

WinFormsX - Button

Properties

Name	Description
CtrlType	Gets or sets the control type value. Always <code>ControlType.Button</code> 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 <code>ButtonAlignment</code> enum.
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 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).
Name	Gets or sets the name of the control.
Parent	Gets or sets the parent container of the control.
Position	Gets or sets the top and left position of the control relative to the form. Get: returns <code>wfxPoint</code> object Set: (left, top)
Size	Gets or sets the size of the control. Get: returns <code>wfxSize</code> 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 <i>Handled</i> element of <i>EventArgs</i> 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.
OnGotFocus	Occurs when the control gains input focus.
OnLostFocus	Occurs when the control loses input focus.
OnKeyDown	Occurs when a key is pressed while the control has focus.
OnKeyPress	Occurs when a character, space or backspace key is pressed while the control has focus.
OnKeyUp	Occurs when a key is released while the control has focus.
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.

Button Alignment Enum

```
enum ButtonAlignment
    BottomCenter = BS_CENTER OR BS_BOTTOM
    BottomLeft   = BS_LEFT   or BS_BOTTOM
    BottomRight  = BS_RIGHT  or BS_BOTTOM
    MiddleCenter = BS_CENTER OR BS_VCENTER
    MiddleLeft   = BS_LEFT   or BS_VCENTER
    MiddleRight  = BS_RIGHT  or BS_VCENTER
    TopCenter    = BS_CENTER or BS_TOP
    TopLeft      = BS_LEFT   or BS_TOP
    TopRight     = BS_RIGHT  or BS_TOP
end enum
```