## How to implement a multi-line caption on a TButton

## **QUESTION**

How do I make a button have a two line caption? I think there is a character or sequence there to embed a linefeed in the caption property.

It is not as simple as adding a #13#10 sequence as a line break in the caption. You also need to add the *BS\_MULTILINE* style. The following sample component will accept a pipe character ("|"") in the caption as proxy for a linebreak. This allows you to specify the break in the designer, which does not accept Return as part of the caption string.

If you want to be able to include #13#10 in a caption using the designer try the *Extended String Property Editor* IDE extension.

```
unit MLButton;
interface
 Windows, Messages, SysUtils, Classes, Graphics, Controls, Forms,
  Dialogs, StdCtrls;
type
 TMultilineButton = class(TButton)
   FMultiline: Boolean;
   function GetCaption: String;
   procedure SetCaption(const Value: String);
   procedure SetMultiline(const Value: Boolean);
 public
   procedure CreateParams(var params: TCreateParams); override;
    constructor Create(aOwner: TComponent); override;
 published
   property Multiline: Boolean
       read FMultiline write SetMultiline default True;
   property Caption: String read GetCaption write SetCaption;
  end;
procedure Register;
implementation
procedure Register;
 RegisterComponents('PBGoodies', [TMultilineButton]);
constructor TMultilineButton.Create(aOwner: TComponent);
begin
 inherited:
  FMultiline := True;
procedure TMultilineButton.CreateParams(var params: TCreateParams);
begin
  inherited;
  if FMultiline then
    params.Style := params.Style or BS MULTILINE;
function TMultilineButton.GetCaption: String;
 Result := Stringreplace( inherited Caption, #13, '|', [rfReplaceAll] );
```

```
procedure TMultilineButton.SetCaption(const Value: String);
begin
 if value <> Caption then
 begin
    inherited Caption := Stringreplace( value, '|', #13, [rfReplaceAll] );
    Invalidate;
  end;
end;
procedure TMultilineButton.SetMultiline(const Value: Boolean);
begin
 if FMultiline <> Value then
 begin
   FMultiline := Value;
   RecreateWnd;
end;
end.
```

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