Panel.i)

Description

Returns the index of the currently displayed page of a PanelEx (ID or handle) or if Panel.i is a handle to a page then returns the index of that page.

PanelEx Index

6.6.22 FreePanelExPage

FreePanelExPage()

Syntax

Success = **FreePanelExPage**(ID.i, Index.l)

Description

Frees and removes a PanelEx page from memory.

ID.i is the ID or Handle of the PanelEx you wish to remove the page from. Index.l is the index of the page you wish to remove and can be -1 in order to remove all pages.

Returns true for success and zero for failure.

PanelEx Index

6.6.23 FreePanelEx

FreePanelEx()

Syntax

Success = **FreePanelEx**(ID.i)

Description

Frees a PanelEx from memory.

ID.i is the ID or Handle of the PanelEx you wish to remove and can be -1 in order to remove all PanelEx's.

Returns true for success and zero for failure.

PanelEx Index

6.7 ButtonEx

ProGUI - ButtonEx

Overview

ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx and CheckButtonEx are easy to use skinned and borderless image button controls supporting 32bit alpha transparent images/icons, separate images for various states (including: normal, hot/hover, pressed and disabled states) and tooltips.

Command Index

Reference Manual - Index

6.7.1 ButtonEx

ButtonEx()

Syntax

WindowsID = **ButtonEx**(WindowID.i, ButtonID.l, X.l, Y.l, Width.l, Height.l, Text$, *NormalImageID, *HotImageID, *PressedImageID, *DisabledImageID, Skin.i)

Description

Creates a skinned ButtonEx in the specified WindowID.i.

ButtonID.l specifies the internal ID of the ButtonEx and if `#ProGUI_Any` is used then the returned value will be the

new ButtonEx ID. X.l, Y.l, Width.l and Height.l are the position and dimensions of the ButtonEx.

Text$ is the text that will be displayed in the ButtonEx and can be an empty string.

*NormalImageID, *HotImageID, *PressedImageID and *DisabledImageID are pointers to the image data for the various states.

Skin.i specifies what skin the ButtonEx will use and can be either a handle to a skin or if zero will render the ButtonEx using the default system button skin. Please see Skin States & Properties for creating/editing ButtonEx skins.

When the ButtonEx is clicked, a `#WM_COMMAND` message will be posted to WindowID's message queue containing the ButtonID, which can be detected as a PureBasic `#PB_Event_Menu` event.

Returns the WindowsID (HWND) of the ButtonEx (or if `#ProGUI_Any` is used the ButtonEx ID) or zero for failure.

ButtonEx Index

6.7.2 ImageButtonEx

ImageButtonEx()

Syntax

WindowsID = **ImageButtonEx**(WindowID.i, ButtonID.l, X.l, Y.l, ImageWidth.l, ImageHeight.l, *NormalImageID, *HotImageID, *PressedImageID, *DisabledImageID)

Description

Creates an ImageButtonEx in the specified WindowID.i.

ButtonID.l specifies the internal ID of the ImageButtonEx and if `#ProGUI_Any` is used then the returned value will be the new ImageButtonEx ID. X.l, Y.l, ImageWidth.l and ImageHeight.l are the position and dimensions of the ImageButtonEx. If ImageWidth.l or ImageHeight.l are null then the corresponding dimensions are calculated automatically.

*NormalImageID, *HotImageID, *PressedImageID and *DisabledImageID are pointers to the image data for the various states.

When the ImageButtonEx is clicked, a `#WM_COMMAND` message will be posted to WindowID's message queue containing the ButtonID, which can be detected as a PureBasic `#PB_Event_Menu` event.

Returns the WindowsID (HWND) of the ImageButtonEx (or if `#ProGUI_Any` is used the ImageButtonEx ID) or zero for failure.

ButtonEx Index

6.7.3 ToggleButtonEx

ToggleButtonEx()

Syntax

WindowsID = **ToggleButtonEx**(WindowID.i, ToggleButtonID.l, X.l, Y.l, Width.l, Height.l, Text$, *NormalImageID, *HotImageID, *PressedImageID, *SelectedImageID, *HotSelectedImageID, PressedSelectedImageID, *DisabledImageID, Skin.i)

Description

Creates a skinned toggle state ButtonEx in the specified WindowID.i.

ToggleButtonID.l specifies the internal ID of the ToggleButtonEx and if `#ProGUI_Any` is used then the returned value will be the new ToggleButtonEx ID. X.l, Y.l, Width.l and Height.l are the position and dimensions of the ToggleButtonEx.

Text$ is the text that will be displayed in the ToggleButtonEx and can be an empty string.

*NormalImageID, *HotImageID, *PressedImageID and *DisabledImageID are pointers to the image data for the various unselected states.

*SelectedImageID, *HotSelectedImageID and *PressedSelectedImageID are pointers to the image data for the various selected states.

Skin.i specifies what skin the ToggleButtonEx will use and can be a handle to a skin or one of the following values: zero will render the ToggleButtonEx using the default system button skin and `#BUTTONEX_STICKYSKIN` will also render using the system button skin except make the button stay pressed when selected. Please see Skin States & Properties for creating/editing ToggleButtonEx skins.

When the ToggleButtonEx is clicked, a `#WM_COMMAND` message will be posted to WindowID's message queue containing the ToggleButtonID, which can be detected as a PureBasic `#PB_Event_Menu` event.

The current "toggled" state can be retrieved or set using the GetButtonExState and SetButtonExState commands.

Returns the WindowsID (HWND) of the ToggleButtonEx (or if `#ProGUI_Any` is used the ToggleButtonEx ID) or zero for failure.

ButtonEx Index

6.7.4 RadioButtonEx

RadioButtonEx()

Syntax

WindowsID = **RadioButtonEx**(WindowID.i, ButtonID.l, X.l, Y.l, Width.l, Height.l, Text$, Skin.i)

Description

Creates a skinned radio ButtonEx in the specified WindowID.i. All radio buttons that are created will be added to the same group until RadioButtonEx is called with WindowID.i as null, in which case a new group will be created and all

subsequent new radio buttons will be added to it.

ButtonID.l specifies the internal ID of the RadioButtonEx and if `#ProGUI_Any` is used then the returned value will be the new RadioButtonEx ID. X.l, Y.l, Width.l and Height.l are the position and dimensions of the RadioButtonEx.

Text$ is the text that will be displayed in the RadioButtonEx and can be an empty string.

Skin.i specifies what skin the RadioButtonEx will use and can be either a handle to a skin or if zero will render the RadioButtonEx using the default system radio button skin. Please see Skin States & Properties for creating/editing RadioButtonEx skins.

When the RadioButtonEx is clicked, a `#WM_COMMAND` message will be posted to WindowID's message queue containing the ButtonID, which can be detected as a PureBasic `#PB_Event_Menu` event.

The currently selected state can be retrieved or set using the GetButtonExState and SetButtonExState commands.

Returns the WindowsID (HWND) of the RadioButtonEx (or if `#ProGUI_Any` is used the RadioButtonEx ID) or zero for failure.

ButtonEx Index

6.7.5 CheckButtonEx

CheckButtonEx()

Syntax

WindowsID = **CheckButtonEx**(WindowID.i, ButtonID.l, X.l, Y.l, Width.l, Height.l, Text$, Skin.i)

Description

Creates a skinned check box ButtonEx in the specified WindowID.i.

ButtonID.l specifies the internal ID of the CheckButtonEx and if `#ProGUI_Any` is used then the returned value will be the new CheckButtonEx ID. X.l, Y.l, Width.l and Height.l are the position and dimensions of the CheckButtonEx.

Text$ is the text that will be displayed in the CheckButtonEx and can be an empty string.

Skin.i specifies what skin the CheckButtonEx will use and can be either a handle to a skin or if zero will render the CheckButtonEx using the default system check box button skin. Please see Skin States & Properties for creating/editing CheckButtonEx skins.

When the CheckButtonEx is clicked, a `#WM_COMMAND` message will be posted to WindowID's message queue containing the ButtonID, which can be detected as a PureBasic `#PB_Event_Menu` event.

The current checked state can be retrieved or set using the GetButtonExState and SetButtonExState commands.

The check button can also be set to an "inbetween" state by specifying `#BUTTONEX_INBETWEEN` using SetButtonExState. The "inbetween" state is useful for representing multiple items that are not all of the same state (i.e. on or off), for example the installable features of an application where some features are not "ticked" by default. Clicking on the check button would then bring them from the "inbetween" state to be either all on or all off.

Returns the WindowsID (HWND) of the CheckButtonEx (or if `#ProGUI_Any` is used the CheckButtonEx ID) or zero for failure.

ButtonEx Index

6.7.6 SetButtonExSkin

SetButtonExSkin()

Syntax

Success = **SetButtonExSkin**(ID.i, Skin.i, ComponentName$, noRefresh.b)

Description

Sets a ButtonEx's skin.

ID.i specifies the handle/ID of the button you want to set the skin for. Skin.i is the handle of the skin.

ComponentName$ is optional and can be an empty string. Specifying ComponentName$ will make the control use the states and properties for that skin component name (if it exists in the skin) instead of the default (e.g. "ButtonEx").

If noRefresh.b is set to true then the ButtonEx won't be refreshed/updated after this command is called.

Please see Skin States & Properties for creating/editing ButtonEx skins.

Returns true if successful, zero for failure.

ButtonEx Index

6.7.7 GetButtonExSkin

GetButtonExSkin()

Syntax

Skin.i = **GetButtonExSkin**(ID.i)

Description

Returns a handle to a ButtonEx's current skin or zero for failure.

ID.i specifies the handle/ID of the ButtonEx that you want to retrieve the skin for.

ButtonEx Index

6.7.8 ButtonExToolTip

ButtonExToolTip()

Syntax

Success = **ButtonExToolTip**(ID.i, Text.s)

Description

Associates a tooltip with a ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button you want to associate the tooltip with. Text.s specifies the tooltip text you want to display. ButtonExToolTip can be called again on an already defined tooltip in order to replace the associated Text.s. Specifying Text.s as an empty string will remove the tooltip.

Returns true if successful.

ButtonEx Index

6.7.9 GetButtonExText

GetButtonExText()

Syntax

Text$ = **GetButtonExText**(ID.i)

Description

Returns the text contained in a ButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button that you want to retrieve the text for.

ButtonEx Index

6.7.10 SetButtonExText

SetButtonExText()

Syntax

Success = **SetButtonExText**(ID.i, Text$)

Description

Sets the text of a ButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button you want to set the text for.

Returns true if successful, zero for failure.

ButtonEx Index

6.7.11 ChangeButtonEx

ChangeButtonEx()

Syntax

Success = **ChangeButtonEx**(ID.i, *NormalImageID, *HotImageID, *PressedImageID, *SelectedImageID, *HotSelectedImageID, *PressedSelectedImageID, *DisabledImageID)

Description

Changes the associated image/s of a ButtonEx, ToggleButtonEx or ImageButtonEx, also using this command with a RadioButtonEx or CheckButtonEx will override the skin's default for that state image/icon.

ID.i specifies the handle/ID of the button you want to change the image/s for. *NormalImageID, *HotImageID, *PressedImageID, *SelectedImageID, *HotSelectedImageID, *PressedSelectedImageID and *DisabledImageID are pointers to the new image data for the various states and can be null in order to keep the previously defined image data for a particular state.

Returns true if successful.

ButtonEx Index

6.7.12 DisableButtonEx

DisableButtonEx()

Syntax

Success = **DisableButtonEx**(ID.i, Disable.b)

Description

Disables/enables a ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button you want to disable or enable. Specifying Disable.b as True will disable the ImageButtonEx, or False will enable.

Returns true if successful.

ButtonEx Index

6.7.13 GetButtonExState

GetButtonExState()

Syntax

State = **GetButtonExState**(ID.i)

Description

Returns the selection state of a previously created ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button you want to retrieve the state for.

If the button is a ToggleButtonEx or RadioButtonEx and is currently toggled/selected then the state is returned as true or false otherwise.

If the button is a CheckButtonEx and is currently "ticked" then the state is returned as true or false otherwise. If the CheckButtonEx is in the "inbetween" state then the state is returned as `#BUTTONEX_INBETWEEN`.

ButtonEx Index

6.7.14 SetButtonExState

SetButtonExState()

Syntax

Success = **SetButtonExState**(ID.i, State.b)

Description

Sets the current selection state of a previously created ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ID.i specifies the handle/ID of the button you want to set the state for.

If the button is a ToggleButtonEx or RadioButtonEx and State is true then the button will be toggled/selected or if false, un-toggled/de-selected.

If the button is a CheckButtonEx and State is true then the button will be ticked/checked or if State is false then the button will be unchecked. If `#BUTTONEX_INBETWEEN` is specified as State then the CheckButtonEx will be in the "inbetween" state. The "inbetween" state is useful for representing multiple items that are not all of the same state (i.e. on or off), for example the installable features of an application where some features are not "ticked" by default. Clicking on the check button would then bring them from the "inbetween" state to be either all on or all off.

Returns true if successful, zero for failure.

ButtonEx Index

6.7.15 ButtonExID

ButtonExID()

Syntax

WindowsID = **ButtonExID**(ID.l)

Description

Returns the Windows ID (HWND) of a previously created ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx.

ButtonEx Index

6.7.16 FreeButtonEx

FreeButtonEx()

Syntax

Success = **FreeButtonEx**(ID.i)

Description

Frees a ButtonEx, ImageButtonEx, ToggleButtonEx, RadioButtonEx or CheckButtonEx from memory.

ID.i is the ID/Windows Handle of the button you wish to free or -1 in order to free all buttons.

Returns true for success or zero for failure.

ButtonEx Index

6.7.17 Skin States & Properties

ButtonEx Skin States & Properties

Component Names

ButtonEx, ToggleButtonEx, RadioButtonEx, CheckButtonEx

State Names

Name	Description
Normal	Normal button state.
Hot	Hover state when the mouse pointer is over the button.
Pressed	When the button is pressed.
Disabled	The button is disabled.
ToggleButtonEx, CheckButtonEx and RadioButtonEx Only States	
selected	Normal selected toggle/check/radio button state.
selected hot	Selected hover state when the mouse pointer is over the toggle/check/radio button.
selected pressed	When the toggle/check/radio button is in the selected state and pressed.
CheckButtonEx only States	
inbetween	Normal "inbetween" state of a check button.
inbetween hot	Hover state when the mouse pointer is over the "inbetween" state check button.
inbetween pressed	When the check button is in the "inbetween" state and pressed.

Properties

Name	Description	Valid Value/s separated by semi-colon (';')
background image	Displays a background image.	Can be an image or icon file path/name.
background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
border image	Sets the border image.	Can be an image or icon file path/name. The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>%

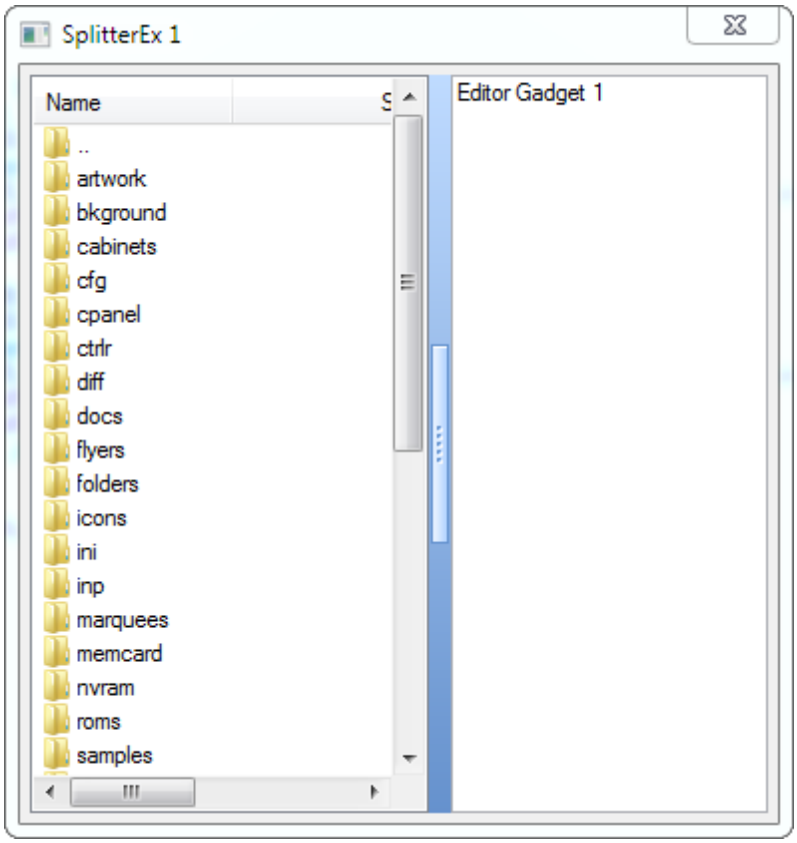
		bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
image	Sets the image to use as the button's icon.	Can be an image or icon file path/name. noclip: true / false
image position	Sets the position of the button's image/icon.	x: centre / <pixels> / <value>% y: centre / <pixels> / <value>% top: centre / <pixels> / <value>% bottom: centre / <pixels> / <value>% left: centre / <pixels> / <value>% right: centre / <pixels> / <value>%
image padding	Sets the padding size around the button's image.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
text	Sets the button text font and colour.	font: <name>, <point-size> font: <name>, <point-size>, italic / underline / bold / strikethrough, .. , ... colour: <colour>
text position	Sets the position of the button text.	x: centre / <pixels> / <value>% y: centre / <pixels> / <value>% top: centre / <pixels> / <value>% bottom: centre / <pixels> / <value>% left: centre / <pixels> / <value>% right: centre / <pixels> / <value>%
text padding	Sets the padding size around the button's text.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
cursor	Sets the mouse pointer/ cursor for the button state.	appstarting arrow cross hand help ibeam

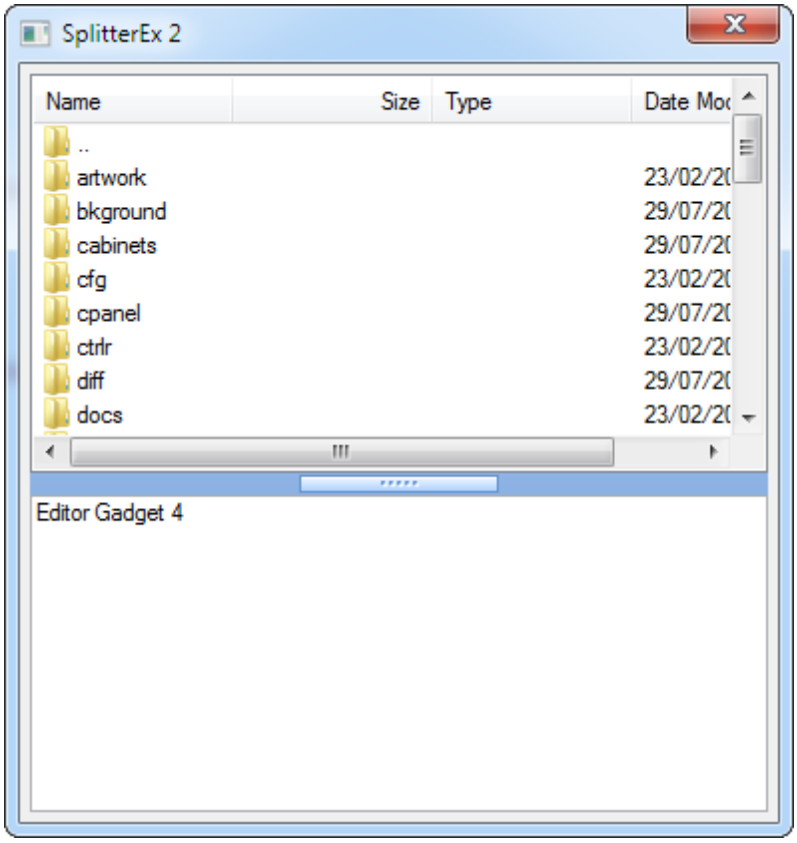
no
size
sizeall
sizenesw
sizens
sizenwse
sizewe
uparrow
wait
<HCURSOR>

ButtonEx Index

6.8 SplitterEx

ProGUI - SplitterEx





Overview

SplitterEx is a highly customizable skinned splitter control used for splitting up areas of your interface (which can be resized by dragging the splitter bar). The SplitterEx has 2 default system skins and an Office 2007 default skin. The SplitterEx also supports an "anchoring" feature which allows the user to 'single click' on the splitter bar, making it collapse to the anchored position ('clicking' again would expand the splitter bar to it's last position).

Command Index

SplitterEx
SetSplitterExSkin
GetSplitterExSkin
SetSplitterExAttribute
GetSplitterExAttribute
SplitterExID
FreeSplitterEx

Skin States & Properties

Reference Manual - Index

6.8.1 SplitterEx

SplitterEx()

Syntax

WindowsID = **SplitterEx**(WindowID.i, SplitterID.l, x.l, y.l, Width.l, Height.l, WindowID1.i, WindowID2.i, Skin.i, Flags.i)

Description

Creates a skinned SplitterEx in the specified WindowID.i.

SplitterID.l specifies the internal ID of the SplitterEx and if `#ProGUI_Any` is used then the returned value will be the new SplitterEx ID. x.l, y.l, Width.l and Height.l are the position and dimensions of the SplitterEx.

WindowID1.i and WindowID2.i are the WindowsID (HWND) of the first and second controls to be split inside the SplitterEx.

Skin.i specifies what skin the SplitterEx will use and can be either a handle to a skin or one of the following default skins/styles:

`#SPLITTEREX_DEFAULTSKIN`	Default system skin with no gripper box.
`#SPLITTEREX_DEFAULTSKIN2`	Default system skin with separate gripper box.
`#UISTYLE_OFFICE2007`	Office 2007 style skin.

Please see the SplitterEx Skin States & Properties for creating/editing skins.

Flags.i can be `#SPLITTEREX_VERTICAL` in order to split vertically instead of horizontally.

The SplitterEx can also have the "anchoring" feature enabled. This allows the user to 'single click' on the splitter bar, making it collapse to the anchored position ('clicking' again would expand the splitter bar to it's last position). To enable this feature you need to specify one of the following constants in Flags.i :

`#SPLITTEREX_ANCHOREDTOP`	The splitter bar is anchored to the top of the vertical SplitterEx.
`#SPLITTEREX_ANCHOREDLEFT`	The splitter bar is anchored to the left of the horizontal SplitterEx.
`#SPLITTEREX_ANCHOREDBOTTOM`	The splitter bar is anchored to the bottom of the vertical SplitterEx.
`#SPLITTEREX_ANCHOREDRIGHT`	The splitter bar is anchored to the right of the horizontal SplitterEx.

To position the splitter bar in it's "anchored" state when the SplitterEx is first displayed then also specify `#SPLITTEREX_ANCHOR` in Flags.i as well.
The "un-anchored" expanded position can also be set using SetSplitterExAttribute with `#SPLITTEREX_ANCHORSIZETO`.

Returns the WindowsID (HWND) of the SplitterEx (or if `#ProGUI_Any` is used the SplitterEx ID) or zero for failure.

SplitterEx Index

6.8.2 SetSplitterExSkin

SetSplitterExSkin()

Syntax

Success = **SetSplitterExSkin**(ID.i, Skin.i, ComponentName$, noRefresh.b)

Description

Sets a SplitterEx's skin.

ID.i specifies the handle/ID of the splitter you want to set the skin for. Skin.i is the handle of the skin.

ComponentName$ is optional and can be an empty string. Specifying ComponentName$ will make the control use the states and properties for that skin component name (if it exists in the skin) instead of the default "SplitterEx".

If noRefresh.b is set to true then the SplitterEx won't be refreshed/updated after this command is called.

Please see Skin States & Properties for creating/editing SplitterEx skins.

Returns true if successful, zero for failure.

SplitterEx Index

6.8.3 GetSplitterExSkin

GetSplitterExSkin()

Syntax

Skin.i = **GetSplitterExSkin**(ID.i)

Description

Returns a handle to a SplitterEx's current skin or zero for failure.

ID.i specifies the handle/ID of the SplitterEx that you want to retrieve the skin for.

SplitterEx Index

6.8.4 SetSplitterExAttribute

SetSplitterExAttribute()

Syntax

Success = **SetSplitterExAttribute**(ID.i, Attribute.i, Value.i)

Description

Sets a SplitterEx's attribute.

ID.i specifies the handle/ID of the splitter you want to set the attribute for.

Please see the following table for descriptions of the available attributes and values:

Constant	Description	Value
#SPLITTEREX_FIRST	Sets the first control of the SplitterEx.	WindowsID (HWND) of the new control.
#SPLITTEREX_SECOND	Sets the second control of the SplitterEx.	WindowsID (HWND) of the new control.
#SPLITTEREX_FIRSTMINIMUMSIZE	Sets the minimum size that the first control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_FIRSTMAXIMUMSIZE	Sets the maximum size that the first control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_SECONDMINIMUMSIZE	Sets the minimum size that the second control of the SplitterEx is allowed to be resized to.	value in pixels.
#SPLITTEREX_SECONDMAXIMUMSIZE	Sets the maximum size that the second control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_HIDEFIRST	Hides or shows the first control in the SplitterEx.	True / False.
#SPLITTEREX_HIDESECOND	Hides or shows the second control in the SplitterEx.	True / False.
#SPLITTEREX_POSITION	Sets the position of the SplitterEx splitter bar.	Value in pixels.
#SPLITTEREX_VERTICAL	Sets whether the SplitterEx is vertical or horizontal.	True / False.
#SPLITTEREX_ANCHORPOSITION	Sets at what side the splitter bar is anchored or if disabled.	#SPLITTEREX_ANCHOREDTOP #SPLITTEREX_ANCHOREDLEFT #SPLITTEREX_ANCHOREDBOTTOM #SPLITTEREX_ANCHOREDRIGHT zero disables the "anchoring" feature.
#SPLITTEREX_ANCHORSIZETO	Sets the position in pixels of where the splitter bar will be expanded to from the "anchored" state.	Value in pixels.

Returns true if successful, zero for failure.

SplitterEx Index

6.8.5 GetSplitterExAttribute

GetSplitterExAttribute()

Syntax

Value.i = **GetSplitterExAttribute**(ID.i, Attribute.i)

Description

Returns a SplitterEx's attribute value or -1 for failure.

ID.i specifies the handle/ID of the splitter you want to get the attribute value for.

Please see the following table for descriptions of the available attributes and return values:

Constant	Description	Return Value
#SPLITTEREX_FIRST	Gets the first control of the SplitterEx.	WindowsID (HWND) of the control.
#SPLITTEREX_SECOND	Gets the second control of the SplitterEx.	WindowsID (HWND) of the control.
#SPLITTEREX_FIRSTMINIMUMSIZE	Gets the minimum size that the first control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_FIRSTMAXIMUMSIZE	Gets the maximum size that the first control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_SECONDMINIMUMSIZE	Gets the minimum size that the second control of the SplitterEx is allowed to be resized to.	value in pixels.
#SPLITTEREX_SECONDMAXIMUMSIZE	Gets the maximum size that the second control of the SplitterEx is allowed to be resized to.	Value in pixels.
#SPLITTEREX_HIDEFIRST	Returns whether the first control in the SplitterEx is hidden or not.	True / False.
#SPLITTEREX_HIDESECOND	Returns whether the second control in the SplitterEx is hidden or not.	True / False.
#SPLITTEREX_POSITION	Gets the position of the SplitterEx splitter bar.	Value in pixels.
#SPLITTEREX_VERTICAL	Returns whether the SplitterEx is vertical or horizontal.	True / False.
#SPLITTEREX_ANCHORPOSITION	Returns at what side the splitter bar is anchored or if disabled.	#SPLITTEREX_ANCHOREDTOP #SPLITTEREX_ANCHOREDLEFT #SPLITTEREX_ANCHOREDBOTTOM #SPLITTEREX_ANCHOREDRIGHT zero, the "anchoring" feature is disabled.
#SPLITTEREX_ANCHORSIZETO	Returns the position in pixels of where the splitter bar will be expanded to from the "anchored" state.	Value in pixels.

6.8.6 SplitterExID

SplitterExID()

Syntax

WindowsID.l = **SplitterExID**(ID.l)

Description

Returns the Windows ID (HWND) of a previously created SplitterEx.

SplitterEx Index

6.8.7 FreeSplitterEx

FreeSplitterEx()

Syntax

Success = **FreeSplitterEx**(ID.i)

Description

Frees a previously created SplitterEx from memory.

ID.i is the ID/Windows Handle of the SplitterEx you wish to free or -1 in order to free all SplitterExs.

Returns true for success or zero for failure.

SplitterEx Index

6.8.8 Skin States & Properties

SplitterEx Skin States & Properties

Component Name

SplitterEx

State Names

Name	Description
Normal	Horizontal SplitterEx normal state.
Hot	Horizontal SplitterEx hover state when the mouse pointer is over the gripper.
Pressed	Horizontal SplitterEx, when the gripper is pressed.
Normal Vertical	Vertical SplitterEx normal state.
Hot Vertical	Vertical SplitterEx hover state when the mouse pointer is over the gripper.

Pressed Vertical Vertical SplitterEx, when the gripper is pressed.

Properties

Name	Description	Valid Value/s separated by semi-colon (';')
gripper size	Sets the size of the SplitterEx gripper. If Width or Height are zero then the gripper size fills that dimension.	width: <pixels> height: <pixels>
first padding	Sets the padding around the first control of the SplitterEx.	top: <pixels> left: <pixels> bottom: <pixels> right: <pixels>
second padding	Sets the padding around the second control of the SplitterEx.	top: <pixels> left: <pixels> bottom: <pixels> right: <pixels>
background image	Displays a background image.	Can be an image or icon file path/name.
background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
border image	Sets the border image.	Can be an image or icon file path/name. The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>

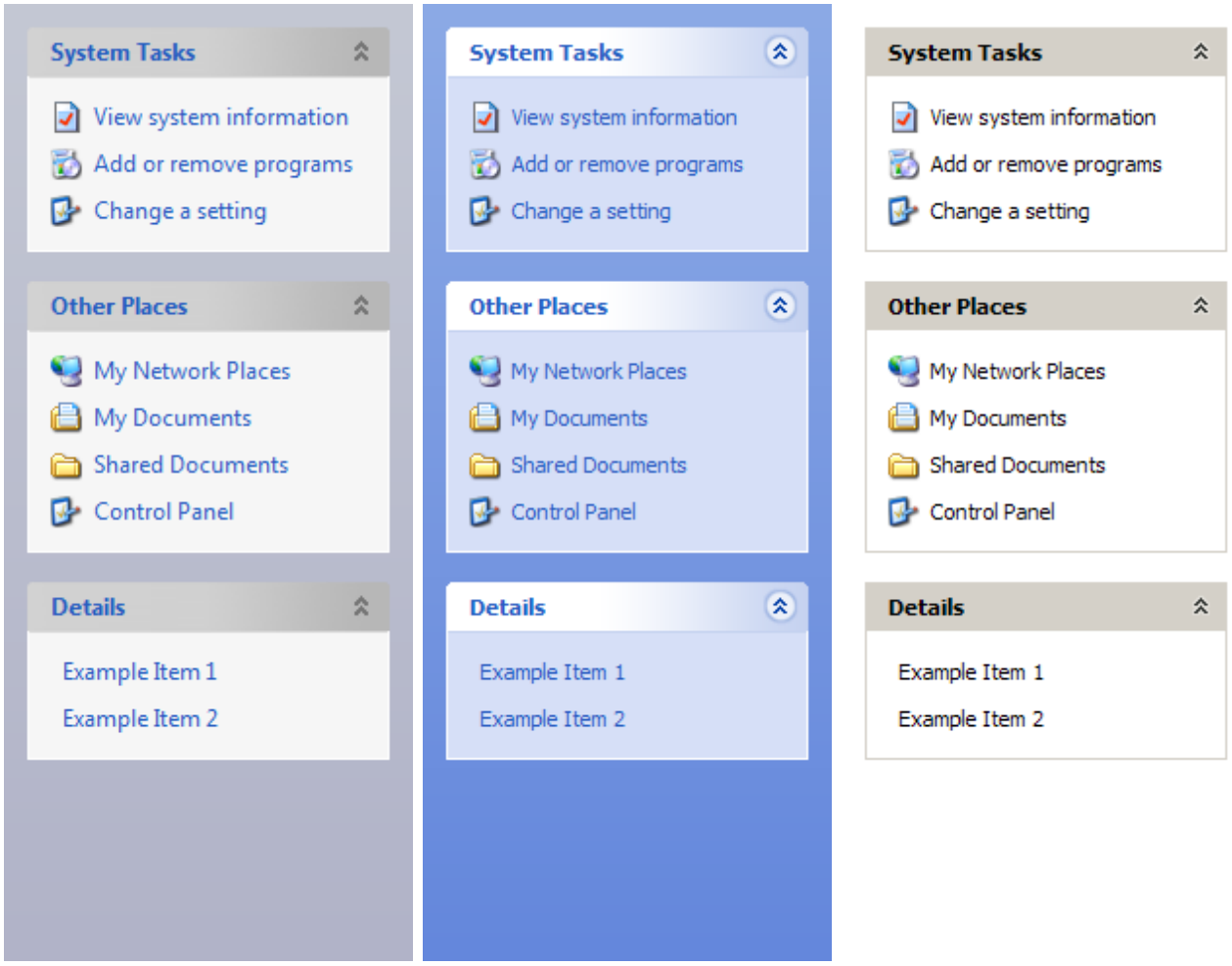
border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
gripper background image	Displays a background image	Can be an image or icon file path/name.
gripper background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
gripper background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>,

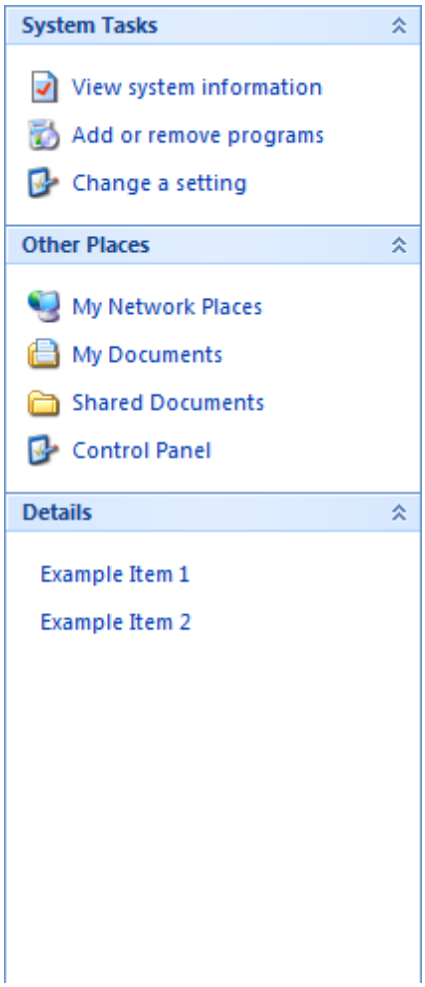
		<colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
gripper border image	Sets the border image.	Can be an image or icon file path/name. The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
gripper border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
gripper overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
gripper overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
gripper overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>

SplitterEx Index

6.9 ExplorerBar

ProGUI - ExplorerBar





Overview

The ExplorerBar is a highly customizable skinned navigation/menu control used for displaying a list of categorized options/items by group which can be collapsed or un-collapsed (supporting smooth sliding animation with alpha fade transparency). The ExplorerBar has a default system skin and an Office 2007 default skin.

Command Index

CreateExplorerBar
AddExplorerBarGroup
AddExplorerBarImageGroup
ExplorerBarItem
ExplorerBarImageItem
SetExplorerBarGroupState
GetExplorerBarGroupState
SetExplorerBarSkin
GetExplorerBarSkin
ExplorerBarID
FreeExplorerBar

Skin States & Properties

Reference Manual - Index

6.9.1 CreateExplorerBar

CreateExplorerBar()

Syntax

WindowsID = **CreateExplorerBar**(WindowID.i, ExplorerBarID.l, x.l, y.l, Width.l, Height.l, Skin.i)

Description

Creates an empty skinned ExplorerBar in the specified WindowID.i.

ExplorerBarID.l specifies the internal ID of the ExplorerBar and if `#ProGUI_Any` is used then the returned value will be the new ExplorerBar ID. x.l, y.l, Width.l and Height.l are the position and dimensions of the ExplorerBar.

Skin.i specifies what skin the ExplorerBar will use and can be either a handle to a skin or if zero will render the ExplorerBar using the default system skin or can be `#UISTYLE_OFFICE2007` to use the default Office 2007 skin. Please see Skin States & Properties for creating/editing ExplorerBar skins.

Returns the WindowsID (HWND) of the ExplorerBar (or if `#ProGUI_Any` is used the ExplorerBar ID) or zero for failure.

See AddExplorerBarGroup, AddExplorerBarImageGroup.

ExplorerBar Index

6.9.2 AddExplorerBarGroup

AddExplorerBarGroup()

Syntax

WindowsID = **AddExplorerBarGroup**(Title$, isCollapsed.b)

Description

Adds an empty Group to the current previously created ExplorerBar.

Title$ is the text that will be displayed as the ExplorerBar Group's title/header. Specifying isCollapsed.b as true will initially create and display the Group in it's collapsed state instead of the default un-collapsed.

Returns the WindowsID (HWND) of the ExplorerBar Group header or zero for failure.

See ExplorerBarItem, ExplorerBarImageItem.

ExplorerBar Index

6.9.3 AddExplorerBarImageGroup

AddExplorerBarImageGroup()

Syntax

WindowsID = **AddExplorerBarImageGroup**(Title$, *NormalImageID, *HotImageID, *PressedImageID, *SelectedImageID, *HotSelectedImageID, PressedSelectedImageID, *DisabledImageID, isCollapsed.b)

Description

Adds an empty Group with header icon/image to the current previously created ExplorerBar.

Title$ is the text that will be displayed as the ExplorerBar Group's title/header.

*NormalImageID, *HotImageID, *PressedImageID and *DisabledImageID are pointers to the image data for the various Group un-collapsed states.

*SelectedImageID, *HotSelectedImageID and *PressedSelectedImageID are pointers to the image data for the various Group collapsed states.

Specifying isCollapsed.b as true will initially create and display the Group in it's collapsed state instead of the default un-collapsed.

Returns the WindowsID (HWND) of the ExplorerBar Group header or zero for failure.

See ExplorerBarItem, ExplorerBarImageItem.

ExplorerBar Index

6.9.4 ExplorerBarItem

ExplorerBarItem()

Syntax

WindowsID = **ExplorerBarItem**(ItemID.l, Text$)

Description

Adds a new item to the current previously created ExplorerBar group.

ItemID.l specifies the internal ID of the group item and if `#ProGUI_Any` is used then the returned value will be the new item ID. Text$ is the text that will be displayed as the group item's title/label.

When the item is clicked, a `#WM_COMMAND` message will be posted to the ExplorerBar's parent window message queue containing the ItemID, which can be detected as a PureBasic `#PB_Event_Menu` event.

Returns the WindowsID (HWND) of the ExplorerBar group item (or if `#ProGUI_Any` is used the item ID) or zero for failure.

ExplorerBar Index

6.9.5 ExplorerBarImageItem

ExplorerBarImageItem()

Syntax

WindowsID = **ExplorerBarImageItem**(ItemID.l, Text$, *NormalImageID, *HotImageID, *PressedImageID, *DisabledImageID)

Description

Adds a new item with icon/image to the current previously created ExplorerBar group.

ItemID.l specifies the internal ID of the group item and if `#ProGUI_Any` is used then the returned value will be the new item ID. Text$ is the text that will be displayed as the group item's title/label.

*NormalImageID, *HotImageID, *PressedImageID and *DisabledImageID are pointers to the image data for the various states.

When the item is clicked, a `#WM_COMMAND` message will be posted to the ExplorerBar's parent window message queue containing the ItemID, which can be detected as a PureBasic `#PB_Event_Menu` event.

Returns the WindowsID (HWND) of the ExplorerBar group item (or if `#ProGUI_Any` is used the item ID) or zero for failure.

ExplorerBar Index

6.9.6 SetExplorerBarGroupState

SetExplorerBarGroupState()

Syntax

Success = **SetExplorerBarGroupState**(ID.i, Index.i, Collapse.b)

Description

Sets the ExplorerBar Group's collapsed state making it animate into either the collapsed or un-collapsed state.

ID.i is the ID/Windows Handle of the ExplorerBar. Index.i is the zero based index of the desired Group. Collapse.b can be either true to collapse or false to un-collapse.

Returns true for success or zero for failure.

See GetExplorerBarGroupState, AddExplorerBarGroup, AddExplorerBarImageGroup.

ExplorerBar Index

6.9.7 GetExplorerBarGroupState

GetExplorerBarGroupState()

Syntax

State = **GetExplorerBarGroupState**(ID.i, Index.i)

Description

Returns the collapsed state of the specified ExplorerBar Group.

ID.i is the ID/Windows Handle of the ExplorerBar. Index.i is the zero based index of the desired Group.

Returns true if the specified ExplorerBar Group is collapsed, false otherwise.

See SetExplorerBarGroupState, AddExplorerBarGroup, AddExplorerBarImageGroup.

ExplorerBar Index

6.9.8 SetExplorerBarSkin

SetExplorerBarSkin()

Syntax

Success = **SetExplorerBarSkin**(ID.i, Skin.i, ComponentName$, noRefresh.b)

Description

Sets an ExplorerBar's skin.

ID.i specifies the handle/ID of the ExplorerBar you want to set the skin for. Skin.i is the handle of the skin.

ComponentName$ is optional and can be an empty string. Specifying ComponentName$ will make the control use the states and properties for that skin component name (if it exists in the skin) instead of the default "ExplorerBar".

If noRefresh.b is set to true then the ExplorerBar won't be refreshed/updated after this command is called.

Please see Skin States & Properties for creating/editing ExplorerBar skins.

Returns true if successful, zero for failure.

ExplorerBar Index

6.9.9 GetExplorerBarSkin

GetExplorerBarSkin()

Syntax

Skin.i = **GetExplorerBarSkin**(ID.i)

Description

Returns a handle to an ExplorerBar's current skin or zero for failure.

ID.i specifies the handle/ID of the ExplorerBar that you want to retrieve the skin for.

ExplorerBar Index

6.9.10 ExplorerBarID

ExplorerBarID()

Syntax

WindowsID.l = **ExplorerBarID**(ID.l)

Description

Returns the Windows ID (HWND) of a previously created ExplorerBar.

ExplorerBar Index

6.9.11 FreeExplorerBar

FreeExplorerBar()

Syntax

Success = **FreeExplorerBar**(ID.i)

Description

Frees an ExplorerBar from memory.

ID.i is the ID/Windows Handle of the ExplorerBar you wish to free or -1 in order to free all ExplorerBars.

Returns true for success or zero for failure.

ExplorerBar Index

6.9.12 Skin States & Properties

ExplorerBar Skin States & Properties

Component Name

ExplorerBar

State Name

Name	Description

Normal	General properties for the whole ExplorerBar.

Properties

Name	Description	Valid Value/s separated by semi-colon (';')
margin	Margin padding space inside the ExplorerBar.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
group padding	Padding space around each group.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
group margin	Margin padding space inside each group.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
item padding	Padding space around each group item.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
header height	Height of each group header.	<pixels>
item height	Height of each group item.	<pixels>
background image	Displays a background image.	Can be an image or icon file path/name.
background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
border image	Sets the border image.	Can be an image or icon file path/name.

		The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
group background image	Displays a background image.	Can be an image or icon file path/name.
group background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>%

		stretch: true / false tile: true / false masked: true / false
group background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
group border image	Sets the border image.	Can be an image or icon file path/name. The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
group border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
group overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
group overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
group overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour>

	gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>

Component Names

ExplorerBar Group Header, ExplorerBar Group Item

State Names

Name	Description
Normal	Normal header/item state.
Hot	Hover state when the mouse pointer is over the header/item.
Pressed	When the header/item is pressed.
Disabled	The header/item is disabled.
ExplorerBar Group Header Only States	
selected	Normal collapsed state.
selected hot	Collapsed hover state when the mouse pointer is over the header.
selected pressed	When the header is in the collapsed state and pressed.

Properties

Name	Description	Valid Value/s separated by semi-colon (';')
background image	Displays a background image.	Can be an image or icon file path/name.
background position	Sets the position of the background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
background	Sets the background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>,

		<pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
border image	Sets the border image.	Can be an image or icon file path/name. The following optional parameters manually specify the border rectangle used to create the border: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
border mask	Sets the border mask.	Can be an image/icon file path/name or null to automatically generate mask from border image or -1 to not use a mask or -2 to automatically generate mask from border image but not render the border. The following optional parameters manually specify the border rectangle used to create the border mask: top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
overlay image	Sets the second background overlay image.	Can be an image or icon file path/name.
overlay position	Sets the position of the second overlay background image.	x: centre / repeat / <pixels> / <value>% y: centre / repeat / <pixels> / <value>% top: centre / repeat / <pixels> / <value>% bottom: centre / repeat / <pixels> / <value>% left: centre / repeat / <pixels> / <value>% right: centre / repeat / <pixels> / <value>% stretch: true / false tile: true / false masked: true / false
overlay	Sets the second overlay background colour, gradient or theme.	Can be a colour, gradient or background theme constant (Please see AddPanelExPage for a description of the possible values). gradient: <start_colour>, <end_colour> gradient: <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour> gradient: vertical / rectangle / ellipse, <start_colour>, <end_colour>, <pos.f>, <colour>, <pos.f>, <colour>, ... <colour> <theme constant>
image	Sets the image to use as the header/item icon.	Can be an image or icon file path/name. noclip: true / false

image position	Sets the position of the image/icon.	x: centre / <pixels> / <value>% y: centre / <pixels> / <value>% top: centre / <pixels> / <value>% bottom: centre / <pixels> / <value>% left: centre / <pixels> / <value>% right: centre / <pixels> / <value>%
image padding	Sets the padding size around the header/item image.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
text	Sets the text font and colour.	font: <name>, <point-size> font: <name>, <point-size>, italic / underline / bold / strikethrough, .. , ... colour: <colour>
text position	Sets the position of the text.	x: centre / <pixels> / <value>% y: centre / <pixels> / <value>% top: centre / <pixels> / <value>% bottom: centre / <pixels> / <value>% left: centre / <pixels> / <value>% right: centre / <pixels> / <value>%
text padding	Sets the padding size around the text.	top: <pixels> bottom: <pixels> left: <pixels> right: <pixels>
cursor	Sets the mouse pointer/ cursor for the state.	appstarting arrow cross hand help ibeam no size sizeall sizenesw sizens sizenwse sizewe uparrow wait <HCURSOR>

ExplorerBar Index

6.10 Colours & Images

ProGUI - Colours & Images

Overview

Various commands for setting/retrieving rendering style colours/gradients and image manipulation and effects.

Command Index

Reference Manual - Index

6.10.1 SetUIColourMode

SetUIColourMode()

Syntax

Success = **SetUIColourMode**(Mode.l)

Description

Changes the current colour scheme rendering mode for styled components such as MenuEx, ToolbarEx and Rebars. This command also automatically updates all skinned controls to the equivalent colour theme name if supported (see UpdateSkins).
Mode can be any of the following constants: -

`#UICOLOURMODE_DEFAULT`	Automatically selects "best match" colour scheme based on user's Windows theme colour.
`#UICOLOURMODE_DEFAULT_BLUE`	Renders the User Interface using the default "blue" colour scheme.
`#UICOLOURMODE_DEFAULT_OLIVE`	Renders the User Interface using the default "olive" colour scheme.

#UICOLOURMODE_DEFAULT_SILVER	Renders the User Interface using the default "silver" colour scheme.
#UICOLOURMODE_DEFAULT_GREY	Renders the User Interface using the default classic "grey" colour scheme.
#UICOLOURMODE_CUSTOM	Automatically selects "best match" custom colour scheme based on user's Windows theme colour.
#UICOLOURMODE_CUSTOM_BLUE	Renders the User Interface using the custom "blue" colour scheme.
#UICOLOURMODE_CUSTOM_OLIVE	Renders the User Interface using the custom "olive" colour scheme.
#UICOLOURMODE_CUSTOM_SILVER	Renders the User Interface using the custom "silver" colour scheme.
#UICOLOURMODE_CUSTOM_GREY	Renders the User Interface using the custom classic "grey" colour scheme.

Returns true if successful.

Colours & Images Index

6.10.2 GetUIColourMode

GetUIColourMode()

Syntax

UIColourMode = **GetUIColourMode**()

Description

Returns the current colour scheme rendering mode for styled components such as MenuEx, ToolbarEx and Rebars. The returned value can be any of the following constants: -

#UICOLOURMODE_DEFAULT	Automatically selects "best match" colour scheme based on user's Windows theme colour.
#UICOLOURMODE_DEFAULT_BLUE	Renders the User Interface using the default blue colour scheme.
#UICOLOURMODE_DEFAULT_OLIVE	Renders the User Interface using the default olive colour scheme.
#UICOLOURMODE_DEFAULT_SILVER	Renders the User Interface using the default silver colour scheme.
#UICOLOURMODE_DEFAULT_GREY	Renders the User Interface using the default classic grey colour scheme.
#UICOLOURMODE_CUSTOM	Automatically selects "best match" custom colour scheme based on user's Windows theme colour.
#UICOLOURMODE_CUSTOM_BLUE	Renders the User Interface using the custom blue colour scheme.
#UICOLOURMODE_CUSTOM_OLIVE	Renders the User Interface using the custom olive colour scheme.
#UICOLOURMODE_CUSTOM_SILVER	Renders the User Interface using the custom silver colour scheme.
#UICOLOURMODE_CUSTOM_GREY	Renders the User Interface using the custom classic grey colour scheme.

Colours & Images Index

6.10.3 GetCurrentColourScheme

GetCurrentColourScheme()

Syntax

UIColourScheme = **GetCurrentColourScheme**()

Description

Returns the currently active colour scheme for styled components such as MenuEx, ToolbarEx and Rebars. The returned value can be any of the following constants: -

#UICOLOURMODE_DEFAULT_BLUE	The User Interface is currently using the default blue colour scheme.
#UICOLOURMODE_DEFAULT_OLIVE	The User Interface is currently using the default olive colour scheme.
#UICOLOURMODE_DEFAULT_SILVER	The User Interface is currently using the default silver colour scheme.
#UICOLOURMODE_DEFAULT_GREY	The User Interface is currently using the default classic grey colour scheme.
#UICOLOURMODE_CUSTOM_BLUE	The User Interface is currently using the custom blue colour scheme.
#UICOLOURMODE_CUSTOM_OLIVE	The User Interface is currently using the custom olive colour scheme.
#UICOLOURMODE_CUSTOM_SILVER	The User Interface is currently using the custom silver colour scheme.
#UICOLOURMODE_CUSTOM_GREY	The User Interface is currently using the custom classic grey colour scheme.

Colours & Images Index

6.10.4 GetUIColour

GetUIColour()

Syntax

Colour.l = **GetUIColour**(Style.l, Component.l, ColourScheme.l)

Description

Returns an RGB colour from the specified style, component and colour scheme.

The following table shows the available styles and components contained within that style:-

#UISTYLE_WHIDBEY

#menuTitleTextColor

#menuTitleHotTextColor

#menuTitleHeldTextColor

```
#menuTitleInactiveTextColor
#menuTextColor
#disabledColor
#menuHotColor
#menuHotBorder
#menuBarColor
#menuHeldBorder
#separatorBar
#background
#menuCheckboxBackground
#menuCheckboxSelectedBackground
#menuCheckboxDisabledBackground
#menuCheckboxDisabledBorder
#menuCheckboxBorder
#menuCheckboxSelectedBorder
#menuDropShadow
#menuHeldColor
#selectedColor
#selectedBorder
#selectedTextColor
```

#UISTYLE_OFFICE2003 / #UISTYLE_OFFICE2007

```
#menuTitleTextColor
#menuTitleHotTextColor
#menuTitleHeldTextColor
#menuTitleInactiveTextColor
#menuTextColor
#disabledColor
#menuHotGradientColor1
#menuHotGradientColor2
#menuHotBorder
```

```
                #menuHeldGradientColor1
                #menuHeldGradientColor2
                        #menuHeldBorder
                #menuCheckboxBackground
            #menuCheckboxSelectedBackground
            #menuCheckboxDisabledBorder
                    #menuCheckboxBorder
            #menuCheckboxSelectedBorder
                        #menuDropShadow
                    #barGradientColor1
                    #barGradientColor2
                    #barGradientColor3
                    #barGradientColor4
                         #separatorBar
                        #selectedColor
                       #selectedBorder
                    #selectedTextColor
                           #background
                    #rebarBackground1
                    #rebarBackground2
                  #toolstripBackground1
                  #toolstripBackground2
                  #toolstripBackground3
                  #toolstripBackground4
            #toolstripDropdownGradient1
            #toolstripDropdownGradient2
            #toolstripDropdownGradient3
            #toolstripDropdownGradient4
                      #toolstripShadow
                        #gripperSolid
```

```
                        #gripperShadow
                    #SelectGradientColor1
                    #SelectGradientColor2
                #StickySelectGradientColor1
                #StickySelectGradientColor2
                   #StickySelectBorderColor
                    #toolbarButtonTextColor
                 #toolbarButtonHotTextColor
              #toolbarButtonDisabledTextColor
                    #toolbarHotGradientColor1
                    #toolbarHotGradientColor2
                            #toolbarSeparator
                      #toolbarSeparatorShadow
```

ColourScheme.l can be any of the following constants: -

#UICOLOURMODE_DEFAULT	Automatically selects "best match" colour scheme based on user's Windows theme colour.
#UICOLOURMODE_DEFAULT_BLUE	Selects the User Interface using the default blue colour scheme.
#UICOLOURMODE_DEFAULT_OLIVE	Selects the User Interface using the default olive colour scheme.
#UICOLOURMODE_DEFAULT_SILVER	Selects the User Interface using the default silver colour scheme.
#UICOLOURMODE_DEFAULT_GREY	Selects the User Interface using the default classic grey colour scheme.
#UICOLOURMODE_CUSTOM	Automatically selects "best match" custom colour scheme based on user's Windows theme colour.
#UICOLOURMODE_CUSTOM_BLUE	Selects the User Interface using the custom blue colour scheme.
#UICOLOURMODE_CUSTOM_OLIVE	Selects the User Interface using the custom olive colour scheme.
#UICOLOURMODE_CUSTOM_SILVER	Selects the User Interface using the custom silver colour scheme.
#UICOLOURMODE_CUSTOM_GREY	Selects the User Interface using the custom classic grey colour scheme.

Returns true if successful.

Colours & Images Index

6.10.5 SetUIColour

SetUIColour()

Syntax

Success = **SetUIColour**(Style.l, Component.l, Colour.l, ColourScheme.l, noUpdate.b)

Description

Sets the RGB colour for the specified component in the specified style and custom colour scheme.
Colour.l can be made using the RGB command.

Note: If the component is `#menuDropShadow`, then Colour.l is made using MakeColour (This is so the alpha channel can be set).

Note: The constant #MaxUIComponents stores the number of configurable colour components and can be used when iterating through.

If noUpdate.b is set to True then no updating of ProGUI controls occurs when the colour is changed, useful for changing a large list of colours and then updating the UI when the last colour is set (by specifying noUpdate.b as False/null) .

Returns true if successful.

The following table shows the available styles and components contained within that style:-

```
#UISTYLE_WHIDBEY
                                #menuTitleTextColor
                              #menuTitleHotTextColor
                             #menuTitleHeldTextColor
                          #menuTitleInactiveTextColor
                                    #menuTextColor
                                    #disabledColor
                                     #menuHotColor
                                    #menuHotBorder
                                     #menuBarColor
                                   #menuHeldBorder
                                     #separatorBar
                                       #background
                                #menuCheckboxBackground
                           #menuCheckboxSelectedBackground
```

```
                #menuCheckboxDisabledBackground
                    #menuCheckboxDisabledBorder
                            #menuCheckboxBorder
                    #menuCheckboxSelectedBorder
                                #menuDropShadow
                                 #menuHeldColor
                                 #selectedColor
                                #selectedBorder
                               #selectedTextColor
```

#UISTYLE_OFFICE2003 / #UISTYLE_OFFICE2007

```
                               #menuTitleTextColor
                             #menuTitleHotTextColor
                            #menuTitleHeldTextColor
                         #menuTitleInactiveTextColor
                                    #menuTextColor
                                    #disabledColor
                             #menuHotGradientColor1
                             #menuHotGradientColor2
                                    #menuHotBorder
                            #menuHeldGradientColor1
                            #menuHeldGradientColor2
                                    #menuHeldBorder
                           #menuCheckboxBackground
                #menuCheckboxSelectedBackground
                    #menuCheckboxDisabledBorder
                            #menuCheckboxBorder
                    #menuCheckboxSelectedBorder
                                #menuDropShadow
                               #barGradientColor1
                               #barGradientColor2
```

```
                    #barGradientColor3
                    #barGradientColor4
                         #separatorBar
                        #selectedColor
                       #selectedBorder
                    #selectedTextColor
                           #background
                     #rebarBackground1
                     #rebarBackground2
                  #toolstripBackground1
                  #toolstripBackground2
                  #toolstripBackground3
                  #toolstripBackground4
             #toolstripDropdownGradient1
             #toolstripDropdownGradient2
             #toolstripDropdownGradient3
             #toolstripDropdownGradient4
                      #toolstripShadow
                        #gripperSolid
                       #gripperShadow
                  #SelectGradientColor1
                  #SelectGradientColor2
             #StickySelectGradientColor1
             #StickySelectGradientColor2
                #StickySelectBorderColor
                 #toolbarButtonTextColor
              #toolbarButtonHotTextColor
         #toolbarButtonDisabledTextColor
               #toolbarHotGradientColor1
               #toolbarHotGradientColor2
```

#toolbarSeparator

#toolbarSeparatorShadow

ColourScheme.l can be any of the following constants: -

#UICOLOURMODE_CUSTOM	Automatically selects "best match" custom colour scheme based on user's Windows theme colour.
#UICOLOURMODE_CUSTOM_BLUE	Selects the User Interface using the custom blue colour scheme.
#UICOLOURMODE_CUSTOM_OLIVE	Selects the User Interface using the custom olive colour scheme.
#UICOLOURMODE_CUSTOM_SILVER	Selects the User Interface using the custom silver colour scheme.
#UICOLOURMODE_CUSTOM_GREY	Selects the User Interface using the custom classic grey colour scheme.

Colours & Images Index

6.10.6 MakeColour

MakeColour()

Syntax

Colour.l = **MakeColour**(Alpha.l, Red.l, Green.l, Blue.l)

Description

Returns a Windows compatible ABGR colour with alpha channel, useful for some Windows API calls.

Colours & Images Index

6.10.7 MakeRGB

MakeRGB()

Syntax

Colour.l = **MakeRGB**(Red.l, Green.l, Blue.l)

Description

Returns an RGB colour.

Colours & Images Index

6.10.8 AlphaBlendColour

AlphaBlendColour()

Syntax

Colour.l = **AlphaBlendColour**(LeftColour.l , RightColour.l, Alpha.l)

Description

Returns a 32bit RGB colour value with alpha channel that is the combination of LeftColour + (RightColour mixed by Alpha), Alpha can be from 0 to 255, 255 being opaque.

Colours & Images Index

6.10.9 CreateGradient

CreateGradient()

Syntax

Gradient.i = **CreateGradient**(Style.l, Colour1.l, Colour2.l)

Description

Creates a linear gradient from Colour1.l to Colour2.l. Colour1.l and Colour2.l are made with the MakeColour command. Style.l can be be `#VerticalGRADIENT`, `#RectangleGRADIENT`, `#EllipseGRADIENT` or zero for a horizontal gradient.

More blend colours can also be inserted into the gradient using the SetGradientColour command.

Returns a handle to the newly created gradient.

Colours & Images Index

6.10.10 SetGradient

SetGradient()

Syntax

Success = **SetGradient**(Gradient.i, Style.l)

Description

Sets the style/type of a previously created gradient.
Gradient.i is a handle to a gradient. Style.l can be be `#VerticalGRADIENT`, `#RectangleGRADIENT`, `#EllipseGRADIENT` or 0 for a horizontal gradient.

Returns true for success.

Colours & Images Index

6.10.11 SetGradientColour

SetGradientColour()

Syntax

Success = **SetGradientColour**(Gradient.i, Position.f, Colour.l)

Description

Sets the colour of a previously created gradient at a certain position in that gradient.
Gradient.i is a handle to a gradient. Position.f specifies at what position in the gradient the colour will be set and must be a floating point number from 0 to 1, e.g. 0.5 would set the colour at halfway in the gradient.

Returns true for success.

Colours & Images Index

6.10.12 GetGradientColour

GetGradientColour()

Syntax

Colour.l = **GetGradientColour**(Gradient.i, Position.f)

Description

Returns the colour of a previously created gradient at a certain position in that gradient.
Gradient.i is a handle to a gradient. Position.f specifies at what position in the gradient the colour will be retrieved from and must be a floating point number from 0 to 1, e.g. 0.5 would get the colour at halfway in the gradient.

Colours & Images Index

6.10.13 RemoveGradientColour

RemoveGradientColour()

Syntax

Success = **RemoveGradientColour**(Gradient.i, Position.f)

Description

Removes the colour of a previously created gradient at a certain position in that gradient.
Gradient.i is a handle to a gradient. Position.f specifies at what position in the gradient the colour will be removed from and must be a floating point number from 0 to 1, e.g. 0.5 would remove the colour at halfway in the gradient if exists.

Returns true for success.

Colours & Images Index

6.10.14 FreeGradient

FreeGradient()

Syntax

Success = **FreeGradient**(Gradient.i)

Description

Frees the memory allocated for a previously created gradient.
Gradient.i is a handle to a gradient.

Returns true for success.

Colours & Images Index

6.10.15 LoadImg

LoadImg()

Syntax

*newImage = **LoadImg**(Path.s, Width.l, Height.l, Flags.i)

Description

Loads a PNG, JPG, BMP or Icon image.

Path.s specifies the path and file name of the image/icon that you would like to load (for loading multiple images from the same directory, ImgPath can be used). Width.l and Height.l are the desired dimensions of the image. If Path.s points to an icon that has multiple resolution versions contained inside itself then the closest match version will be selected based on Width.l and Height.l, alternatively if Path.s is an image then the image will be resized to the specified dimensions. Width.l and Height.l can also be NULL in order to use the image/icon dimension's actual size.

Flags.i can be `#Img_ReturnIcon` in order to automatically covert the returned *newImage to an icon (HICON) if in another image format.

Returns a pointer to the new image data (HBITMAP) or icon (HICON), zero for failure.

The returned *newImage can later be destroyed when not needed anymore by using the FreeImg command.

Colours & Images Index

6.10.16 ImgPath

ImgPath()

Syntax

ImgPath(Path.s)

Description

Sets the default root path that LoadImg will use to load images.

Colours & Images Index

6.10.17 ImgWidth

ImgWidth()

Syntax

Pixels = **ImgWidth**(*Image)

Description

Returns the width of an image (HBITMAP) or icon (HICON) in pixels.

Colours & Images Index

6.10.18 ImgHeight

ImgHeight()

Syntax

Pixels = **ImgHeight**(*Image)

Description

Returns the height of an image (HBITMAP) or icon (HICON) in pixels.

Colours & Images Index

6.10.19 ImgBlend

ImgBlend()

Syntax

*newImage = **ImgBlend**(*SourceImage, AlphaChannel.f, Contrast.f, Brightness.f, BlendColor.l, BlendAmount.f, Flags.i)

Description

ImgBlend is a powerful and versatile image effect command for creating a new image/icon based on altering a source icon or image's alpha channel, contrast, brightness and/or blend with another colour. A common use for this command is automatically generating images for hot and disabled states (based on one stored image) for use in other ProGUI commands.

*SourceImage is a pointer to the icon/image that you wish to manipulate. AlphaChannel.f specifies the new transparency level (also taking into account the existing alpha channel data) and can be in the range of 0 to 255 (0 = fully transparent, 255 = solid). Contrast.f specifies the new contrast level and can be in the range of -255 to 255, this

parameter can also be Null (having no effect on contrast). Brightness.f specifies the new brightness level and can be in the range of -255 to 255, this parameter can also be Null (having no effect on brightness). BlendColor.l specifies an RGB colour value that will be used with BlendAmount.f (0 to 255) in order to blend the new image to that colour, BlendColor.l and BlendAmount.f can both be Null in order to have no effect. Flags.i can contain the following constants: -

`#ImgBlend_Greyscale`	Converts the image to grey scale, taking effect before any of the other image effects are added (if any).
`#ImgBlend_ReturnIcon`	Returns an Icon (HICON) as *newImage instead of an image (HBITMAP).
`#ImgBlend_DestroyOriginal`	Destroys the original *SourceImage.

Returns a pointer to the new image/icon or zero for failure.

The returned *newImage can later be destroyed when not needed anymore by using the FreeImg command.

Colours & Images Index

6.10.20 ImgHueBlend

ImgHueBlend()

Syntax

*newImage = **ImgHueBlend**(*SourceImage, AlphaChannel.f, HueColor.l, Saturation.f, Lightness.f, BlendColor.l, BlendAmount.f, Flags.i)

Description

ImgHueBlend is a powerful and versatile image effect command for creating a new image/icon based on altering a source icon/image's alpha channel, colour hue and/or blend amount with another colour. A common use for this command is automatically generating images for hot and disabled states (based on one stored image) for use in other ProGUI commands.

*SourceImage is a pointer to the icon/image that you wish to manipulate. AlphaChannel.f specifies the new transparency level (also taking into account the existing alpha channel data) and can be in the range of 0 to 255 (0 = fully transparent, 255 = solid). HueColor.f specifies the new RGB colour hue (tint). Saturation.f adjusts the saturation of the image (range -1 to 1) and can be null. Lightness specifies the new luminance of the image (in the range of 0 to 1). BlendColor.l specifies an RGB colour value that will be used with BlendAmount.f (0 to 255) in order to blend the new image to that colour, Color.l and BlendAmount.f can both be Null in order to have no effect. Flags.i can contain the following constants: -

`#ImgBlend_ReturnIcon`	Returns an Icon (HICON) as *newImage instead of an image (HBITMAP).
`#ImgBlend_DestroyOriginal`	Destroys the original *SourceImage.

Returns a pointer to the new image/icon or zero for failure.

The returned *newImage can later be destroyed when not needed anymore by using the FreeImg command.

Colours & Images Index

6.10.21 FreeImg

FreeImg()

Syntax

Success = **FreeImg**(*Image)

Description

Removes an image or icon from memory.

*Image is the handle of the HBITMAP or HICON that you want to destroy.

Returns nonzero for success, zero for failure.

Colours & Images Index

6.11 Skins

ProGUI - Skins

Overview

Skins allow ProGUI controls/components (and user made controls) to be easily and quickly 'skinned' to a particular graphical style. Includes various commands for creating, loading, saving and manipulating skins.

The skin subsystem in ProGUI works on the principal that each skin can contain one or more components that have states with properties that describe the component in each state. Skins are very flexible in ProGUI and components, states and properties can be easily created, added or retrieved simply by specifying a name for that component, state or property (as a text string). Skins can also have separate colour themes, please see SetSkinProperty.

The property's value is a text string that describes what a certain part of a control's appearance looks like in that particular state. The language used for describing a property in ProGUI is a simplified version of CSS (Cascading Style Sheets): please refer to the documentation of each ProGUI component to see the states and properties that it supports and the individual CSS property markup. Skins are stored as an XML file ('.skn') and can be easily edited with a text editor (or can be saved as a single compressed '.sknz' package containing the XML file and all the skin's data resources).

Command Index

GetDefaultGlobalSkinColourTheme
SetGlobalSkinColourTheme
GetGlobalSkinColourTheme
CreateSkin
SetSkinPath
LoadSkin
SaveSkin
GetSkinName
SetSkinName
GetSkinHandle
SetSkinProperty
GetSkinProperty
GetSkinPropertyParam
SetSkinPropertyParam
GetSkinPropertySubParam
CountSkinPropertySubParams
GetSkinPropertyColour
GetSkinPropertySubParamColour
GetSkinPropertyData
GetSkinPropertyDataSize
SetSkinPropertyData
SetSkinPropertyDataSize
SetSkinAutoUpdate
GetSkinAutoUpdate
UpdateSkins
CopySkin
CopySkinComponent
MergeSkins
IsSkin
FreeSkin

Reference Manual - Index

6.11.1 GetDefaultGlobalSkinColourTheme

GetDefaultGlobalSkinColourTheme()

Syntax

ColourThemeName$ = **GetDefaultGlobalSkinColourTheme**()

Description

Returns the name (as a string) of the default system detected colour theme.

ColourThemeName$ can be: "blue", "silver", "olive" or "grey".

Skins Index

6.11.2 SetGlobalSkinColourTheme

SetGlobalSkinColourTheme()

Syntax

Success = **SetGlobalSkinColourTheme**(Name.s)

Description

Sets the global skin colour theme name that all skins will use if supported. Name.s specifies the name of the colour scheme.
All previously created skinned controls will automatically update to the new colour theme (see UpdateSkins).

Returns true for success.

Skins Index

6.11.3 GetGlobalSkinColourTheme

GetGlobalSkinColourTheme()

Syntax

Name$ = **GetGlobalSkinColourTheme**()

Description

Gets the current global skin colour theme name that all skins will use if supported.

Returns the name of the colour scheme as a string.

Skins Index

6.11.4 CreateSkin

CreateSkin()

Syntax

Skin.i = **CreateSkin**(Name$)

Description

Creates an empty skin. Name$ specifies the name of the new skin.

Returns a handle to the newly created skin or zero for failure.

Skins Index

6.11.5 SetSkinPath

SetSkinPath()

Syntax

Success = **SetSkinPath**(Path$)

Description

Sets the default directory where ProGUI will load and save skins to. Path$ specifies the desired directory.

Returns true for success, zero for failure.

Skins Index

6.11.6 LoadSkin

LoadSkin()

Syntax

Skin.i = **LoadSkin**(Path$)

Description

Loads a skin. Path$ can be a full file path to the skin that you want to load or just the name of the skin, in which case ProGUI will search the default skin directory for the name.

Returns a handle to the newly loaded skin or zero for failure.

Skins Index

6.11.7 SaveSkin

SaveSkin()

Syntax

Success = **SaveSkin**(Skin.i, Path$, Flags.i)

Description

Saves a skin. Skin.i is the handle to the skin that you wish to save. Path$ is the optional destination path and filename of where you want the skin to be saved (can be a full path to the skin or just the name of the skin, in which case ProGUI will save to the default skin directory). If a filename isn't specified in Path$ then the skin's internal name will be used. Flags.i is optional and can be `#SKIN_SAVE_PACKAGE` in order to save the skin as a single compressed (.sknz) package containing all the skin's data resources. If Flags.i is zero then ProGUI will create a subdirectory under the name of the skin containing the '.skn' XML file and copies of all the skin's data resources.

Returns true for success, zero for failure.

Skins Index

6.11.8 GetSkinName

GetSkinName()

Syntax

Name$ = **GetSkinName**(Skin.i)

Description

Returns the name of a skin specified by the skin handle Skin.i.

Skins Index

6.11.9 SetSkinName

SetSkinName()

Syntax

Success = **SetSkinName**(Skin.i, Name$)

Description

Sets the name of a skin specified by the skin handle Skin.i.

Returns true for success, zero for failure.

Skins Index

6.11.10 GetSkinHandle

GetSkinHandle()

Syntax

Skin.i = **GetSkinHandle**(Name$)

Description

Returns the handle of a previously created/loaded skin by Name$ (case insensitive) or false if the skin is not found.

Skins Index

6.11.11 SetSkinProperty

SetSkinProperty()

Syntax

Success = **SetSkinProperty**(Skin.i, Component$, State$, Property$, Value$)

Description

Sets a property of a skin component state. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to set. Value$ is the new value for that state's property.

If the property describes a file path, font or gradient then ProGUI will try and load/create the resource into memory after which the resource data can be accessed with GetSkinPropertyData.

By default, all previously created controls that use the specified skin will be automatically updated after the command is called (see UpdateSkins). If you're making a lot of calls to SetSkinProperty (for example modifying large portions of an existing skin) then the SetSkinAutoUpdate command can be used to temporarily disable the realtime updating (which can be very slow).

Returns true for success, zero for failure.

Skins Index

6.11.12 GetSkinProperty

GetSkinProperty()

Syntax

Value$ = **GetSkinProperty**(Skin.i, Component$, State$, Property$)

Description

Returns the value of a skin component state's property. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to retrieve the value for.

If the property contains a colour then the RGB colour value is returned.

See GetSkinPropertyParam, GetSkinPropertySubParam, GetSkinPropertyData.

Skins Index

6.11.13 GetSkinPropertyParam

GetSkinPropertyParam()

Syntax

Value$ = **GetSkinPropertyParam**(Skin.i, Component$, State$, Property$, Parameter$)

Description

Returns the value of a skin component state's property parameter. A property parameter is defined by a name label followed by a colon then the parameter's value followed by a terminating semicolon, e.g. "Colour: Red; Image: test.png;". Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property. Parameter$ is the name of the property's parameter that you want to retrieve the value for.

If the property parameter contains a colour then the RGB colour value is returned.

See GetSkinPropertyColour, GetSkinPropertySubParam, CountSkinPropertySubParams.

Skins Index

6.11.14 SetSkinPropertyParam

SetSkinPropertyParam()

Syntax

Success = **SetSkinPropertyParam**(Skin.i, Component$, State$, Property$, Parameter$, Value$)

Description

Sets a property parameter of a skin component state. A property parameter is defined by a name label followed by a colon then the parameter's value followed by a terminating semicolon, e.g. "Colour: Red; Image: test.png;". Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to set. Value$ is the new value for that state's property.

If the property describes a file path, font or gradient then ProGUI will try and load/create the resource into memory after which the resource data can be accessed with GetSkinPropertyData.

By default, all previously created controls that use the specified skin will be automatically updated after the command is called (see UpdateSkins). If you're making a lot of calls to SetSkinPropertyParam (for example modifying large portions of an existing skin) then the SetSkinAutoUpdate command can be used to temporarily disable the realtime updating (which can be very slow).

Returns true for success, zero for failure.

Skins Index

6.11.15 GetSkinPropertySubParam

GetSkinPropertySubParam()

Syntax

Value$ = **GetSkinPropertySubParam**(Skin.i, Component$, State$, Property$, Parameter$, Index.i)

Description

Returns the value of a skin component state property parameter's comma separated sub parameter. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property. Parameter$ is the name of the property's parameter. Index is the desired comma separated sub parameter.

If the property parameter sub parameter contains a colour then the RGB colour value is returned.

See CountSkinPropertySubParams, GetSkinPropertySubParamColour.

Skins Index

6.11.16 CountSkinPropertySubParams

CountSkinPropertySubParams()

Syntax

NumberOfSubParams = **CountSkinPropertySubParams**(Skin.i, Component$, State$, Property$, Parameter$)

Description

Returns the number of comma separated sub parameters in a skin component state property's parameter . Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property. Parameter$ is the name of the property's parameter value that you want to query.

Skins Index

6.11.17 GetSkinPropertyColour

GetSkinPropertyColour()

Syntax

Colour = **GetSkinPropertyColour**(Skin.i, Component$, State$, Property$)

Description

Returns the RGB colour value of a skin component state's property (if it contains a colour) otherwise -1. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to retrieve the colour value from.

Skins Index

6.11.18 GetSkinPropertySubParamColour

GetSkinPropertySubParamColour()

Syntax

Colour = **GetSkinPropertySubParamColour**(Skin.i, Component$, State$, Property$, Parameter$, Index.i)

Description

Returns the RGB colour value of a skin component state property parameter's comma separated sub parameter (if it contains a colour) otherwise -1. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property. Parameter$ is the name of the property's parameter. Index is the desired comma separated sub parameter that you want to retrieve the colour value from.

Skins Index

6.11.19 GetSkinPropertyData

GetSkinPropertyData()

Syntax

*Data = **GetSkinPropertyData**(Skin.i, Component$, State$, Property$)

Description

Returns a pointer to a skin component state's property resource data. For example, if the property contains a path to an image then *Data would point to the image data (HBITMAP) in memory. Skin.i specifies the handle of the skin.

Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to retrieve the data from.

See GetSkinPropertyDataSize, SetSkinPropertyData.

Skins Index

6.11.20 GetSkinPropertyDataSize

GetSkinPropertyDataSize()

Syntax

Size = **GetSkinPropertyDataSize**(Skin.i, Component$, State$, Property$)

Description

Returns the size of the skin component state's property resource data or zero if the property has no resource data. For example, if the property contains a path to an image then the command would return the image data's size in memory. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to retrieve the data size from.

Skins Index

6.11.21 SetSkinPropertyData

SetSkinPropertyData()

Syntax

Success = **SetSkinPropertyData**(Skin.i, Component$, State$, Property$, *ResourceData)

Description

Sets a skin component state's property resource data. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to set the resource data for. *ResourceData is a pointer to the resource data in memory.

Returns true for success, zero for failure.

See SetSkinPropertyDataSize.

Skins Index

6.11.22 SetSkinPropertyDataSize

SetSkinPropertyDataSize()

Syntax

Success = **SetSkinPropertyDataSize**(Skin.i, Component$, State$, Property$, Size.i)

Description

Sets a skin component state's property resource data size. Skin.i specifies the handle of the skin. Component$ is the name of the skin's component (e.g. "ButtonEx") and can also specify that the property is for a specific colour theme by adding a colon and then the colour scheme name e.g. "ButtonEx : black". State$ is the name of the component's state (e.g. "normal", "hot", "disabled", ...). Property$ is the name of the component state's property that you wish to set the resource data size for. Size.i is the size of the resource data in memory.

Returns true for success, zero for failure.

Skins Index

6.11.23 SetSkinAutoUpdate

SetSkinAutoUpdate()

Syntax

Success = **SetSkinAutoUpdate**(Skin.i, State.b)

Description

Sets whether all the previously created controls using the specified Skin handle are automatically updated when the skin is changed. State can be true to enable or false to disable.

This command is useful when modifying/creating a skin with a lot of calls to SetSkinProperty as by default every call will update in realtime every control using the edited skin (that's if the control handles the `#WM_UPDATESKIN` message).

Returns true for success, zero for failure.

See GetSkinAutoUpdate.

Skins Index

6.11.24 GetSkinAutoUpdate

GetSkinAutoUpdate()

Syntax

State = **GetSkinAutoUpdate**(Skin.i)

Description

Returns true if all the previously created controls using the specified Skin handle are automatically updated when the skin is changed, false otherwise.

Skins Index

6.11.25 UpdateSkins

UpdateSkins()

Syntax

Success = **UpdateSkins**(Skin.i)

Description

Updates all the previously created controls that are using the specified Skin handle or if Skin is zero then every skinned control is updated. Controls are only updated however, if it's skin has the SkinAutoUpdate feature enabled (by default every newly created skin has this feature turned on).

For creating your own user skinned control using the ProGUI skin subsystem:
The control must handle the `#WM_UPDATESKIN` message that is sent to the control's message queue. All skinned ProGUI controls handle this message.
If the passed lParam of the message is false you must update your control with it's current skin. If lParam is not false and equal to the handle of your skin then update your control with it's current skin otherwise ignore the message.

Returns true for success, zero for failure.

See SetSkinAutoUpdate, SetSkinProperty, SetGlobalSkinColourTheme, SetUIColourMode.

Skins Index

6.11.26 CopySkin

CopySkin()

Syntax

NewSkin.i = **CopySkin**(Skin.i)

Description

Copies an existing skin into a new skin. Skin.i specifies the handle of the skin that you wish to copy.

Returns the handle of the new copied skin or zero for failure.

Skins Index

6.11.27 CopySkinComponent

CopySkinComponent()

Syntax

Success = **CopySkinComponent**(Skin.i, ComponentName.s, NewName.s)

Description

Creates a copy of the specified ComponentName.s as NewName.s. Skin.i is the handle of the skin that contains the ComponentName.

Returns true for success or zero for failure.

Skins Index

6.11.28 MergeSkins

MergeSkins()

Syntax

Success = **MergeSkins**(SourceSkin.i, DestinationSkin.i)

Description

Merges the source skin into the destination skin.

Returns true for success or zero for failure.

Skins Index

6.11.29 IsSkin

IsSkin()

Syntax

Result = **IsSkin**(Skin.i)

Description

Returns true if the passed Skin.i handle is a valid skin, false otherwise.

Skins Index

6.11.30 FreeSkin

FreeSkin()

Syntax

Success = **FreeSkin**(Skin.i)

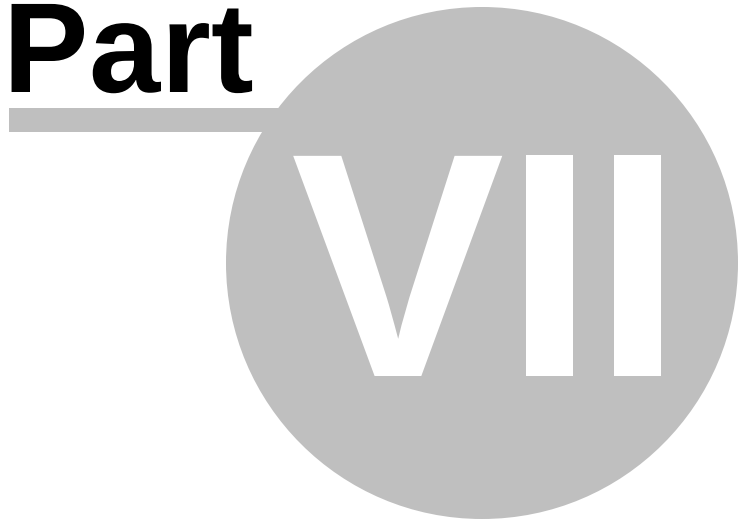
Description

Frees a skin from memory including any data resources that the skin uses. Skin.i specifies the handle of the skin that you wish to free.

Returns true for success, zero for failure.

Skins Index

Registering



7 Registering

Register

ProGUI defaults to trial mode when incorrect Key Codes are entered:

- Will timeout at around 5 minutes per session, this is so you can test out your applications with ProGUI before deciding whether to purchase a license for the unrestricted version.

Full standard version of ProGUI:

Price for full standard version just: €30.00 EUR ($40 USD)

Registering the full version of ProGUI removes the timeout limit and gives you a license to use ProGUI in your applications commercially. The price includes **minor updates free of charge**.

Full version of ProGUI Gold (With full source code!):

Price for full gold version: €45.00 EUR ($60 USD)

Registering the gold version of ProGUI removes the timeout limit and gives you a license to use ProGUI in your applications commercially. **Full source code to ProGUI!** and a license to use it in your own projects is also included in the package! The price includes **minor updates free of charge!**

Your support counts!

Payment by Paypal:

Please direct your browser to the following URL in order to purchase a license via Paypal:

http://www.progui.co.uk/register.html

Once payment has been made you will receive your personal Key Codes shortly via email also containing a download link to the latest version of ProGUI (or ProGUI Gold zip archive if purchased).

Contact

Part VII

8 Contact

Contact

For support, suggestions, improvements and bug reports please visit the ProGUI Forums.

Please send general enquiries regarding ProGUI to the following email address: -

Chris Deeney (Developer of ProGUI)

info@progui.co.uk

Credits

Part

9 Credits

Credits

Thanks to the following people! ...

Dedicated to the loving memory of my father Michael, thank you Dad for all the years of support and encouragement, I'll miss you always.

TS-Soft (Thomas Schulz) for modifying the ProGUI_PB.pb include file to be Unicode compatible! and "CompilerIf Defined" tip in examples source and other great code and tips, thanks mate!

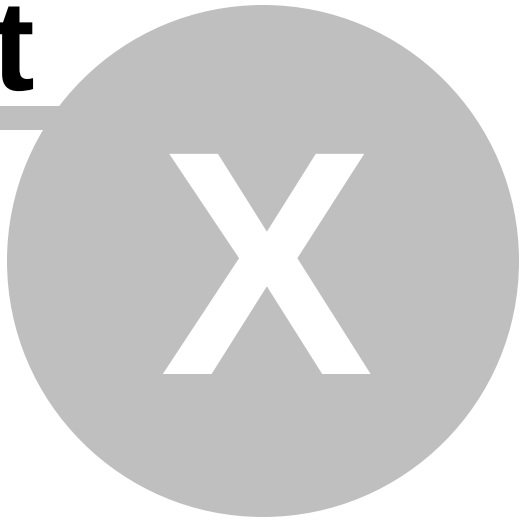
Bug reporting and testing (In no particular order): TS-Soft (Thomas Schulz), Soner Boztas, Poshu (Poshu Mokona), GG (Gaëtan Gaume), Joaquin Fernandez, Thorsten Hoeppner, Rook Zimbabwe (rest in peace my friend), mrjiles, srod (Stephen Rodriguez), rsts, Trond, User_Russian, DoubleDutch (Anthony Ball), Kuo, Denis Labarre, Oliver Ebert, Jens Luehmann, Zach Bartels, electrochrisso, ruslanx and to anyone else I've forgot! :D Thanks!

Special thanks to electrochrisso and blueb for posting good code examples! on the forums too :)

And to all those that have registered! you make it worth while :) thank you.

History

Part



10 History

History

30 September 2013 : Version 1.39

- Fixed bug with SetTextControlExFont where width and height wasn't updating.
- Fixed bug with RefreshPanelEx, now updates scrollbars and page scrolling if autoscroll enabled.
- Fixed bug with FreePanelEx and FreePanelExPage regarding child windows.
- Fixed bug with certain common controls on PanelEx page rendering black pixels at corners.
- Added new MergeSkins command.
- Added new CopySkinComponent command.
- Added new SetSkinPropertyParam command.
- Added new SetSkinName command.
- Added new SetPanelExUsercallback command.
- Added new GetPanelExUsercallback command.
- Added new GetPanelExBitmap command.
- Added new GetPanelExDC command.
- Added new TextControlExCalcSize command.
- Changed / Improved the skin subsystem quite a bit internally and now uses ZIP to compress the skin packages.
- Improved skin format by embedding none web-safe/standard fonts into skin.
- Changed SetPanelExPageBorder command, added new BorderAutoStretch parameter.
- Updated docs.

17 September 2012 : Version 1.38

- Fixed memory leak with FreePanelEx and FreePanelExPage due to some internal buffers not being freed correctly. (Reported by ruslanx, thanks!)
- Updated docs.

18 August 2012 : Version 1.37

- Fixed bug with sub-menu width when menu scrollable.
- Fixed ExplorerBar IMA on x86 when standard skin used under classic theme in UserLib version due to a bug with TailBite.
- Fixed rendering bug with SetButtonExSkin not applying button's current state i.e. selected, inbetween, disabled.
- Added new isCollapsed parameter to AddExplorerBarGroup and AddExplorerBarImageGroup.
- Added new GetExplorerBarGroupState command.
- Added new SetExplorerBarGroupState command.
- Updated docs.

30 May 2012 : Version 1.36

- Fixed bug with UserLib version and GadgetList not being restored to none ProGUI GadgetList with TextControlEx and other skinned controls.
- Added new `#PNLX_NOGADGETLIST` style flag (PureBasic specific) to AddPanelExImagePage and InsertPanelExImagePage.
- Updated docs.

16 May 2012 : Version 1.35

- Fixed bug with UserLib version and alpha transparency causing a crash due to referencing a null pointer (GDIAlphaBlend not being imported correctly).
- Fixed bug with Frame3DGadget not being aligned properly in nested PanelExs.
- Fixed rendering bug with Frame3DGadget inside alpha transparent PanelEx page.
- Fixed bug with UserLib version and skinned controls inside PanelEx page not restoring parent GadgetList which caused any PureBasic gadgets to be parented to the skinned control instead of the PanelEx page! *Oops!
- Fixed bug with TextControlEx link ID's not being posted to parent window if not in PanelEx page.
- Updated docs.

05 April 2012 : Version 1.34

- Fixed bug with GDI Plus notification hook/unhook under Windows XP (Microsoft bug).
- Fixed rendering bug with ExplorerBar (Reported by Zach).
- Fixed small device context handle leak on PanelEx resize.
- Fixed bug with AddPanelExPage when skinned control created and then AddPanelExPage called again (which added the page to the created control!).
- Fixed minor alignment bug with ButtonEx text and no icon.
- Fixed border rendering bug with alpha transparent PanelEx pages.
- Fixed bug with SetPanelExPageScrolling autoscroll not updating if called after controls created into page.
- Fixed/Improved alpha channel rendering of text (GDI doesn't support the alpha channel so ProGUI has to calculate and add it based on the pixel data).
- Changed behaviour of "Button" class with groupbox style (PB Frame3DGadget) when inside a PanelEx, now renders directly to PanelEx buffer (no longer flickers).
- Further optimized rendering of PanelEx, none ProGUI controls are now significantly faster at rendering inside a PanelEx.
- Changed rendering of alpha transparent PanelEx pages to use GDI AlphaBlend instead of GDI+, now considerably faster as hardware accelerated.
- Changed ImageButtonEx and TextControlEx internally to be subclassed PanelEx, less code in core drawpanel routine, smaller library size and more elegant design.
- Changed ButtonEx, ToggleButtonEx, RadioButtonEx, CheckButtonE, ExplorerBar Header/Item, text labels now support escape code effects and multiple lines!
- Changed ButtonEx, ToggleButtonEx, RadioButtonEx, CheckButtonEx, ExplorerBar Header/Item text, now shows ellipsis (...) when dimensions too small to contain all of the text.
- Added new GetTextControlExStyle command.
- Updated docs.

26 March 2012 : Version 1.33

- Fixed potential sporadic lock-up and IMA problems on start-up and exit, extremely stable now.
- Fixed bug with RemoveMenuItemEx by ID.
- Fixed rendering bug with PureBasic Panel gadget under Windows Server 2003.
- Fixed missing system default ToggleButtonEx skin.
- Fixed rendering bugs with nested alpha transparent PanelEx's and alpha transparency now works with the "root" PanelEx.
- Fixed `#PNLX_STRETCH` in PanelEx page, now functional and uses GDI+ however is pretty slow so use sparingly.
- Fixed grainy rendering of system default radio button skin by normalizing the alpha.
- Fixed missing alpha channel of some components when using windows classic visual style and/or on XP machines.

- Further optimized memory usage and start-up speed by initializing default skins/resources only when used (instead of everything being created on start-up).
- Changed SetButtonExSkin, now has an extra noRefresh parameter.
- Changed SetSplitterExSkin, now has an extra noRefresh parameter.
- Changed SetGlobalSkinColourTheme, all controls previously created will now automatically update to the new colour theme.
- Changed SetUIColourMode, now automatically updates all skinned controls to the equivalent theme colour name if supported.
- Changed SetSkinProperty, now by default automatically updates all previously created controls using the specified skin.
- Added new `#PNLX_TRANSPARENT` flag to PanelEx page style.
- Added new "inbetween" state to CheckButtonEx and corresponding skin state properties.
- Added new GetExplorerBarSkin command.
- Added new SetExplorerBarSkin command.
- Added new SetSkinAutoUpdate command.
- Added new GetSkinAutoUpdate command.
- Added new UpdateSkins command.
- Added new GetButtonExState command.
- Added new SetButtonExState command.
- Added new GetButtonExText command.
- Added new SetButtonExText command.
- Added new GetTextControlExText command.
- Updated examples.
- Updated docs.

16 February 2012 : Version 1.32

- Fixed huge private-bytes/virtual memory usage due to nested hash maps in skin subsystem, now uses linked lists.
- Fixed CopySkin command in userlib version, now works due to not using maps anymore (tailbite bug).
- Updated docs.

30 January 2012 : Version 1.31

- Fixed startup speed of DLL version, now almost instantaneous startup.
- Fixed visible destroying of ProGUI child windows/controls on exit.
- Fixed GDI+ copy buffer command that was left in by accident causing ProGUI to be twice as slow at rendering.
- Fixed clipping of PanelEx tab theme background.
- Fixed background rendering bug with some transparent areas of PanelEx themes on page change.
- Fixed solid black rectangle bug with static controls on newly displayed PanelEx page.
- Changed ShowPanelExPage, can now also accept page handle as index.
- Changed PanelExPageIndex, now also if a handle to a page is passed instead of ID/Handle of PanelEx then returns index number of that page.
- Changed MenuItemEx, can now also accept `#ProGUI_Any` as Item ID.
- Updated examples.
- Updated docs.

12 November 2011 : Version 1.30

- Fixed menu selection colours under XP classic with system menu styles.
- Fixed small bug with ButtonEx skin image and text position when not normal state.
- Fixed render bug under Windows Classic themes where gradients were not being displayed in PanelEx's.

- Fixed rendering bug with ButtonEx system skin under Windows Classic themes.
- Fixed bug with GetMenuExBarHeight(), was returning height by 3 pixels out.
- Fixed bug with whole window moving when limit reached in LimitWindowResize() and fixed minimized/maximized problems.
- Fixed bug with RebarHeight returning incorrect height with menu inside when main window minimized.
- Fixed rendering bug with Rebar gripper under Windows 7 when main window minimized/maximized.
- Changed ChangeButtonEx, now includes selectedImageID, hotSelectedImageID and pressedSelectedImageID parameters.
- Changed SetButtonExSkin, now has an extra optional ComponentName$ parameter.
- Changed SetSplitterExSkin, now has an extra optional ComponentName$ parameter.
- Changed SetPanelExPageCursor, default system cursor constants can now be passed as well as HCURSOR.
- Changed ButtonEx, can now have different mouse cursors for each state in skins.
- Changed ButtonEx, now has default "image" property with "noclip" parameter in skin.
- Changed ButtonEx, can now have bold / italic / underline etc.. in font skin property.
- Added new ExplorerBar control with smooth sliding animation and alpha fade transparency!
- Added new CreateExplorerBar command.
- Added new AddExplorerBarGroup command.
- Added new AddExplorerBarImageGroup command.
- Added new ExplorerBarItem command.
- Added new ExplorerBarImageItem command.
- Added new ExplorerBarID command.
- Added new FreeExplorerBar command.
- Added new `#PNLX_HPERCENT`, `#PNLX_VPERCENT` and `#PNLX_NOCLIP` style flags to AddPanelExImagePage.
- Added new SetPanelExPageAlpha command.
- Added new GetPanelExPageScrolling command.
- Added new ToggleButtonEx command.
- Added new RadioButtonEx command.
- Added new CheckButtonEx command.
- Added new IsSkin command.
- Added new GetSkinHandle command.
- Updated examples.
- Updated docs.

16 August 2011 : Version 1.27

- Fixed rendering bug with ToolbarEx/MenuEx when inside a PanelEx/SplitterEx.
- Fixed event notification bug with ToolbarEx/MenuEx inside PanelEx/SplitterEx.
- Fixed small memory leak in ImgBlend and ImgHueBlend.
- Fixed notification of `#REBAR_UPDATED` when size changed, now gets posted just before the Rebar is about to be changed instead of after.
- Added automatic HotKey/Keyboard Shortcut creation and management to MenuEx item text.
- Added `#ProGUI_Any` (or `#PB_Any`) support to all controls, using the PureBasic Object Manager (Thanks Thomas and Poshu!).
- Added automatic setting of parent window to `#WS_CLIPCHILDREN` when a control requires the parent to clip children for flicker free rendering.
- Added new `#ImgBlend_DestroyOriginal` flag to ImgBlend and ImgHueBlend.
- Added new MenuExAutoHotKeyDisable command.
- Added new HotKey command.
- Added new LimitWindowSize command.
- Added new LoadFontEx command.
- Added new SetWindowFont command.
- Added new FreeFontEx command.
- Added new AlphaBlendColour command.

- Added new LoadImg command.
- Added new ImgPath command.
- Added new ImgWidth command.
- Added new ImgHeight command.
- Added new FreeImg command.
- Added new LWord and HWord helper commands to general.
- Updated examples.
- Updated docs.

25 July 2011 : Version 1.26

- Fixed top PanelEx parent window brush alignment bug with semi-transparent PanelEx page background.
- Fixed none posting of `#SPLITTEREX_MOUSEDOWN` event message.
- Fixed `#SPLITTEREX_POSITION` bug with nested vertical SplitterEx.
- Fixed SplitterEx bug with gripper being dragged when double-tap (when using trackpad) then released and then mouse moved.
- Fixed ToolBarExAttachDropdownMenu not working.
- Fixed bug with `#SPLITTEREX_ANCHOREDBOTTOM` constant not being to the power of 2.
- Fixed SplitterEx Anchoring bug when 'clicked' to anchor then 'clicked' to de-anchor and gripper not previously dragged.
- Fixed incorrect dwExtraInfo data type from long to int (pointer) in MSLLHOOKSTRUCT structure (Thanks for finding this Denis! :))
- Updated examples.
- Updated docs.

20 July 2011 : Version 1.25

- Fixed PureBasic PanelGadget rendering bug inside SplitterEx under Windows XP.
- Fixed SplitterEx lockup bug on 32bit machines.
- Fixed vertical SplitterEx skin padding bug.
- Fixed rendering bug of top PanelEx with semi-transparent gradient background.
- Fixed position bug of Rectangle/Ellipse gradients in a nested PanelEx and TextControlEx.
- Fixed bug with ToolBarEx dropdown lockup under x64 when no menu attached (found and fixed by Denis, thanks!)
- Fixed missing constants in UserLibrary resident.
- Updated examples.
- Updated docs.

16 July 2011 : Version 1.24

- Fixed missing `#TVM_SETITEMHEIGHT` constant value in Preferences example.
- Fixed bug with SplitterEx padding causing control border to be clipped.
- Fixed bug with SplitterEx/PanelEx where PureBasic container control inside not erasing background.
- Fixed flickering of Windows system scrollbars in none ProGUI controls inside PanelEx/SplitterEx.
- Fixed bug with SetSplitterExAttribute and `#SPLITTEREX_VERTICAL` flag value being inverted.
- Fixed bug with SetSplitterExAttribute and firstminimum/firstmaximum on vertical SplitterEx.
- Fixed flickering of none ProGUI components inside SplitterEx/PanelEx and further optimized rendering.
- Fixed vertical SplitterEx splitter alignment bug when resized.
- Added new `#SPLITTEREX_MOUSEDOWN`, `#SPLITTEREX_MOUSEUP` and `#SPLITTEREX_HOVER` Windows Event notification messages for detecting SplitterEx gripper state.
- Added new SplitterEx anchor feature.
- Added new SplitterEx `#SPLITTEREX_ANCHORSIZETO`, `#SPLITTEREX_ANCHORPOSITION`, `#SPLITTEREX_ANCHOR`,

#SPLITTEREX_ANCHOREDTOP, #SPLITTEREX_ANCHOREDLEFT, #SPLITTEREX_ANCHOREDBOTTOM and #SPLITTEREX_ANCHOREDRIGHT constants.
- Added new CopySkin command.
- Updated examples.
- Updated docs.

07 July 2011 : Version 1.23

- Fixed parent background render bug of PanelEx page with -1 background.
- Fixed bug with SetSkinPropertyData and SetSkinPropertyDataSize where if property not already created then wouldn't set.
- Fixed bug with ButtonEx not setting some properties from skin at state change.
- Changed the Skin Sub-system, can now take an optional colour theme name in 'component' parameter separated by a colon.
- Changed SetGradient, now just changes gradient style.
- Added special colour constants to skins for system window background etc..
- Added new SplitterEx command.
- Added new SetSplitterExSkin command.
- Added new GetSplitterExSkin command.
- Added new SetSplitterExAttribute command.
- Added new GetSplitterExAttribute command.
- Added new SplitterExID command.
- Added new FreeSplitterEx command.
- Added new SetGradientColour command.
- Added new GetGradientColour command.
- Added new RemoveGradientColour command.
- Added new gradient styles and multiple blend colours.
- Added new GetDefaultGlobalSkinColourTheme command.
- Added new GetGlobalSkinColourTheme command.
- Added new SetGlobalSkinColourTheme command.
- Added new SetPanelExPageCursor command.
- Updated docs.

22 May 2011 : Version 1.22

- Fixed ButtonEx IMA bug in 32bit Userlib.
- Fixed bug in Mutex anti-deadlock code.
- Fixed none de-selection of PopupMenuEx when clicked outside of menu's window.
- Updated docs.

16 May 2011 : Version 1.21

- Fixed lockup bugs under Windows XP 32bit due to a bug in UnlockMutex.
- Fixed various small bugs.
- Fixed possible IMA on program exit with DLL version due to bug in DLL detach procedure.
- Fixed alpha icon rendering bug with InsertToolBarExGadget() in Windows XP 32bit due to a bug in Windows API ImageList_Copy command.
- Changed SaveRebarLayout/LoadRebarLayout now saves show state of each band.
- Updated docs.

13 May 2011 : Version 1.20

- Fixed bug that caused an IMA with ToolBarEx and no MenuEx when ToolBarEx has dropdown button.
- Fixed small rendering glitch of PanelEx border corners at certain sizes.
- Fixed potential null buffer IMA bug in internal code.
- Fixed rendering bug with ToolBarDropdownImageButtonEx menu containing sub menu.
- Fixed submenu window alignment bug of menu in ToolBarDropdownImageButtonEx.
- Fixed some rendering bugs under Windows XP.
- Fixed bug where grid-lines not appearing in listicon gadget.
- Fixed memory leak in FreeToolbarEx.
- Fixed rendering bug with none masked border in nested PanelEx.
- Changed CreatePanelEx UserCallback, now allows custom drawing inside the PanelEx page.
- Changed AddPanelExPage, AddPanelExImagePage, InsertPanelExPage, InsertPanelExImagePage and SetPanelExPageBackground, now have more default background themes.
- Changed SetPanelExPageBorder, can now also take a page handle as the index parameter, automatically generate a mask/border rectangle based on the border image and the BorderBackgroundColor parameter has been dropped and replaced with noRefresh.
- Changed SetPanelExPageBackground, now has an extra noRefesh parameter.
- Changed AddRebarGadget and InsertRebarGadget, now return -1 for failure.
- Changed GetToolBarExButtonWidth to ToolBarExButtonWidth and GetToolBarExHeight to ToolBarExHeight.
- Changed ImageButtonExToolTip to ButtonExToolTip, ChangeImageButtonEx to ChangeButtonEx, DisableImageButtonEx to DisableButtonEx, ImageButtonExID to ButtonExID and FreeImageButtonEx to FreeButtonEx.
- Added new Skin subsystem!
- Added new skinned ButtonEx control!
- Added new ButtonEx command.
- Added new SetButtonExSkin command.
- Added new GetButtonExSkin command.
- Added new CreateSkin command.
- Added new SetSkinPath command.
- Added new LoadSkin command.
- Added new SaveSkin command.
- Added new GetSkinName command.
- Added new SetSkinProperty command.
- Added new GetSkinProperty command.
- Added new GetSkinPropertyParam command.
- Added new GetSkinPropertySubParam command.
- Added new CountSkinPropertySubParams command.
- Added new GetSkinPropertyColour command.
- Added new GetSkinPropertySubParamColour command.
- Added new GetSkinPropertyData command.
- Added new GetSkinPropertyDataSize command.
- Added new SetSkinPropertyData command.
- Added new SetSkinPropertyDataSize command.
- Added new FreeSkin command.
- Added new RefreshPanelEx command.
- Added new SaveRebarLayout command.
- Added new LoadRebarLayout command.
- Added new RebarBandID command.
- Added new MoveRebarBand command.
- Added new SetRebarUserCallback command.
- Updated examples.
- Updated docs.

29 March 2011 : Version 1.18

- Fixed bug with menu drop shadows rendering more than once if contents of menu changed while open.
- Fixed background rendering bug when static control inside nested PanelEx.
- Fixed background alignment bug with static controls in PanelEx.
- Significantly Improved rendering performance of background behind static controls in PanelEx.
- Mutexed up a lot of thread critical code with automatic anti-deadlock recovery.
- Changed MenuExID, now returns handle to menu's title toolbar window or HMENU handle if PopupMenuEx.
- Changed ImgBlend and ImgHueBlend, can now also automatically handle a basic transparency mask (no alpha channel) in the source icon.
- Added SetPanelExPageScrolling command, allows automatic scrolling support of PanelEx pages (fully nestable) when content is outside viewable area.
- Updated examples.
- Updated docs.

09 January 2011 : Version 1.17

- Fixed multiple ImageButtonEx posting wrong ID when clicked.
- Fixed bug in SetPanelExPageBackground and SetPanelExPageBorder where PanelEx wasn't updated/re-drawn on change.
- Fixed nasty GDI handle leak bug with TextControlEx inside PanelEx.
- Fixed incorrect ToolBarEx height in Office Example in Windows XP due to bug in DisableToolBarExButtonFade.
- Changed SetUIColour, passing a "default" colour scheme constant will automatically select the corresponding custom colour slot.
- Added new `#UISTYLE_IMAGE` style constant to ToolBarEx.
- Added new SetGradient command.
- Added new DCC Manager User Interface example.
- Added new PDF version of documentation for printing.
- Updated examples.
- Updated docs.

02 January 2011 : Version 1.16

- Fixed negative desktops bug (reported by Poshu).
- Fixed menu tracking drop shadow flickering in desktop composite mode (Aero).
- Fixed menu scrolling flickering in desktop composite mode (Aero).
- Fixed/Significantly improved menu tracking flickering in desktop composite mode (Aero).
- Fixed/Removed delayed drop shadow "feature" in desktop composite mode (Aero).
- Fixed small bug in key-code decoding subroutines which might surface under unusual circumstances due to Mandarin Unicode character set.
- Fixed TextControlEx redraw on change bug in PanelEx.
- Fixed TextControlEx hyper links sending duplicate messages to message queue.
- Fixed various alignment, padding and hyper link bugs in TextControlEx.
- Fixed IMA when TextControlEx has `#TCX_BK_GRADIENT` flag set and no gradient has been set before with SetTextControlExGradient.
- Fixed ImageButtonEx redraw on change bug in PanelEx.
- Fixed small bug in MenuEx item selection.
- Fixed small alignment bug with upside down menu on ToolBarDropdownImageButtonEx.
- Fixed default MenuEx disabled icon rendering in Office 2003 style on 64bit machines.
- Fixed bug with hot display of menu item images under Windows 7/Vista classic style menus.
- Fixed small resize rendering bug with Rebar under Windows 7/Vista.

- Fixed GetUIColour and SetUIColour, now working with #UISTYLE_WHIDBEY.
- Fixed bug in DisableMenuItemEx whereby an item with submenu was being ignored.
- Fixed rendering of disabled item submenu arrow, now uses #disabledColor.
- Fixed bug in GetMenuItemExText whereby an item with submenu was being ignored.
- Fixed bug with SetMenuItemEx deleting old submenu when new submenu specified (coded a workaround due to undocumented behaviour of Windows API SetMenuItemInfo, bloody Microsoft grr!).
- Improved default disabled state icons/handling in visual styles.
- Added new Office 2007 visual style!
- Added escape-code effects to ToolBarEx button text.
- Added drop-shadows to ToolBarDropdownImageButtonEx when menu active in Office 2003 style.
- Added new #toolbarSeparator, #toolbarSeparatorShadow, #toolbarHotGradientColor1, #toolbarHotGradientColor2, #StickySelectBorderColor, #toolbarButtonTextColor, #toolbarButtonHotTextColor and #toolbarButtonDisabledTextColor colour constants to Office 2003/2007 styles.
- Added new #TCX_END_ELLIPSIS, #TCX_PATH_ELLIPSIS, #TCX_DISABLE_ESCAPECODES and #TCX_IGNORE_COLOR_ESCAPECODE flag constants to TextControlEx.
- Added new Office 2003/2007 visual styles to ComboBoxes when inserted into a ToolBarEx with ToolBarExGadget/ InsertToolBarExGadget.
- Added #TBSTYLE_WRAPABLE support/functionality to ToolBarEx inside Rebars.
- Added new PanelExWidth command.
- Added new PanelExHeight command.
- Added new ImgBlend command.
- Added new ImgHueBlend command.
- Added new ToolBarExGadget command.
- Added new DisableToolBarExButtonFade command.
- Added new RemoveToolBarExButton command.
- Added new HideToolBarExButton command.
- Added new InsertToolBarButtonEx command.
- Added new InsertToolBarImageButtonEx command.
- Added new InsertToolBarSeparatorEx command.
- Added new InsertToolBarDropdownImageButtonEx command.
- Added new InsertToolBarExGadget command.
- Added new GetToolBarExButtonWidth command.
- Added new SetToolBarExButtonWidth command.
- Added new SetToolBarExHeight command.
- Added new ToolBarExGadgetID command.
- Added new DisableImageButtonEx command.
- Added new SetTextControlExDimensions command.
- Added new TextControlExWidth command.
- Added new TextControlExHeight command.
- Changed behaviour of MenuEx bar when main window resized too small, menu titles now wrap onto separate rows.
- Changed SetUIColour, now has an extra "noUpdate" parameter.
- Changed FreeMenuEx, now accepts -1 to free all menus and returns True for success.
- Updated examples.
- Updated docs.

11 November 2010 : Version 1.14

- Fixed Window close/re-open memory access violation (reported by GG and Poshu).
- Fixed thread collision IMA with internal track window code. (reported by Joaquin Fernandez)
- Fixed Office 2003 style rendering bug on Windows 7 (reported by Soner Boztas).
- Fixed PureBasic Userlib version compiler errors with threadsafe/unicode.
- Updated examples.

- Updated docs.

02 October 2010 : Version 1.13

- Fixed PanelEx no background bug.
- Fixed mouse tracking bug with ButtonEx and window border overlap.
- Fixed mouse tracking bug with hyperlink in TextControlEx and window border overlap.
- Fixed hover rendering bug with same ID hyperlinks in TextControlEx.
- Fixed PanelEx inside PanelEx background re-draw bug.
- Fixed bug with ToolBarEx when ToolBarButtonEx created before ImageButtonEx.
- Fixed/Improved Rebar rendering.
- Fixed Rebar double-buffer rendering bug with Office 2003 style.
- Fixed bug with MenuEx cached buffer not re-rendering on Windows theme change.
- Fixed bug with internal Rebar and ToolbarEx callback code when no menu attached/created.
- Fixed rendering bug with ToolBarEx inside PanelEx.
- Fixed various Windows Messages not being sent to PanelEx Usercallback.
- Hugely optimized PanelEx/Nested PanelEx rendering and masked border rendering.
- Added new 64 bit version of ProGUI!
- Added/fixed PNG, JPG and other image format support to MenuEx.
- Added/fixed PNG, JPG and other image format support to ToolbarEx.
- Added `#PB_Any` to ToolBarButtonEx, ToolBarImageButtonEx and CreatePanelEx.
- Changed StartProGUI, now requires 7 key codes.
- Changed ChangeToolbarExButton, if normalImageID, hotImageID or disabledImageID are set to -1 the parameter is ignored and the original image is kept.
- Changed CreateRebar, can now accept image as parameter for custom background rendering of Rebar.
- Changed AddRebarGadget, can now accept image as parameter for custom background rendering of band.
- Changed InsertRebarGadget, can now accept image as parameter for custom background rendering of band.
- Updated examples.
- Updated docs.

01 September 2009 : Version 1.12

- Fixed ToolbarEx not displaying tooltip bug with DLL version and none Unicode executable.
- Fixed missing `#VerticalGRADIENT` constant in res and include.
- Fixed bug in SetTextControlExText where dimensions were calculated incorrectly.
- Fixed AddPanelExImagePage auto calculated image dimensions when icon passed as image.
- Fixed displaying of popup menus when no main toolbar or menu.
- Fixed md5 check bug with incorrect path to ProGUI DLL.
- Added double '$' escape code in MenuItemEx.
- Added multi-line support to TextControlEx as escape code.
- Added hyperlink support to TextControlEx as escape code.
- Added new `#TCX_LINK_HOVER` window event notification.
- Added new `#TCX_LINK_CLICK` window event notification.
- Added new style flags `#PNLX_PERCENT`, `#PNLX_STRETCH`, `#PNLX_HREPEAT`, `#PNLX_VREPEAT`, `#PNLX_RIGHT`, `#PNLX_BOTTOM`, `#PNLX_TILE` to AddPanelExImagePage.
- Added new command SetTextControlExStyle.
- Added new command SetTextControlExLinePadding.
- Added new command TextControlExID.
- Added new command FreeTextControlEx.
- Added new command ImageButtonEx.
- Added new command ChangeImageButtonEx.
- Added new command ImageButtonExToolTip.

- Added new command ImageButtonExID.
- Added new command FreeImageButtonEx.
- Added new command ToolBarExToolTipDelay.
- Added new command ToolBarExID.
- Added new command SetPanelExPageBorder.
- Added new command SetPanelExPageBackground.
- Added new command InsertPanelExPage.
- Added new command InsertPanelExImagePage.
- Added new command FreePanelEx.
- Added new command FreePanelExPage.
- Added new command InsertRebarGadget.
- Added new command DeleteRebarBand.
- Added new command FreeRebar.
- Changed PanelEx, now double buffered, supports semi-transparent panels within panels and optional 2nd overlay background/image.
- Changed TextControlEx, now draws directly to panel's buffer if in panel.
- Changed PanelExID, if index is < 0 then returns handle to PanelEx
- Changed AddPanelExPage and AddPanelExImagePage, can now take gradient as background.
- Changed SetTextControlExPadding, now takes an ID as first parameter.
- Changed SetTextControlExFont, now takes an ID as first parameter.
- Changed SetTextControlExColour, now takes an ID as first parameter.
- Changed SetTextControlExGradient, now takes an ID as first parameter.
- Changed FreeToolBarEx, specifying toolbar.l as -1 will now free all ToolbarEx's.
- Updated examples.
- Updated docs.

22 May 2009 : Version 1.11

- Fixed all Vista/Windows 7 rendering bugs.
- Fixed memory access violation on Vista/Windows 7 in Office Example (due to forgetting to allocate space for terminating null doh!)
- Fixed bug with Unicode detection of theme colour scheme in Vista/Windows 7.
- Fixed DisplayPopupMenuEx menu width bug in Vista/Windows 7.
- Fixed DisplayPopupMenuEx edge of screen positioning bug.
- Added detection of desktop composite mode (Full Aero) and automatically reverts to composite optimized menu tracking if detected.
- Added auto Vista/Windows 7 visual style adoption for classic style menus if common controls greater than version 6 and themes enabled.
- Added auto buffering of whole menu window (speed optimization for menu tracking).

12 May 2009 : Version 1.1

- Fixed all memory leaks and various minor bugs.
- Fixed rendering bug with PanelEx static control background brushes on theme change.
- Fixed rendering bug with Whidbey style menus on Windows Classic theme.
- Fixed bug with Whidbey style keyboard navigation bellow separator bar when up cursor key pressed.
- Fixed bug with menu keyboard navigation when item selected by pressing enter.
- Fixed bug inside internal subroutine CalcMenuItemHeight.
- Fixed bug with menu tracking on edge of screen when classic style menu contains a separator bar.
- Fixed bug with clicking on same menu title re-activating menu when menu keyboard activated by Alt or F10.
- Fixed bug with submenu item staying selected when mouse moved into parent menu item (Windows menu bug/ quirk).

- Fixed incorrect colours in #UISTYLE_OFFICE2003 classic grey rebar background.
- Fixed bug with menu item disabled selection with keyboard navigation.
- Fixed bug with double click and track mouse on menu bar.
- Fixed rendering vertical position rounding bug with ToolbarEx on classic theme with Office 2003 style.
- Fixed rendering position bugs with dropdown ToolbarEx button.
- Fixed menu tracking bug when mouse moved rapidly and across a drop down activating.
- Fixed hot MenuItemEx icon rendering, now working.
- Fixed bug with upside down menu tracking when mouse in submenu over menu bar activating menu title underneath.
- Fixed bug with different font sizes and menu at edge of screen positioning.
- Fixed accidentally exported procedures Attach Process/Thread in Userlib version.
- Fixed bug with Userlib version where dll's being opened with fixed library number.
- Fixed bug with toolbarEx not displaying tooltips properly with `#TBSTYLE_WRAPABLE`.
- Fixed bug with Vista menu tracking rendering.
- Heavily Optimized rendering including new internal caching engine and intelligent DoubleBuffering, rendering performance on par with original Microsoft Office! and certainly faster than any other competing product!
- Added new flicker free menu tracking code, something that Microsoft were unable to implement in Office.
- Added support for unicode: DLL version now all internally unicode and separate unicode Userlib version.
- Added UIColourMode/Colour Scheme support for Whidbey style.
- Added new component colour constants to UI Styles.
- Added new text rendering engine to MenuEx and TextControlEx: supporting escape code colours, bold, italic, underline and strike through effects.
- Added support for checkboxes and radiochecks in menus.
- Added automatic right aligned shortcuts to menus, identical to Office 2003.
- Added automatic scrolling of large menus that won't fit on screen, superior scrolling than Microsoft Office!
- Added new command SetMenuExItemState.
- Added new command GetMenuExItemState.
- Added new command DisplayPopupMenuEx.
- Added new command SetMenuItemEx.
- Added new command GetMenuItemExText.
- Added new command RemoveMenuItemEx.
- Added new command InsertMenuItemEx.
- Added new command SetMenuExStyle.
- Added new command SetMenuExFont.
- Added new command GetMenuExFont.
- Added new command GetMenuExBarHeight.
- Added new command SetToolBarExStyle.
- Added new command GetToolBarExHeight.
- Added new command SetRebarStyle.
- Added new command GetUIColourMode.
- Added new command GetCurrentColourScheme.
- Added new command GetFontName.
- Added new command GetFontSize.
- Added new command MenuExF10Disable.
- Changed/fixed rendering of menu item size in Whidbey and Office 2003 styles, now pixel perfect!
- Changed/fixed large font size issues, can now handle high DPI.
- Changed/fixed submenu aligning in Whidbey and Office 2003 styles, now like office 2003.
- Changed/fixed menu item selection fade in Whidbey and Office 2003 styles, now disabled like Office 2003.
- Changed/fixed drop-shadow sub-routines with custom colour/alpha support and internal caching, now identical to Microsoft Office.
- Changed/fixed menu item submenu arrow, now always rendered black in Whidbey and Office 2003 styles.
- Changed/fixed popup submenu's style now conforms to parent's style when created with a different style.
- Changed/fixed multi-monitor positioning of menus, now uses available workspace like Office.
- Changed rendering of Extended Menu's default disabled item icon in Office 2003 style to greyed icon.

- Changed all internal instances of Set/GetWindowLong and Set/GetClassLong to Ptr versions for 64bit compatiblity.
- Changed DisableMenuItemEx, can now also accept a returned handle from CreateMenuEx as input.
- Changed MenuItemEx, can now also accept a MenuEx ID as submenu as well as menu handle.
- Changed ShowRebarBand, can now also accept an ID as well as handle, band can also now be an index or ID.
- Changed RebarHeight, can now also accept a handle or ID as input.
- Changed ToolBarDropdownImageButtonEx, can now accept either menuEx handle or ID as menuID.
- Changed ToolBarExToolTip, can now replace an already associated tooltip with new text or remove the tooltip.
- Changed UIColourMode to SetUIColourMode.
- Changed default menu icon size to 16x16 pixels
- Improved classic style MenuEx rendering
- Improved ease of custom UI colour setup by copying defaults into custom slots at start-up.
- Corrected a few spelling typos on some of the commands and constants.
- Updated examples.
- Updated docs.

28 February 2009 : Version 1

- Fixed many minor bugs and rendering issues.
- Fixed hot-tracking bug with menu multi-monitor support.
- Added new Office 2003 style menus, Toolstrips and Rebars.
- Added full support for menu keyboard navigation and hotkey support.
- Added new command ToolBarSeperatorEx.
- Added new command ToolBarExToolTip.
- Added new command UIColourMode.
- Added new command GetUIColour.
- Added new command SetUIColour.
- Added new command MakeColour.
- Added new command CreateGradient.
- Added new command FreeGradient.
- Added new #REBAR_UPDATED window event notification.
- Updated setTextControlExGradient command, now functional.
- Updated CreateRebar command.
- Updated examples.
- Updated docs.

09 April 2008 : Version 0.60 Beta

- Fixed various minor bugs.
- Added new command ChangeToolbarExButton.
- Updated docs.

19 August 2007 : Version 0.59 Beta

- Fixed minor graphical bug with new menu styles.
- Added style parameter to CreatePopupMenuEx.
- Updated examples.
- Updated docs.

31 May 2007 : Version 0.58 Beta

- Fixed bug with DisableMenuItemEx().
- Added new Office XP style menus!
- Updated examples.
- Updated docs.

04 December 2006 : Version 0.56 Beta

- Fixed memory access violation bug in Windows Vista.
- Fixed chevron popup position bug when chevron behind left of screen.
- Fixed multiple monitor menu position bug.
- Fixed bug with submenus in CalcMenuItemWidth.
- Simplified Rebar and ToolbarEx creation.
- Improved Menu tracking.
- Added RebarHeight command.
- Added #TBSTYLE_HIDECLIPPEDBUTTONS flag to ToolbarEx Styles.
- Updated ToolBarDropdownImageButtonEx command, defaults to drop-down arrow in a separate section.
- Updated examples.
- Updated docs.

17 November 2006 : Version 0.55 Beta

- Updated AddPanelExImagePage, now supports any image format of any size as a background image.
- Updated PanelEx example.
- Windows Vista redraw optimizations.
- Updated docs.

29 October 2006 : Version 0.54 Beta

- Library updated to Pure Basic V4.0 code.
- DLL version and new User Library version.
- Many internal changes and bug fixes.
- Reduced DLL size.
- Now ***Windows Vista Beta*** compliant!
- Updated docs.

25 February 2006 : Version 0.53 Beta

- Added AddPanelExImagePage command.
- Added new PanelEx example.
- Updated docs.

19 February 2006 : Version 0.52 Beta

- Fixed memory access violation bug with ToolbarEx on program exit.

14 February 2006 : Version 0.51 Beta

- Fixed DLL detach process bug.

- Added optional background gfx to PanelEx.

05 January 2006 : Version 0.5 Beta

- First public beta release of ProGUI.

Index

- A -

- B -

- C -

- D -

- E -

- F -

- G -

- H -

- I -

- L -

- M -

- O -

- P -

- R -

- S -

- T -

- W -