WinFormsX - Form

Properties

Name	Description
Background	Gets or sets the background color of the form. Refer to the Colors object.
BorderStyle	Gets or sets the border style of the form. Refer to the FormBorderStyle enum.
CtrlType	Gets or sets the control type value. Always ControlType.Form and used when adding form to the Application form collection.
ClientSize	Gets or sets the client area of the form. The client area of the form is the size of the form excluding the borders and the title bar. Get: returns wfxSize object. Set: (width, height)
ControlBox	Gets or sets value (true/false) indicating whether a control box is displayed in the caption bar of the form.
Enabled	Gets or sets a value (true/false) indicating whether the control can respond to user interaction.
Height	Gets or sets the height of the form.
hWindow	Gets the Windows handle (hwnd) of the form.
IsMainForm	Gets or sets a value (true/false) indicating the form is main and will display when application starts. When the form is closed the application also ends.
IsModal	Gets a value (true/false) indicating whether the form is displayed modally.
Left	Gets or sets the distance, in pixels, between the left edge of the form and the left edge of its container's client area (normally the screen).
MaximizeBox	Gets or sets a value (true/false) indicating whether the maximize button is displayed in the caption bar of the form.
MinimizeBox	Gets or sets a value (true/false) indicating whether the minimize button is displayed in the caption bar of the form.
Name	Gets or sets the name of the form.
Parent	Gets or sets the parent container of the form.
Position	Gets or sets the top and left position of the form. Get: returns wfxPoint object Set: (left, top)
Size	Gets or sets the size of the form. Get: returns wfxSize object. Set: (width, height)
StartPosition	Gets or sets the starting position of the form at run time. Refer to FormStartPosition enum.

Name	Description
Text	Gets or sets the text (caption) associated with this form.
Top	Gets or sets the distance, in pixels, between the top edge of the form and the top edge of its container's client area (normally the screen).
Visible	Gets or sets a value (true/false) indicating whether the form is displayed.
WindowState	Gets or sets a value that indicates whether form is minimized, maximized, or normal. Refer to the FormWindowState enum.
Width	Gets or sets the width of the form.

Methods

Name	Description
Close	Closes the form.
Hide	Conceals the form from the user.
Refresh	Forces the form to invalidate its client area and immediately redraw itself and any child controls
SetBounds	Sets the bounds of the control to the specified location and size. (left, top, width, height)
Show	Displays the form to the user.
ShowDialog	Shows the form as a modal dialog box.

Events

Name	Description
OnActivated	Occurs when the form is activated in code or by the user.
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 form is clicked.
OnDeactivate	Occurs when the form loses focus and is no longer the active form.
OnFormClosed	Occurs after the form is closed.
OnFormClosing	Occurs before the form is closed.
OnKeyDown	Occurs when a key is pressed while the form has focus.
OnKeyPress	Occurs when a character, space or backspace key is pressed while the form has focus.
OnKeyUp	Occurs when a key is released while the form has focus.
OnLoad	Occurs before a form is displayed for the first time.
OnMouseDoubleClick	Occurs when the form is double clicked by the mouse.
OnMouseDown	Occurs when the mouse pointer is over the form and a mouse button is pressed.
OnMouseEnter	Occurs when the mouse pointer enters the form.
OnMouseHover	Occurs when the mouse pointer rests on the form.
OnMouseLeave	Occurs when the mouse pointer leaves the form.
OnMouseMove	Occurs when the mouse pointer is moved over the form.
OnMouseUp	Occurs when the mouse pointer is over the form and a mouse button is released.
OnMove	Occurs when the form is moved.
OnResize	Occurs when the form is resized.
OnShown	Occurs whenever the form is first displayed.

Form State and Style Enums

```
enum FormWindowState
    Maximized = 1
```

```
      Minimized
      Normal
   end enum

   enum FormStartPosition
      CenterParent = 1
      CenterScreen
      Manual
      WindowsDefaultLocation
   end enum

   enum FormBorderStyle
      None = 0
      Sizable = WS_THICKFRAME
      Fixed3D = WS_EX_CLIENTEDGE
      FixedSingle  = WS_EX_WINDOWEDGE
      FixedDialog  = WS_EX_DLGMODALFRAME
      FixedToolWindow = 1
      SizableToolWindow = 2
   end enum
```

Order of Events in Forms

WinFormsX fires form events in a specific order every time a form is created and shown.

During form creation:

- OnFormLoad: The form handle and all child controls exist however the form and controls are not yet visible. Respond to this event to reposition controls or to add data to controls. For example, add rows to a Listbox or Combobox.
- OnFormActivated: The form has gained input focus (similar to the OnGotFocus event of a control).
- OnShown: This event is only raised the first time a form is displayed; subsequently minimizing, maximizing, restoring, hiding, showing, or invalidating and repainting will not raise this event.

During form destruction:

- OnFormClosing: Event occurs as the form is closing. If you cancel this event, then the form remains open. To cancel, simply set the *Cancel* element of the *EventArgs* structure to **True**.
- OnDeactivate: Occurs when the form loses focus and is no longer the active form (similar to the OnLostFocus event of a control).
- OnFormClosed: Occurs after the form has closed (similar to the OnDestroy event of a control).