WinFormsX - Label

Properties

Name	Description
Background	Gets or sets the background color of the control. Refer to the Colors object.
CtrlType	Gets or sets the control type value. Always ControlType.Label and used when adding control to its form's controls collection.
TextAlign	Gets or sets a value indicating the alignment of the text on a control. Refer to LabelAlignment enum.
Enabled	Gets or sets a value (true/false) indicating whether the control can respond to user interaction.
FlatStyle	Gets or sets a value (true/false) indicating whether the control has a flat style (true) or a sunken (false) appearance.
Foreground	Gets or sets the foreground color of the control. Refer to the Colors object.
Height	Gets or sets the height of the control.
hWindow	Gets the Windows handle (hwnd) of the control.
Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area (normally the form).
Location	Gets or sets the top and left position of the control relative to the form. Get: returns wfxPoint object Set: (left, top)
Name	Gets or sets the name of the control.
Parent	Gets or sets the parent container of the control.
Size	Gets or sets the size of the control. Get: returns wfxSize object. Set: (width, height)
Text	Gets or sets the text (caption) associated with this control.
Top	Gets or sets the distance, in pixels, between the top edge of the control and the top edge of its container's client area (normally the form).
Visible	Gets or sets a value (true/false) indicating whether the control is displayed.
Width	Gets or sets the width of the control.

Methods

Name	Description
Hide	Conceals the control from the user.
Refresh	Forces the control to invalidate its client area and immediately redraw itself
SetBounds	Sets the bounds of the control to the specified location and size. (left, top, width, height)
Show	Makes the control visible to the user (and creates the control should it not already exist)

Events

Name	Description
OnAllEvents	Special handler where **all** events are routed through. Use this handler if you prefer to use the Win32 api style messages and wParam and lParam parameters. Set the *Handled* element of *EventArgs* to **true** if you handle a message and do not want Windows to perform any further processing on the message.
OnClick	Occurs when the client area of the control is clicked.
OnDestroy	Occurs immediately before the control is about to be destroyed and all resources associated with it released.
OnMouseDoubleClick	Occurs when the control is double clicked by the mouse.
OnMouseDown	Occurs when the mouse pointer is over the control and a mouse button is pressed.
OnMouseEnter	Occurs when the mouse pointer enters the control.
OnMouseHover	Occurs when the mouse pointer rests on the control.
OnMouseLeave	Occurs when the mouse pointer leaves the control.
OnMouseMove	Occurs when the mouse pointer is moved over the control.
OnMouseUp	Occurs when the mouse pointer is over the control and a mouse button is released.

Label Alignment Enum

```
enum LabelAlignment
    MiddleCenter = SS_CENTER OR SS_CENTERIMAGE
    MiddleLeft   = SS_LEFT   or SS_CENTERIMAGE
    MiddleRight  = SS_RIGHT  or SS_CENTERIMAGE
    TopCenter    = SS_CENTER
    TopLeft      = SS_LEFT
    TopRight     = SS_RIGHT
end enum
```