ComponentOne

Command for WinForms

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Menus and Toolbars for WinForms Overview

Create versatile menus and docking/floating toolbars for your Windows Forms applications with **Menus and Toolbars for WinForms**. The suite includes nine user-interface and navigational tools. SmartDesigner technology makes it easy for you to build and style your menus and toolbars. This unique visual development feature allows you to work right on the design surface - no coding is required. And with the latest built-in Microsoft Office 2010 visual styles, you can achieve an Office 2010 look and feel by setting just one property. **Menus and Toolbars for WinForms** provides extensive design-time support, enabling you to create fully functional menus and toolbars in little time.

Menus and Toolbars for WinForms contains a variety of projects, and you can learn more about the individual products by clicking on the following links:

- Menus and Toolbars Overview
- DockingTab Overview
- NavBar Overview
- OutBar Overview
- TopicBar Overview
- RadialMenu Overview

Help with WinForms Edition

Getting Started

For information on installing **ComponentOne Studio WinForms Edition**, licensing, technical support, namespaces and creating a project with the control, please visit Getting Started with WinForms Edition.

Key Features

The **Menus and Toolbars for WinForms** suite contains five products: **Menus and Toolbars for WinForms**, **DockingTab for WinForms**, **NavBar for WinForms**, **OutBar for WinForms**, and **TopicBar for WinForms**. This section highlights the key features of each product.

Menus and Toolbars Key Features

Highlights of **Menus and Toolbars for WinForms** include:

- **Integrated C1Command Framework**

  The **Menus and Toolbars** suite integrates menus and toolbars into a single system, allowing you to reuse the same objects and code for menu items and toolbar buttons. The same command item (text, image, event handling code) can be used in several menus and/or toolbars at the same time.

- **Docking/Floating Toolbars**

  With docking/floating behavior you can create a layout that can be easily made end-user customizable. To make a toolbar that end-users are able to move around the form, dock to its sides, or make it a floating toolbar, simply put your C1ToolBar controls inside C1CommandDock containers.

- **No-code Design Experience**

  Menus and Toolbars features extensive design-time support, including **SmartDesigner** technology. The context-sensitive floating toolbars are activated with a single mouse click, where you can make changes right on the design surface. The C1Command designers even come with over 50 common commands with text, icons, and shortcut keys already configured for you.

- **Built-in Visual Styles**

  All menu and toolbar controls support visual styles that mimic the styles available in Microsoft Office 2010 including Blue, Silver, and Black. Also choose from Office 2003, 2007 and Windows XP styles.

- **Global Key Shortcuts**

  You can use shortcut and mnemonic keys to access a menu by the keyboard instead of the mouse. The shortcut keys are also usable for commands not present in any menus or toolbars. You can also localize the text for the shortcut keys.

- **Support for MDI Applications**

  Special support for MDI (Multiple Document Interface) applications, including built-in MDI child windows list and hierarchical shortcut key processing. In MDI applications, you can restrict the amount of menu items the list displays, show hidden MDI windows in the menu's list, and merge the menu items.

- **Merging Menus**

  With **Menus and Toolbars**, you can easily enable the merging of MDI child windows with MDI parent menus and toolbars. You can also specify the type of behavior for the merge and choose whether to add, replace, remove, or merge menu items, as well as specify the merging order of the menu items or toolbar buttons.

- **Multi-level Menus**

  Create a hierarchy of commands or options by adding submenus to the main menu.

- **Embedded Controls**

You can easily embed arbitrary controls such as text boxes, radio buttons, and check boxes in the menus and toolbars.

- **Feature-rich Context Menus**

  Easily add a context menu to any arbitrary control on your form with the C1ContextMenu control. C1ContextMenu shares the same features set as C1MainMenu.

DockingTab Key Features

Highlights of **DockingTab for WinForms** include:

- **Docking and Floating Tabs**
  DockingTab for WinForms provides docking and floating behavior, where the whole control or individual pages (tabs) can be torn off and automatically docked to one of the other sides of the form, to another C1DockingTab control, or floated in a separate tool window.
- **Visual Studio-like Docking**
  C1DockingTab supports the common docking diamond interface made popular from Visual Studio 2005. Just set the DockingStyle property of the C1CommandDock control to achieve this behavior and use whole form docking layout support.
- **Auto-hiding**
  C1DockingTab supports auto-hiding mode when placed inside a C1CommandDock control. This means tabs can be minimized to any edge of the container and slide in/out when the user clicks on them. To implement this behavior just set the **AutoHiding** property to True. To allow users to turn this on themselves set the **CanAutoHide** property.
- **Design-time Editors for Quick Styling**
  With the easy-to-use editors you can quickly edit the tab appearance such as the tab style, size, and layout.
- **Tab Behaviors**
  You have control over the behavioral properties for docking, floating, closing and reordering tab pages. Give end-users the ability to close and move tabs with the CanCloseTabs and CanMoveTabs properties.
- **Tab List**
  Show all available tabs in a drop-down list so users can quickly navigate. Just set the ShowTabList property to **True**.
- **More Alignment Options** Select from various tab alignment options:
  - Align tabs along the Top, Bottom, Left, or Right of the control
  - Position tabs Near, Far, or Center relative to the alignment
  - Stretch and squeeze tabs to fit the available space, or turn on multiline or scrolling to handle many more tabs
- **Hide Tabs**
  Simply hide the tabs of C1DockingTab to create multi-page forms such as Wizards. The benefit of using C1DockingTab is that you get full, drag-and-drop design-time support for each tab page, so you can easily have multiple forms contained in one.
- **More Tab Styles**
  Add more style to your tabbed interface with C1DockingTab. Choose from 12 visual styles including all Office 2010, 2007 and 2003 designs. You can also set the TabStyle property to get sloping or rounded tabs.

NavBar Key Features

Highlights of **NavBar for WinForms** include:

- **Microsoft Outlook-style UI**
  Group content and navigation menus into distinct categories just like the navigation system used in Microsoft Outlook. This model helps you organize content and allows end-users to navigate quickly.
- **Built-in Visual Styles**

Choose from 8 built-in visual styles including Office 2007, 2010, and 2003 styles. These are all a property setting away.

- **Collapsible**
  Enable the C1NavBar to collapse on any edge of its container, including left, right, top and bottom.
- **Embed Controls**
  Place any arbitrary controls inside each nav panel. This can be done at design-time by simply dragging controls into the panels.
- **Run-time Customization**
  The C1NavBar buttons can be customized at run-time by clicking on the lower drop-down arrow button. Users can rearrange buttons and choose to show or hide certain buttons.
- **Stackable Buttons**
  Use the splitter bar to stack buttons into the strip bar located at the bottom of the navigation bar. When buttons overflow they will appear in the drop-down menu for selection.
- **Close Button**
  Allow end-users to close a single panel or the entire navigation bar with a single property.
- **Extensive Design-time Support**
  NavBar features extensive design-time support, including **SmartDesigner** technology. The context-sensitive floating toolbars are activated with a single mouse click, where you can make changes right on the design surface. This no-code design experience provides hassle-free customization of the entire C1NavBar control.

OutBar Key Features

Highlights of **OutBar for WinForms** include:

- **Accordion-like Animation**
  Expand and collapse each page like a traditional accordion control. Only one page can be expanded at one time, thus saving on screen real estate.
- **Embed Arbitrary Controls**
  Arbitrary controls such as TextBoxes and charts can be embedded in any pages.
- **Built-in Visual Styles**
  Select from 12 built-in visual styles including all of the Microsoft Office color schemes.
- **Hide Pages**
  Easily turn any page invisible with its PageVisible property.
- **Smart Scrolling**
  Use C1OutBar with C1ToolBar to provide scrolling through a long list of toolbar commands. C1OutBar can display smart scroll buttons above and below the selected page.

TopicBar Key Features

Highlights of **TopicBar for WinForms** include:

- **Create Collapsible/Expandable Lists**
  Generate a highly navigational form with collapsible/expandable lists using the C1TopicBarcontrol. This powerful control also offers the ability for you to use animation, such as smooth transitions, when collapsing/expanding pages.
- **Built-in Visual Style**
  C1TopicBar provides 12 built-in visual styles such as the Office 2010 color schemes and a Windows XP look and feel.
- **No Code Design Experience**
  TopicBar features extensive design-time support, including **SmartDesigner** technology. The context-sensitive floating toolbars are activated with a single mouse click, where you can make changes right on the design surface.
- **Tooltips**
  The topic bar has a **TooltipText** property for you to create a user-friendly application. For example, you can

add tooltips to each topic to provide more information to the user about that group.

- **Right-to-Left Support**
  C1TopicBar supports RTL (or "right-to-left") layout for Arabic and Hebrew cultures. Just set the **RightToLeft** property to **Yes**.

RadialMenu Key Features

Highlights of **RadialMenu for WinForms** include:

- **Powerful Command Framework**: RadialMenu for WinForms leverages the power and versatility of C1Command to provide the best possible performance and flexibility.
- **Complete Customization:** Utilize the power of Themes for WinForms to change the appearance of the RadialMenu. Also dig and customize text, add images and much more.
- **Touch Friendly:** RadialMenu for WinForms provides a customizable interface that is easily accessible from touch and non-touch devices alike.

Overview

The **Menus and Toolbars for WinForms** suite of components allow you to add nice-looking menus and docking/floating toolbars to your Windows Forms applications. Useful features of the suite go beyond just looks though. Some highlights include:

- Microsoft Visual Studio/Office XP and Office 2007/2010 look and feel.
- Close integration between menus and toolbars; the same command item (text, image, event handling code) can be used in several menus and/or toolbars at the same time.
- Full design-time support integrated into the Visual Studio forms designer.
- Docking/floating behavior, with layout that can be easily made end-user customizable.
- Global key shortcuts, usable also for commands not present in any menus or toolbars.
- Special support for MDI applications, including built-in MDI child windows list and hierarchical shortcut key processing.
- Idle-time automatic update of menu/toolbar items' state.
- Context menus that can be attached to arbitrary controls on the form.
- And more.

Terminology

In this text, the following words are used to designate specific classes or groups of classes of components provided by the **Menus and Toolbars for .NET** product:

- **C1Command** (two meanings): used as a short name to designate the whole **Menus and Toolbars for .NET** product, and used to designate the key class in the product.
- **Command**: used to designate objects of the type C1Command and of derived types, which represent the actual executable commands invoked from menu items and toolbar buttons.
- **Command link**: used to designate objects of the type C1CommandLink.
- **Command holder**: used to designate objects of the type C1CommandHolder.

Class Hierarchy

This section summarizes the class relationships between the more important of the components included in the C1Command suite.

Commands

C1Command contains the following types of commands used to create menus and toolbars:

- C1Command : System.ComponentModel.Component
  Basic executable command. Base class for all other command classes.
- C1CommandMenu : C1Command
  Command which can contain a submenu.
- C1ContextMenu : C1CommandMenu
  Command with a submenu that can be attached to another control as a context menu.
- C1CommandMdiList : C1CommandMenu
  Command which at run time expands to the list of existing MDI child windows.
- C1CommandControl : C1CommandMenu
  Command which can be associated with an arbitrary control. The control is displayed inside the command link connected to the command (this command allows at most one command link to be connected to it).

Other Components and Controls

The following components and controls are included in C1Command:

- C1CommandHolder : System.ComponentModel.Component
  Container for all commands on a form. Only one object per form is allowed, and is always automatically created when a menu or toolbar is added to the form.
- C1MainMenu : System.Windows.Forms.Control
  Control representing the main menu of a form.
- C1ToolBar : System.Windows.Forms.Control
  Control representing a toolbar. Must be put in a C1CommandDock to have docking and floating behavior.
- C1CommandDock : System.Windows.Forms.Panel
  A container providing docking and floating behavior to toolbars.
- C1DockingTab : System.Windows.Forms.Control
  A tab control which manages a related set of pages.
- C1OutBar : System.Windows.Forms.Contro
  An outbar control which manages a related set of pages. It provides an Outlook-style tab container.
- C1NavBar: System.Windows.Form.Control
  The C1NavBar is used for grouping information into distinct categories to help organize and navigate information quickly. It consists of a number of categories represented by preset buttons.
- C1TopicBar: System.Windows.Form.Control
  C1TopicBar represents a topic bar. In **C1OutBar** the control provides a collection of single pages organized into one group whereas **C1TopicBar** contains a collection of pages organized into various groups.

Design-Time Support

C1Command provides visual editing to make it easier to create menus, toolbars, outbars, and docking tabs with the Microsoft Visual Studio look and feel.

You can make changes to the C1Command controls by using one or more of the following visual editors:

In-Place Editing

You can quickly edit menu and toolbar items' text using the in-place editing feature. For more information about using the in-place editing feature, see In-Place Text Editing.

Invoking the Smart Tags

You can easily set common properties for the C1Command controls using its smart tags. For more information about the smart tags in C1Command, see C1Command Smart Tags.

Invoking the Context Menus

You can easily configure any of the C1Command components at design time by using its associated context menu. For more information on C1Command context menus, see the C1Command Context Menus.

Invoking the C1Command Editor

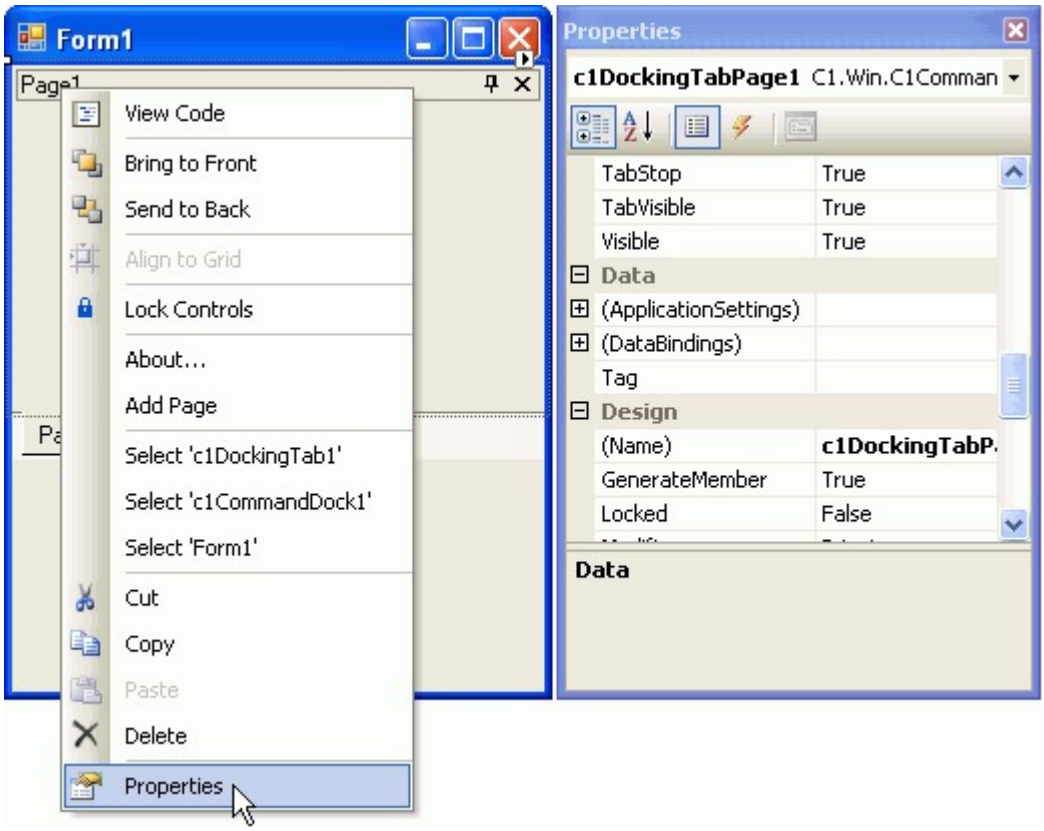
You can easily edit C1CommandLinks at design-time through its **Edit designer**.

Design Time Editors

C1Command provides seven collection editors: **C1Command Collection Editor**, **C1CommandLink Collection Editor**, **C1DockingTabPage Collection Editor**, **C1NavBarButton Collection Editor**, **C1OutPage Collection Editor**, **C1TopicPage Collection Editor**, and **C1TopicLink Collection Editor**. The main part for each of the editor's application consists of a windows form which conveniently allows the user to edit the C1MainMenu, C1ToolBar, C1DockingTab, C1NavBar, C1OutBar, or C1TopicBar controls.

Showing the C1Command Control's Properties

You can access the properties for any of C1Commands components simply by right-clicking on the control and selecting **Properties** or by selecting the class from the drop-down box of the Properties window.

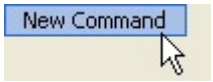


The following section details each type of support available in C1Command.

In-Place Text Editing

Rather than going through the menu's or toolbar's **Edit** designer or **Properties** window to edit their text you can simply edit their text directly on their control.

To use this feature, perform the following:

1. Select the menu item or toolbar item so it's highlighted.
   

2. Press ENTER.
   menu item or toolbar item's text is ready to be edited.
   

3. Press ENTER again to accept the change or press ESC to cancel the change.

Command Smart Tags

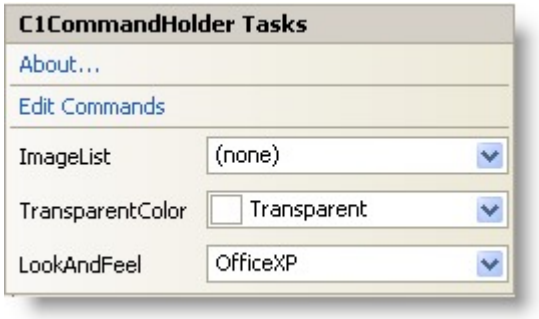
In Visual Studio, each component/command in C1Command includes a smart tag. A smart tag represents a short-cut tasks menu that provides the most commonly used properties in each component/command.

The following section introduces each smart tag for C1Commands components/commands.

C1CommandHolder Smart Tag

The C1CommandHolder component provides quick and easy access to common properties through its smart tag.

To access the **C1CommandHolder Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1CommandHolder control. This will open the **C1CommandHolder Tasks** menu.



The **C1CommandHolder Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the look and feel style of the commands. Note that the C1CommandHolder.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

ImageList

Selecting the **ImageList** drop-down button opens a list box that contains an imagelist item if an ImageList component is present.

TransparentColor

Selecting the **TransparentColor** drop-down box opens the list box of Custom, Web, and System colors to choose from.

Edit Commands

Clicking **Edit Commands** opens the **C1Command Collection Editor**. For more information on how to use the **C1Command Collection Editor**, see C1Command Collection Editor.

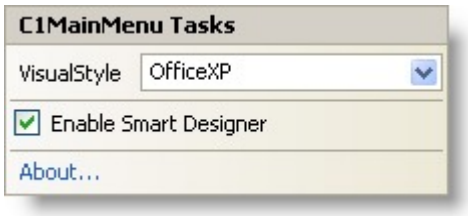
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1MainMenu Smart Tag

The C1MainMenu control provides quick and easy access to common properties through its smart tag.

To access the **C1MainMenu Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1MainMenu control. This will open the **C1MainMenu Tasks** menu.



The **C1MainMenu Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the look and feel style of the C1MainMenu control. Note that the C1MainMenu.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

Clicking on the **Smart Designer** check box enables the Smart Designer of the C1MainMenu control.

About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1ContextMenu Smart Tag

The C1ContextMenu component provides quick and easy access to add menu items and edit them through its **Link to Command** designer. This is available through its smart tag.

To access the **C1ContextMenu Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1ContextMenu component. This will open the **C1ContextMenu Tasks** menu.

The **C1ContextMenu Tasks** menu operates as follows:

Add Item

Clicking on the **Add Item** adds a new command after the current command and opens the **Link to Command** designer.

For more information how to use the **Link to Command** designer, see Link to Command designer.

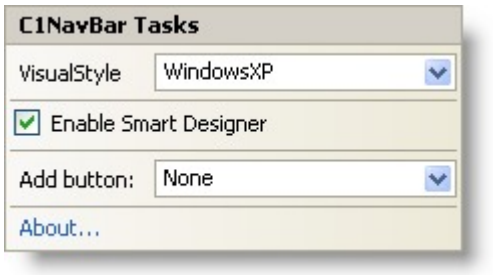
Edit Menu

Clicking on the **Edit Menu** item displays the command items in the context menu that is attached to a specific control such as C1MainMenu or C1ToolBar.

C1NavBar Smart Tag

The C1NavBar control provides quick and easy access to common properties and its most common editing actions such as adding buttons through its smart tag.

To access the **C1NavBar Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1NavBar control. This will open the **C1NavBar Tasks** menu.



The **C1NavBar Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the look and feel style of the C1NavBar control. Note that the C1NavBar.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

Clicking on the **Enable Smart Designer** check box enables the Smart Designer for the C1NavBar control.

Add button

Clicking on the **Add button** drop-down box opens a list box of pre-defined buttons to choose from such as **Custom**, **Mail**, **Calendar**, **Contacts**, **Tasks**, **Notes**, **Folder**, **Shortcut**, or **Journal**.

About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1NavBar Panel Smart Tag

The **C1NavBarPanel Tasks** menu makes it simple to change the VisualStyle and add section headers, horizontal rules, and docked panels.

To access the **C1NavBarPanel Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1NavBarPanel. This will open the **C1NavBarPanel Tasks** menu.

The **C1NavBarPanel Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the look and feel style of the section headers, horizontal rules, and docked panels. Note that the C1NavBar.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Add Section Header

Clicking on the **Add Section Header** item adds a section header to the panel area of the selected button.

Add Horizontal Rule

Clicking on the **Add Horizontal Rule** item adds a horizontal line across the panel area of the selected button.

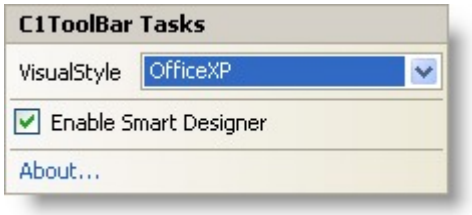
Add Docked Panel

Clicking on the **Add Docked Panel** item enables a dockable panel area of the selected button.

C1ToolBar Smart Tag

The C1ToolBar component provides quick and easy access to its most common properties.

To access the **C1ToolBar Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1ToolBar control. This will open the **C1ToolBar Tasks** menu.



The **C1ToolBar Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver, Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the style of the C1ToolBar. Note that the C1ToolBar.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

Selecting the **Enable Smart Designer** check box enables the Smart Designer for the C1ToolBar control.

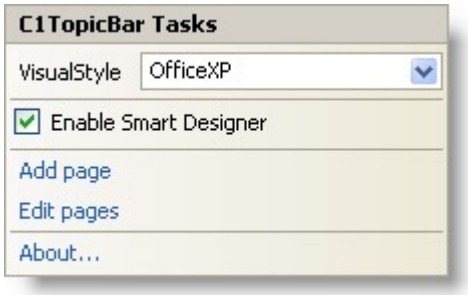
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1TopicBar Smart Tag

The C1TopicBar component provides quick and easy access to its **C1TopicPage Collection Editor** and its most common editing actions such as adding topic pages through its smart tag.

To access the **C1TopicBar Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1TopicBar control. This will open the **C1TopicBar Tasks** menu.



The **C1TopicBar Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver, Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP, Classic**, and **WindowsXP**) to set the style of the C1TopicBar. Note that the C1TopicBar.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

Clicking on the **Enable Smart Designer** check box enables the Smart Designer for the C1TopicBar control.

Add Page

Clicking on the **Add Page** item, adds a new page below the current page in the C1TopicBar.

Edit Pages

Clicking on the **Edit Pages** item, opens the **C1TopicPage Collection Editor**. For additional information on the **C1TopicPage Collection Editor**, see C1TopicPage Collection Editor.

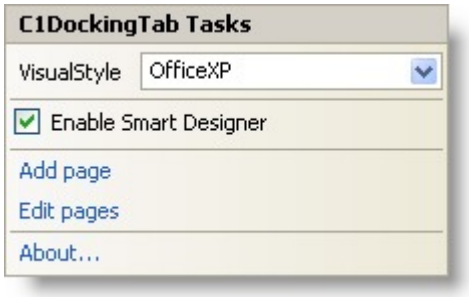
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1DockingTab Smart Tag

The C1DockingTab control provides quick and easy access to its **C1DockingTabPages Collection Editor** and its most common editing actions such as adding new tab pages through its smart tag.

To access the **C1DockingTab Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1DockingTab control. This will open the **C1DockingTab Tasks** menu.



The **C1DockingTab Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the style of the tabs. Note that the C1DockingTab.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

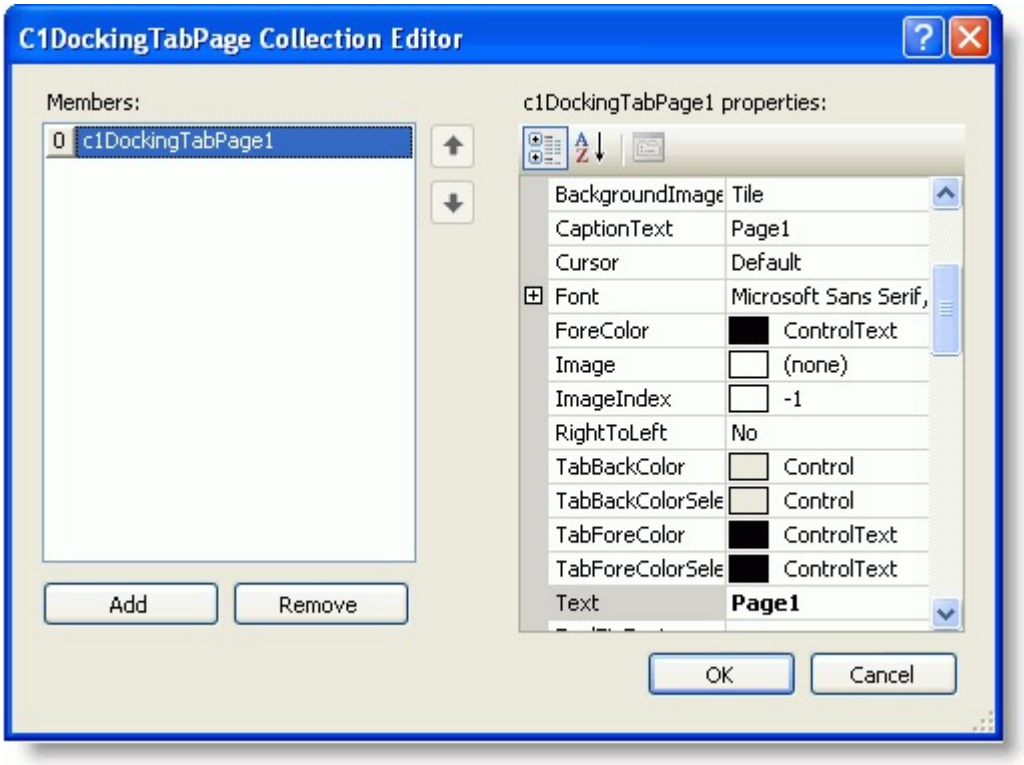
Selecting the **Enable Smart Designer** check box enables the Smart Designer of the C1DockingTab control. The default value is **True** (checked). For more information about the Smart Designer's elements see, C1Command Smart Designer.

Add page

Clicking **Add page** adds a new **C1DockingTabPage**. **C1DockingTabPage** has a smart tag as well. For more information about **C1DockingTabPage Tasks** menu, see C1DockingTabPage smart tag.

Edit pages

Selecting **Edit pages** opens the **C1DockingTabPage Collection Editor**.



For more information on how to use the **C1DockingTabPage Collection Editor**, see C1DockingTabPage Collection Editor.

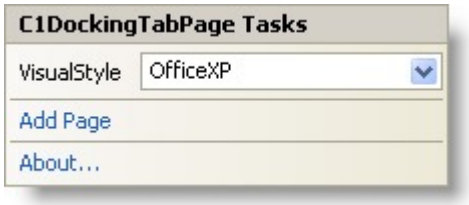
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1DockingTabPage Smart Tag

The C1DockingTabPage control makes it simple to change the VisualStyle and add new tab pages through its smart tag.

To access the **C1DockingTabPage Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1DockingTabPage. This will open the **C1DockingTabPage Tasks** menu.



The **C1DockingTabPage Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the style of the tab. Note that the C1DockingTab.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Add Page

Clicking **Add Page** adds a new C1DockingTabPage.

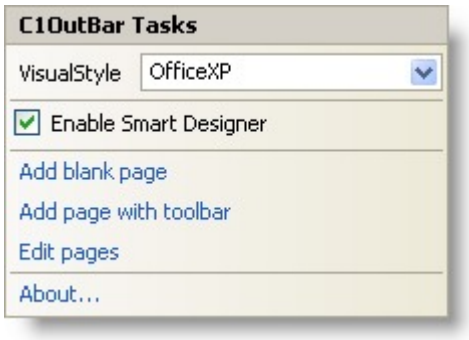
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1OutBar Smart Tag

The C1OutBar control provides quick and easy access to its **C1OutPage Collection Editor** and its most common editing actions such as adding a blank page or a page with a toolbar, through its smart tag.

To access the **C1OutBar Tasks** menu, click on the smart tag (▶) in the upper right corner of the C1OutBar control. This will open the **C1OutBar Tasks** menu.



The **C1OutBar Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the style of the C1OutBar control. Note that the VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Enable Smart Designer

Selecting the **Enable Smart Designer** check box enables the Smart Designer of the C1OutBar control. The default value is **True** (checked). For more information about the Smart Designer's elements see, C1Command Smart Designer.

Add blank page

Clicking **Add blank page** adds a new C1OutPage below the current C1OutPage. Clicking inside the new C1OutPage exposes the smart tag anchor for the **C1OutPage Tasks** menu.

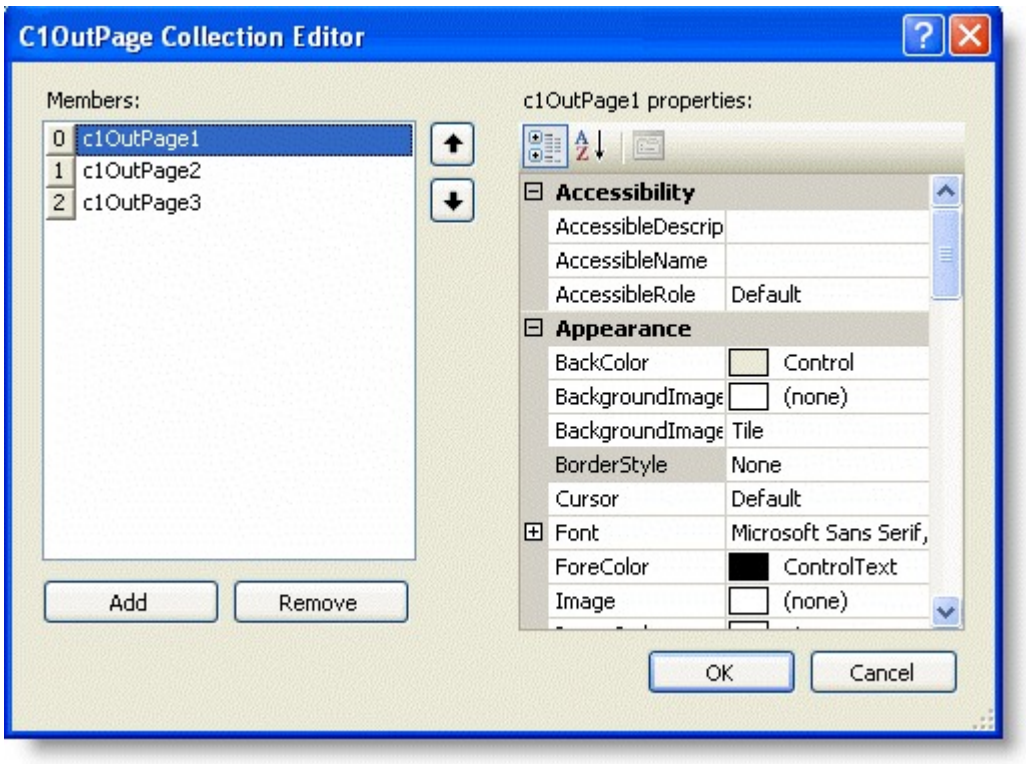
Add page with toolbar

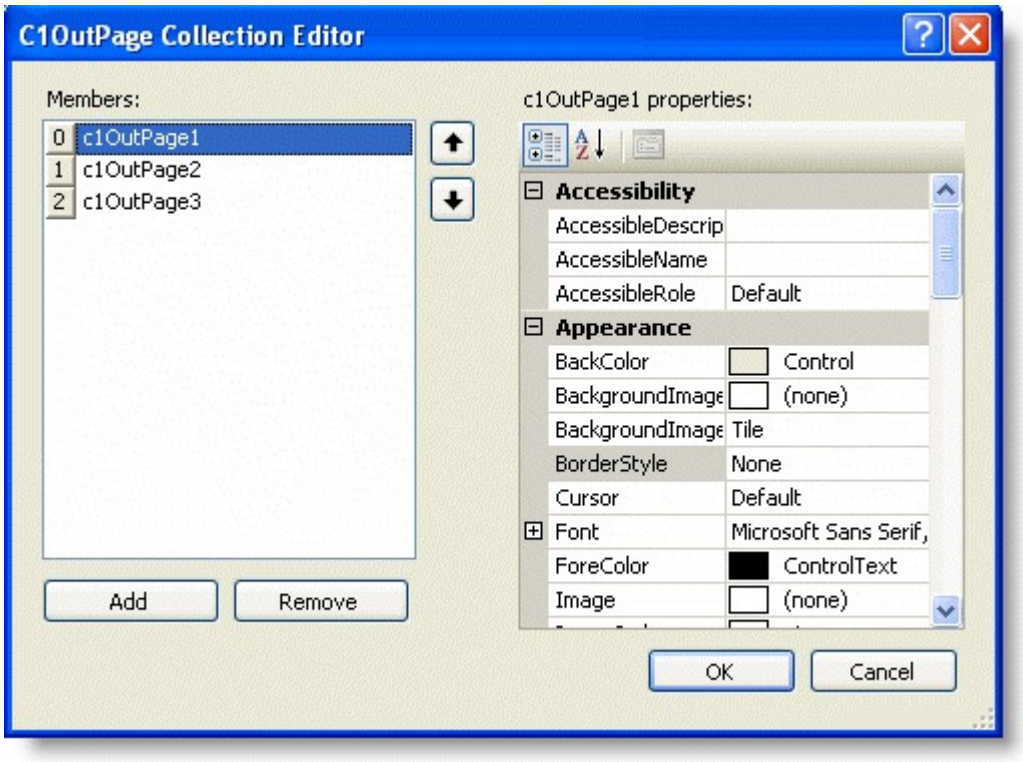
Clicking **Add page with toolbar** adds a new C1OutPage which contains a C1ToolBar. A C1OutPage**Tasks** menu appears for the newly added C1OutPage. Clicking inside the new page exposes the smart tag anchor for the **C1ToolBar Tasks** menu.

For more information on how to use the **C1ToolBar Tasks** menu, see C1ToolBar Smart Tag.

Edit pages

Selecting **Edit pages** opens the C1OutPage Collection Editor.





For more information on how to use the **C1OutPage Collection Editor**, see C1OutPage Collection Editor.

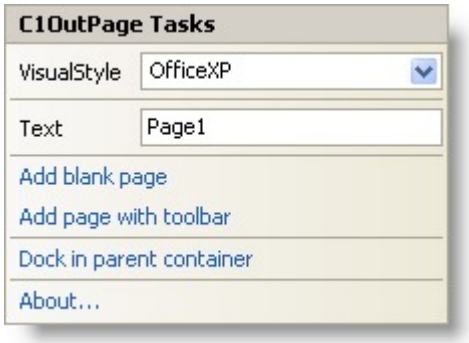
About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

C1OutPage Smart Tag

The C1OutPage control provides quick and easy access to its C1OutPage Collection Editor and its most common editing actions such as adding a new blank page or a new page with a toolbar with only one click through its smart tag.

To access the **C1OutPage Tasks** menu, select the C1OutPage and click on the smart tag (▶) in the upper right corner of the C1OutPage. This will open the **C1OutPage Tasks** menu.



The **C1OutPage Tasks** menu operates as follows:

VisualStyle

Selecting the **VisualStyle** drop-down box opens a list box with several items to choose from (**Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver, Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**) to set the style of the **C1OutPage** control. Note that the C1OutBar.VisualStyle property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

Text

Selecting the **Text** box and entering a name gets the text for the C1OutPage.

Add blank page

Clicking **Add blank page** adds a new empty C1OutPage (without a C1ToolBar inside it) below the current C1OutPage.

Add page with toolbar

Clicking **Add page with toolbar** adds a new C1OutPage below the current C1OutPage. It also adds a new C1ToolBarinside it.

Dock in parent container

Clicking **Dock in parent container** docks the C1OutPage inside its parent container.

About

Clicking on the **About** item displays the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.

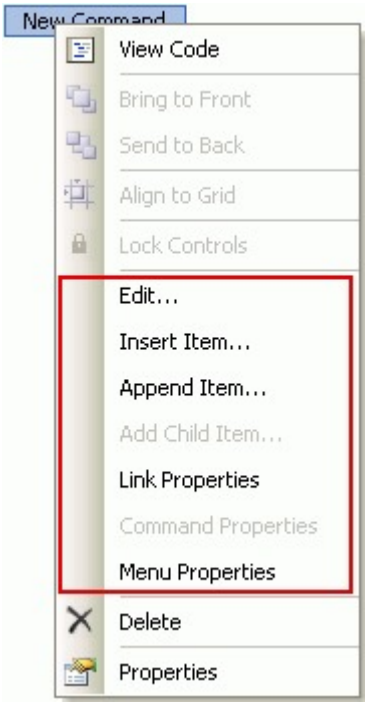
Command Context Menus

Each of C1Commands components provides a context menu for additional functionality to use at design time.

Command Links context menu

Right-click on the command link item for a menu item or toolbar button to open the following context menu.

> **Note:** The only difference between the Command Links context menu for menus and the one for toolbar is the Menu Properties/Toolbar Properties command.



The following table provides a brief description of the custom items added by C1MainMenu and C1ToolBar controls to their context menus:

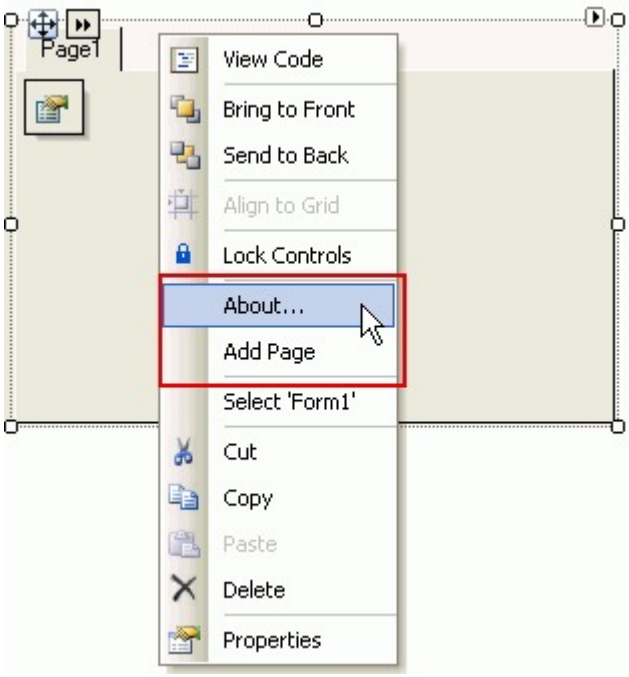
Custom Items	Description
Edit	Brings up the **Link to Command** designer for the currently selected command link. You can edit the currently linked command, or link to another (new or existing) command. This item is disabled when there is no currently selected command link.
Insert Item	Inserts a new command link before the current one, and opens the **Link to Command** designer. This item is disabled when there is no currently selected command link.
Append Item	Adds a new command link after the **last one** in the current menu or toolbar, and brings up the command edit designer for the new link.
Add Child Item	Adds a new command link to the menu (C1CommandMenu or C1ContextMenu) linked by the currently selected command link and it opens the **Link to Command** designer. This item is disabled unless the current command link is linked to a C1CommandMenuor C1ContextMenu type command.
Link Properties	Selects the command link and shows its properties in the Properties window.
Command Properties	Selects the command and shows its properties in the Properties window. Note that for non-empty links, clicking a link toggles between link's own and linked command's properties.
Menu Properties	Selects the menu and shows its properties in the Properties

	window.

Note: All menu-editing actions are fully undoable using the Visual Studio's Undo facility.

C1DockingTab context menu

Right-click on the C1DockingTab control to open its context menu.

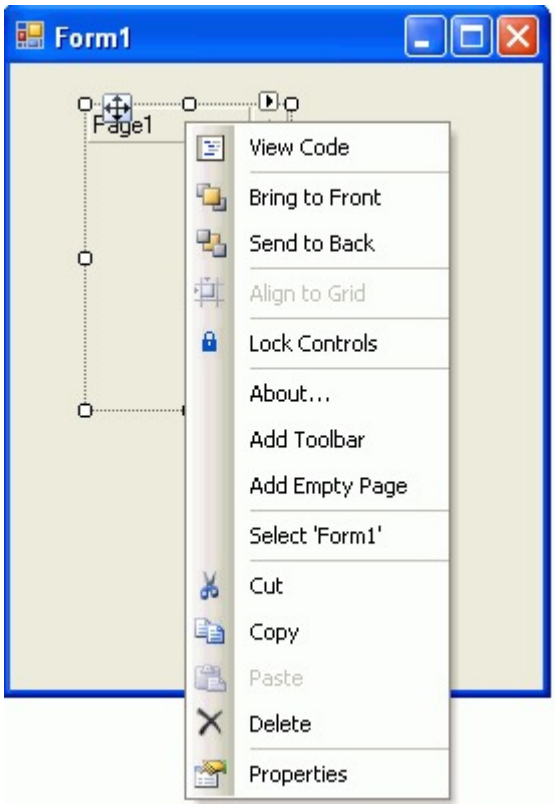


The following table provides a brief description of the custom items added by C1DockingTab control to its context menu:

Custom Items	Description
About	Opens the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.
Add Page	Adds a new page to the C1DockingTab.

C1OutBar context menu

Right-click on the C1OutBar control to open its context menu.

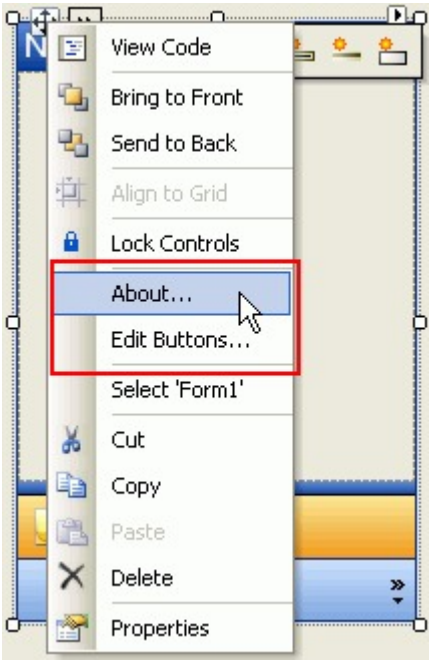


The following table provides a brief description of the custom items added by the C1OutBar control to its context menu:

Custom Items	Description
About	Opens the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.
Add Toolbar	Adds a new C1OutPagewith a C1ToolBarinside it.
Add Empty Page	Adds a new **C1OutPage** without a **C1ToolBar** inside it.

C1NavBar context menu

Right-click on the C1NavBar control to open its context menu.

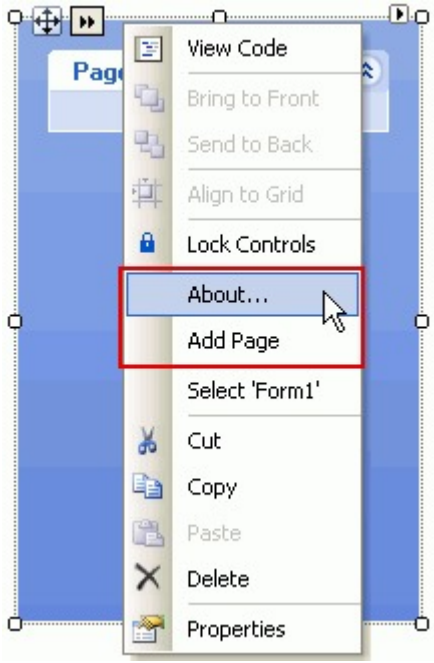


The following table provides a brief description of the custom items added by the C1NavBar control to its context menu:

Custom Items	Description
About	Opens the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.
Edit Buttons	Opens the **C1NavBarButton Collection Editor**.

C1TopicBar context menu

Right-click on the C1TopicBar control to open its context menu.



The following table provides a brief description of the custom items added by the C1TopicBar control to its context menu:

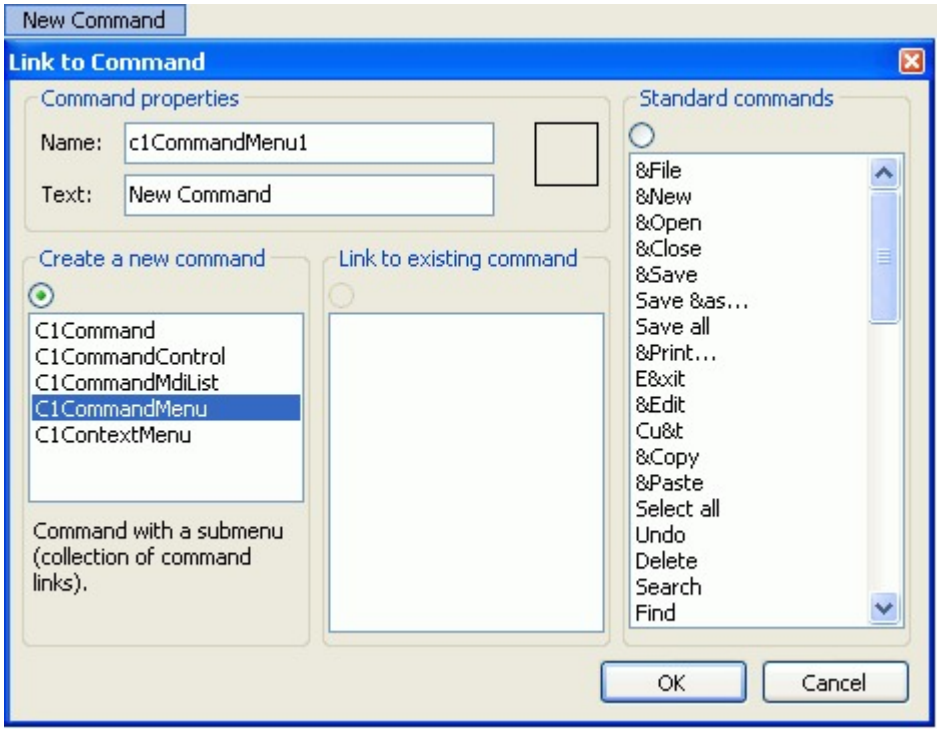
Custom Items	Description
About	Opens the **About Command** dialog box, which is helpful in finding the version number of C1Command and online resources.
Add Page	Adds a new C1TopicPage to the C1TopicBarcontrol.

Link to Command Designer

C1Command has a **Link to Command** designer for the command items in the menus and toolbars controls so you can add commands to them or modify existing commands at design time.

To access the Edit designer:

Click on any command item in the menu or toolbar control twice or right-click and select **Edit** from its context menu to open the **Link to Command** designer.



This dialog box is used to create new commands, edit existing ones, or link command links to commands. The same dialog box is used to edit command links in drop-down menus and toolbars. The **Link to Command** designer contains the following categories: Command properties, Create a new Command, Link to existing command, and Standard commands.

The following table lists and describes the functionality of the items in the **Link to Command** designer:

Group Box	Description
Command	The **Command properties** group box includes a **Name** text box and a

properties	**Text** text box. The Name text box displays the default command name for the command or you can enter a new command name. The Text text box displays the text that appears on the command item.
Create New Command	The **Create a new command** group box contains a list box of various command types to choose a specific command type for the new command. The radio button enables you to toggle between creating a new command and linking to an existing one in the **Link to existing command** list box.
Link to Existing Command	The **Link to existing command** group box displays a list box of commands already created on the form. When you select an item from this list, the Create New Command radio button is automatically unselected.
Standard Commands	The **Standard command** group box provides 54 built-in commands and 40 images for standard commands. When you select a standard command that includes a built-in image from the Standard commands list box, the preview image appears in the square box located in the Command properties group box.

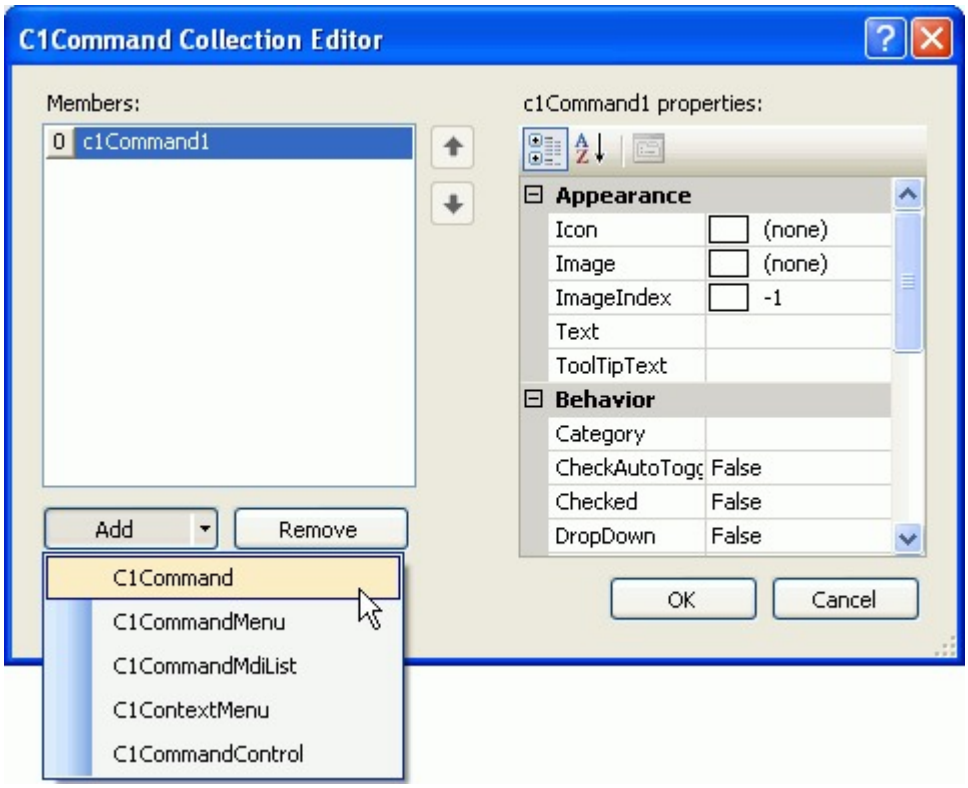
Command Collection Editors

C1Command provides seven collection editors: **C1Command Collection Editor**, **C1CommandLink Collection Editor**, **C1DockingTabPage Collection Editor**, **C1NavBarButton Collection Editor**, **C1OutPage Collection Editor**, **C1TopicPage Collection Editor**, and **C1TopicLink Collection Editor**. The main part for each of the editor's application consists of a windows form which conveniently allows the user to edit the C1MainMenu, C1ToolBar, C1DockingTab, C1NavBar, C1OutBar, or C1TopicBar controls.

The following section briefly introduces the C1Command collection editors and explains how to access them.

Command Collection Editor

The **C1Command Collection Editor** allows the user to edit command properties and add or remove commands of the type C1Command, C1CommandMenu, C1CommandMdiList, C1ContextMenu, and C1CommandControl in the hierarchy.

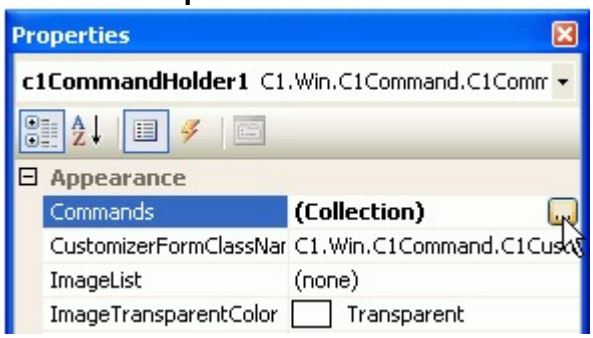


To access the C1Command Collection Editor:

1. Drop a C1MainMenu or a C1ToolBar onto the form.

   This will also automatically create a C1CommandHolder component in the form's component tray.

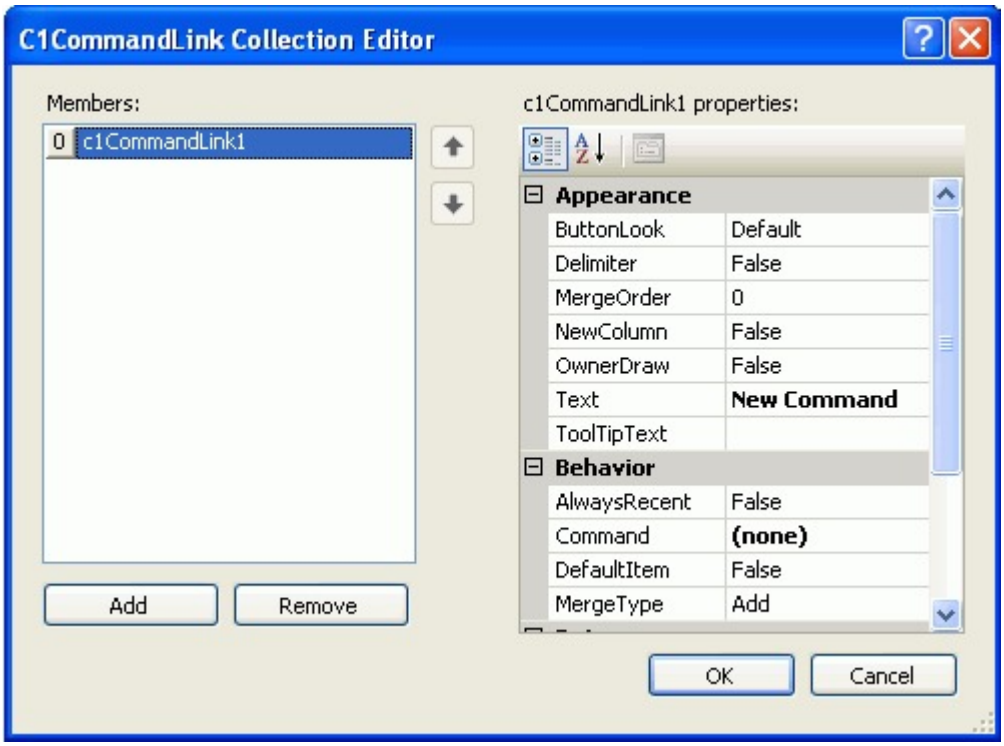
2. Click on the **ellipsis** button next to the **Commands** property in the C1CommandHolders Properties window.



   The **C1Command Collection Editor** appears.

CommandLink Collection Editor

The **C1CommandLink Collection Editor** allows the user to add or remove command links as well as link existing commands to the command link.

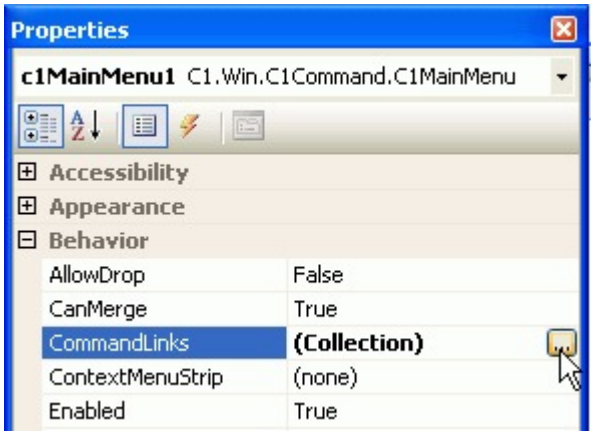


To access the C1CommandLink Collection Editor:

1. Drop a C1MainMenu or a C1ToolBar onto the form.

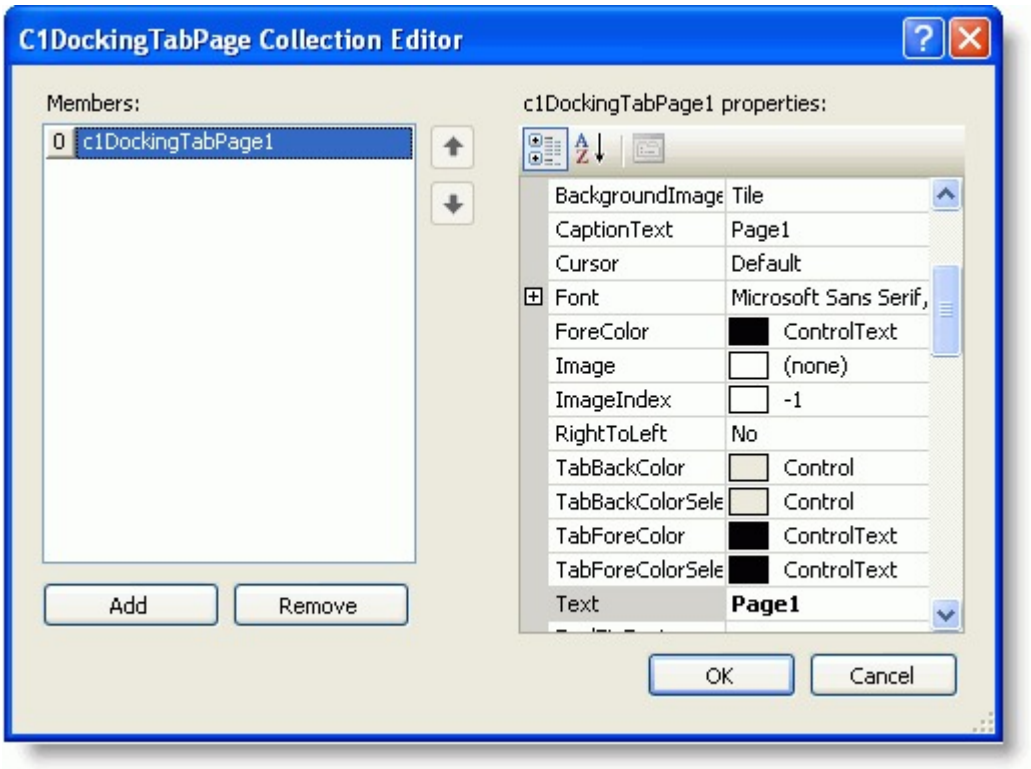
   This will also automatically create a C1CommandHolder component in the form's component tray.

2. Click on the **ellipsis** button next to the **CommandLinks** property in C1MainMenus or C1ToolBars Properties window.



DockingTabPage Collection Editor

The **C1DockingTabPage Collection Editor** allows the user to add or remove tab pages as well as edit the properties in the tab pages.



To access the C1DockingTabPage Collection Editor:

There are two ways to access the **C1DockingTabPage Collection Editor**, either through the **TabPages** property in the **Properties** window, or the **Edit tab pages** in the **C1DockingTab Tasks** menu. For more information about how to use the **C1DockingTab Tasks** menu, see C1DockingTab Smart Tag.

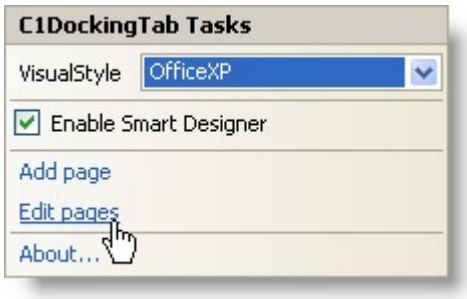
Option 1

1. Drop a C1DockingTab onto the form.
2. Click on the **ellipsis** button next to the **TabPages** property in C1DockingTabs Properties window.

The **C1DockingTabPage Collection Editor** appears.

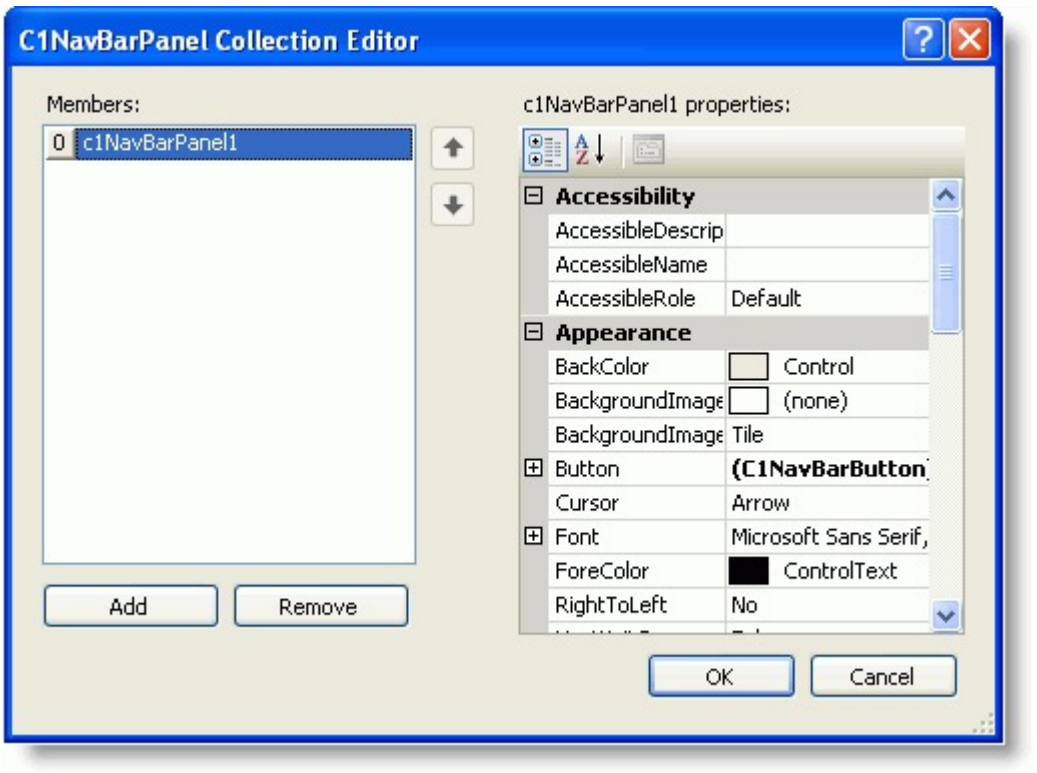
Option 2

1. Drop a C1DockingTab control onto the form.
2. Click on the smart tag (▶) in the upper right corner of the C1DockingTab control and then click on **Edit pages** from the **C1DockingTab Tasks** menu.



NavBarPanel Collection Editor

The **C1NavBarPanel Collection Editor** allows the user to add or remove panels in the C1NavBar control as well as edit the panels' properties.

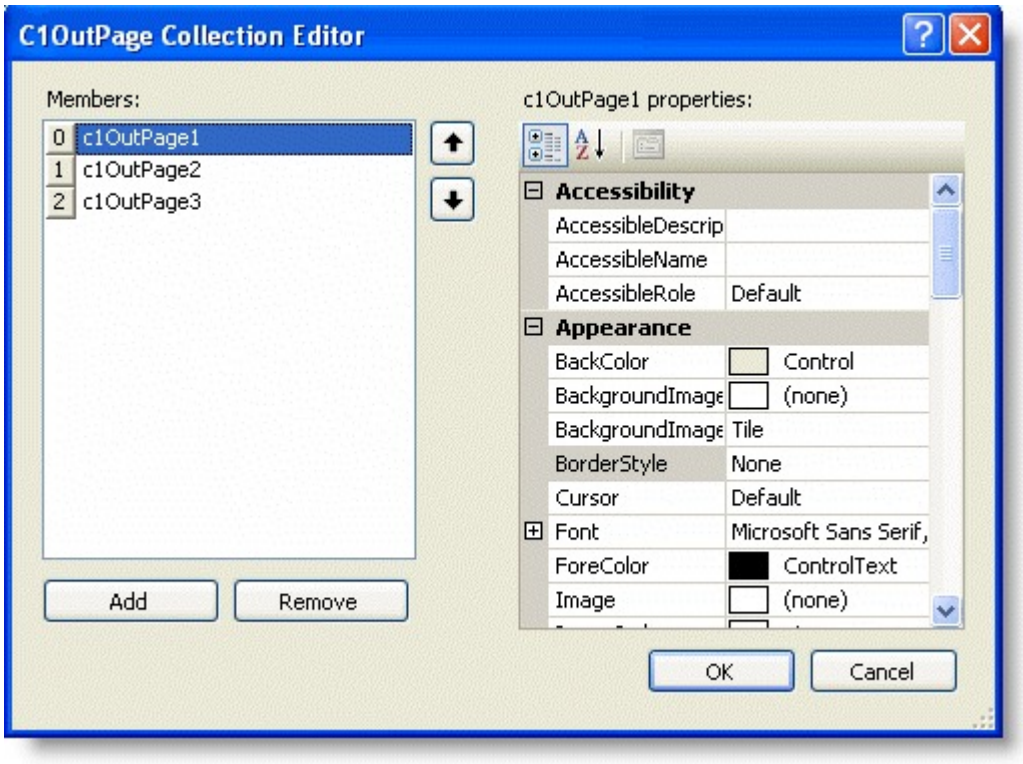


To access the C1NavBarPanel Collection Editor:

1. Drop a C1NavBar onto the form.
2. Click on the **ellipsis** button next to the **Panels** property in the C1NavBar's Properties window.
   The **C1NavBarPanel Collection Editor** appears.

OutPage Collection Editor

The **C1OutPages Collection Editor** allows the user to add or remove the pages in the C1OutBar control as well as edit the pages' properties.

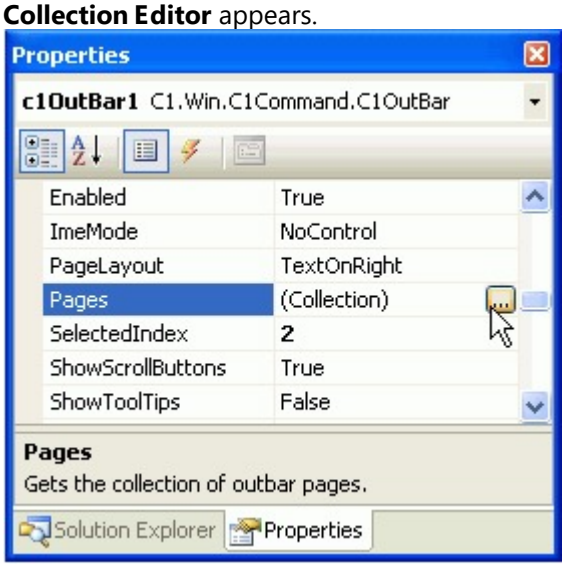


To access the C1OutPage Collection Editor:

There are two ways to access the **C1OutPage Collection Editor**, either through the **Pages** property in the **Properties** window, or the **Edit Pages** in the **C1OutBar Tasks** menu. For more information about how to use the **C1OutBar Tasks** menu, see C1OutBar Smart Tag.

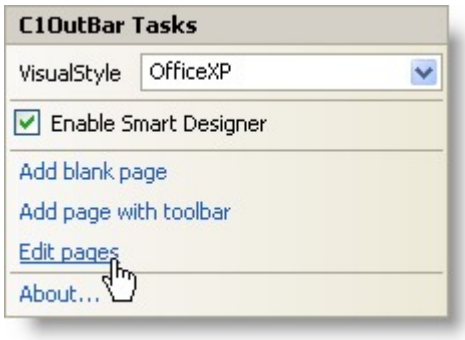
Option 1

1. Drop a C1OutBar control onto the form.
2. Click on the **ellipsis** button next to the **Pages** property in **C1OutBar**'s **Properties window**. The **C1OutPage Collection Editor** appears.



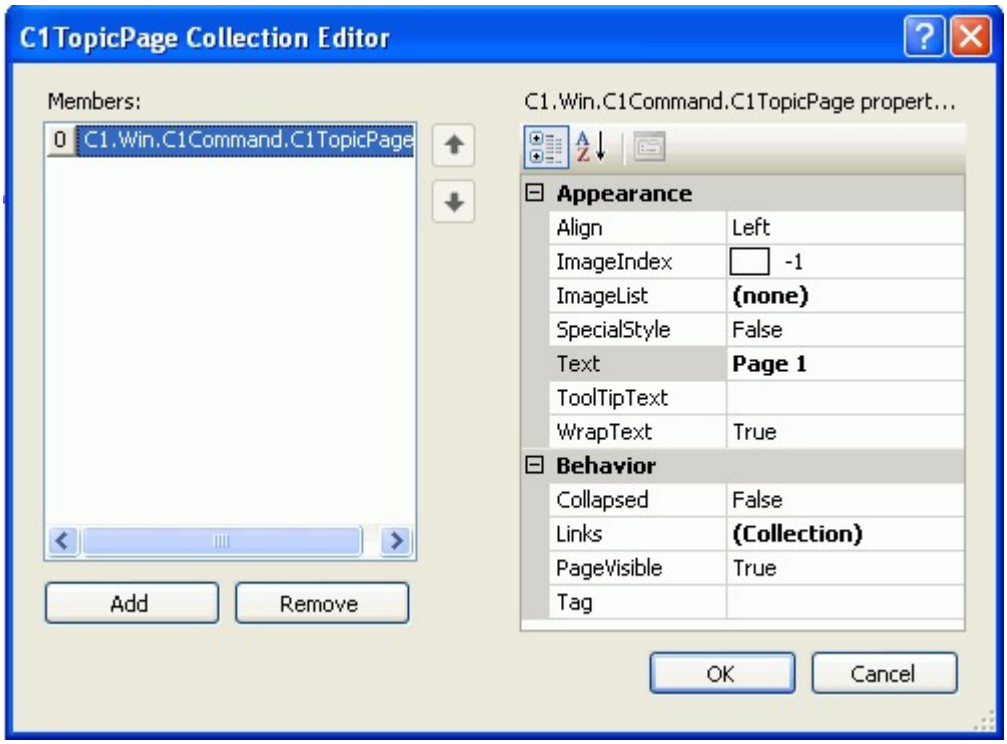
Option 2

1. Drop a C1OutBar control onto the form.
2. Click on the smart tag (▶) in the upper right corner of the C1OutBar control and then click on **Edit Pages** from the **C1OutBar Tasks** menu.



TopicPage Collection Editor

The **C1TopicPage Collection Editor** allows the user to add or remove the pages in the C1TopicBar control as well as edit the pages' properties.



To access the C1TopicPage Collection Editor:

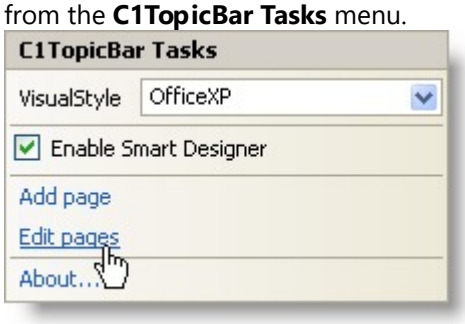
There are two ways to access the **C1TopicPage Collection Editor**, either through the **Pages** property in the **C1TopicBar Properties** window, or the **Edit Pages** in the **C1TopicBar Tasks** menu. For more information about how to use the **C1TopicBar Tasks** menu, see C1TopicBar Smart Tag.

Option 1

1. Drop a C1TopicBar onto the form.
2. Click on the **ellipsis** button next to the **Pages** property in the C1TopicBars Properties window.

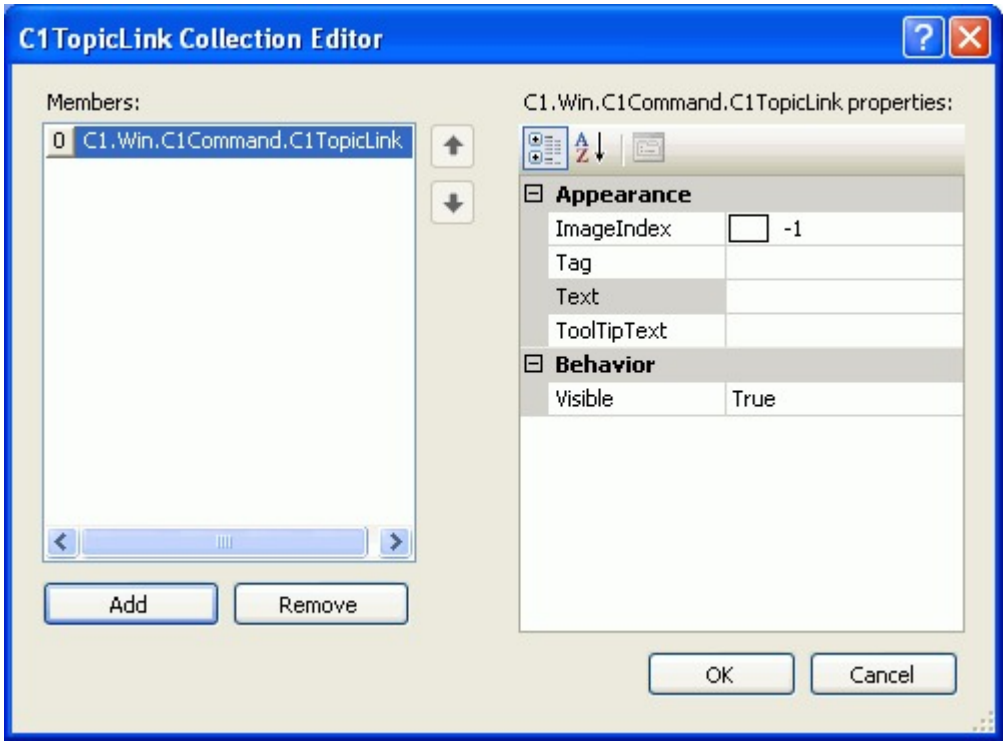
Option 2

1. Drop a C1TopicBar onto the form.
2. Click on the smart tag (▶) in the upper right corner of the C1TopicBar control and then click on **Edit Pages** from the **C1TopicBar Tasks** menu.



TopicLink Collection Editor

The **C1TopicLink Collection Editor** allows the user to add or remove the links in the C1TopicBarcontrol as well as edit the links' properties.



To access the C1TopicLink Collection Editor:

You can access the **C1TopicLink Collection Editor** through the **Links** property in the **C1TopicPages Collection Editor**.

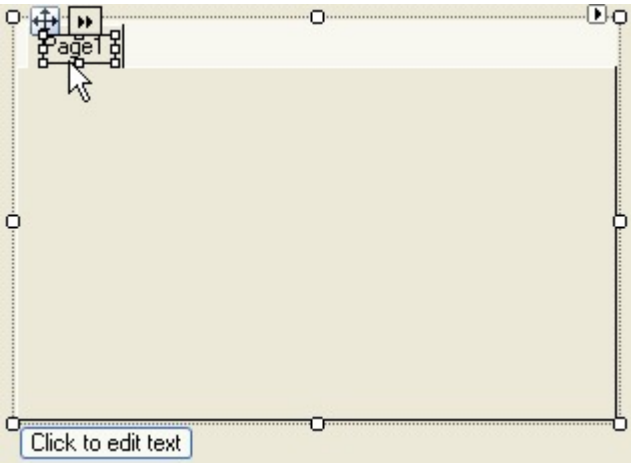
1. Drop a C1TopicBar onto the form.
2. Click on the smart tag (▶) in the upper right corner of the C1TopicBar control and then click on **Edit Pages** from the **C1TopicBar Tasks** menu. Click on the **ellipsis** button next to the **Links** property.

Command Smart Designer

C1Command features a **Smart Designer** for improved design-time interaction for C1MainMenu, C1ToolBar, C1DockingTab, C1OutBar, C1NavBar, and C1TopicBar controls. An **Open** button appears, ⏭, when you select one of the C1Command controls and mouse over it on the form. Clicking on the **Open** button opens the floating toolbar associated with the selected control on the form.

Each toolbar includes ToolTips for its toolbar items to enhance the user interaction. Additionally, each toolbar provides command buttons and dialog boxes with common properties to quickly configure the C1Command controls without leaving the design form. This solves the earlier problem of having to drill down through the C1Command controls' properties in the Properties window.

In addition to the built-in toolbars, dialog boxes, and command buttons, the Smart Designers include directions for customizing tabs items on the C1DockingTab control to make your design-time experience more intuitive. When you mouse over a tab item in the C1DockingTab control, a label appears with a simple command statement instructing you what action to perform.

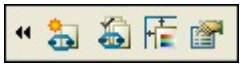
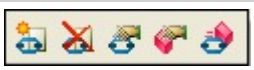
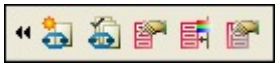


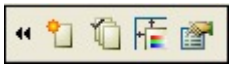
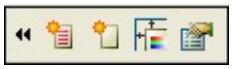
You can use the **Smart Designer** feature to create a functional menu, toolbar, docking tab, outbar, navbar, or topicbar at design time.

This section describes the functionality of the **Smart Designer**'s toolbars associated with each C1Command control and how to expose each floating toolbar.

Smart Designer Floating Toolbars

The Smart Designer for the C1Command suite consists of the following floating toolbars:

Floating Toolbar	Description
	**C1MainMenu toolbar**: The C1MainMenu toolbar allows you to add new command links, edit command links, edit main menus appearance, and edit miscellaneous main menu properties.
	**C1CommandLink/C1Command toolbar**: The **C1CommandLink** toolbar allows you to add, remove, or modify existing commands.
	**C1CommandMenu toolbar**: The **C1CommandMenu** toolbar allows you to add new command links, edit command links, edit command properties, edit **C1CommandMenu**'s appearance, and edit the side caption properties.

	**C1ToolBar toolbar**: The **C1ToolBar** toolbar allows you to Edit or add command links to the toolbar, set the appearance properties for the toolbar, Enable or disable merging, wrapping, or ToolTips for toolbar buttons, and set the color and font styles for the toolbar buttons.
	**C1DockingTab toolbar**: The **C1DockingTab** toolbar allows you to add tab pages to **C1DockingTab** control, enable or disable behavior settings for **C1DockingTab**, and set the color and font styles for the **C1DockingTab** control.
	**C1DockingTabPage toolbar**: The **C1DockingTabPage** toolbar allows you to set the color and font styles for the tab pages.
	**C1NavBar toolbar**: The **C1NavBar** toolbar allows you to add buttons to the **C1NavBar**, set the **C1NavBar** appearance properties, and set miscellaneous properties.
	: The **C1NavBarButton** toolbar allows you to modify the properties for the selected button in the **C1NavBar** control.
	**C1OutBar toolbar**: The **C1OutBar** toolbar allows you to add empty pages or pages with a toolbar, set the appearance properties for the **C1OutBar**, and set the miscellaneous properties for the **C1OutBar** control.
	**C1OutPage toolbar**: The **C1OutPage** toolbar allows you to apply property settings to the selected **C1OutPage**.
	**C1TopicBar toolbar**: The **C1TopicBar** toolbar allows you to add a new page link to the **C1TopicBar**, edit the pages, edit the topic bar's appearance and layout, and edit miscellaneous properties.
	**C1TopicPage toolbar**: The **C1TopicPage** toolbar allows you to add a topic link, remove the topic page, or edit the topic page's appearance properties.
	**C1TopicLink toolbar**: The **C1TopicLink** toolbar enables you to modify the selected topic link's appearance or remove the existing topic link.

The Smart Designer's toolbars are referred as floating toolbars since their behavior is slightly different from typical toolbars. The Smart Designer's toolbars appear only when the control is active and they can't be docked to other controls.

This section describes the functionality of the buttons in each floating toolbar.

C1MainMenu Toolbar

The C1MainMenu toolbar appears for the C1MainMenu control. To expose the C1MainMenu toolbar, select the C1MainMenu control and move your cursor so it appears on the C1MainMenu control. The **Open** button,  , appears for the C1MainMenu toolbar.

Opening and Closing the C1MainMenu Toolbar

To open the C1MainMenu toolbar, click on the button. To close the C1MainMenu toolbar, click on the button.

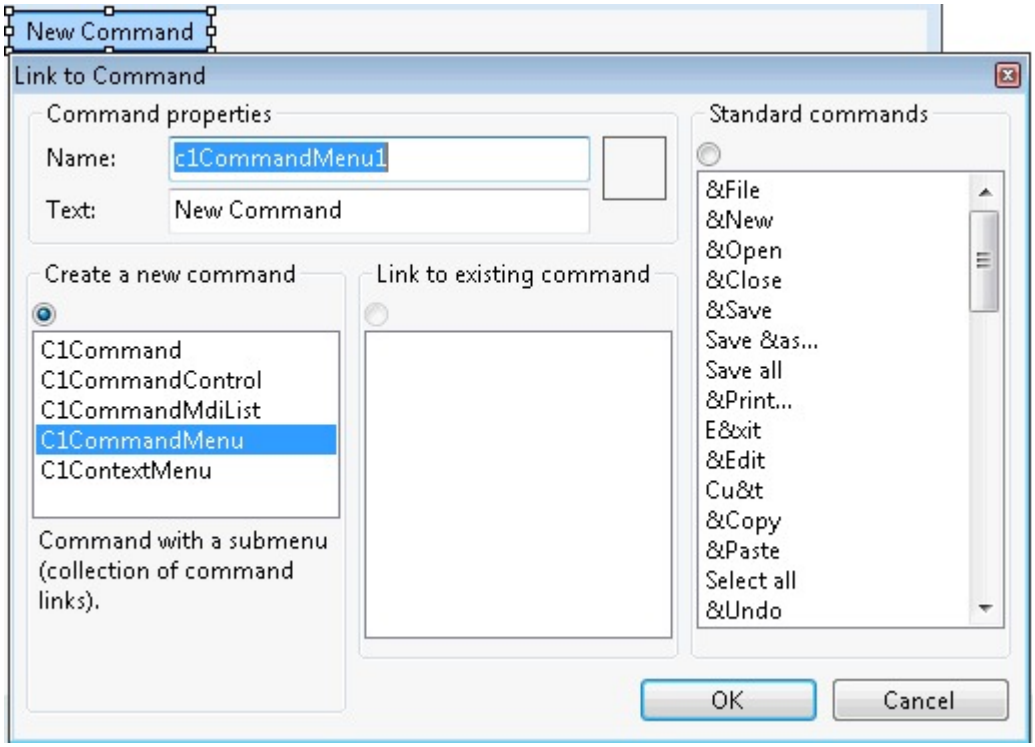
The C1MainMenu toolbar consists of the following command buttons:

Toobar Button	Description

	**Add new command Link/command**: Adds a new command after the current command to the main menu.
	**Edit command links**: Opens the **C1CommandLink Collection Editor** for you to edit the command links.
	**Edit main menu appearance:**Opens the **C1MainMenu** appearance dialog box where you can set the general appearance properties for the **C1MainMenu** control.
	**Edit miscellaneous properties**: Opens the Miscellaneous dialog box for the **C1MainMenu** control where you can apply behavior settings to the **C1MainMenu** control.

Add new command link/command

Clicking the **Add new command link/command** button adds a new command after the current command. It displays the **Link to Command** designer below the new command so you can easily edit the new command without leaving the design surface.



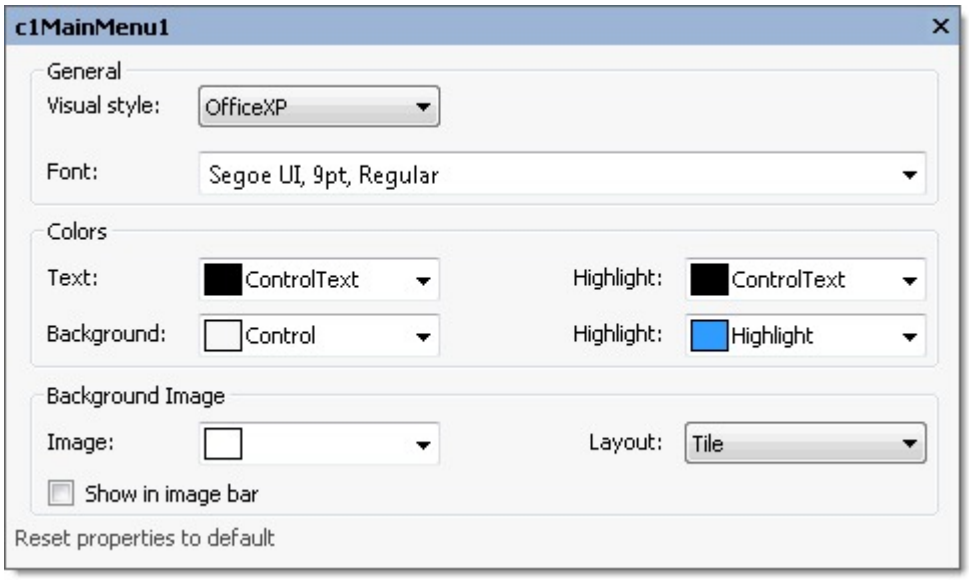
Edit command links

Clicking on the **Edit Command Links** button opens the **C1CommandLink Collection Editor** where you can add or remove command links and edit the commandlink's properties.

Edit main menu appearance

Clicking on the **Edit main menu appearance** button opens the **C1MainMenu Appearance** dialog box where you

can modify the appearance properties for the menu items.



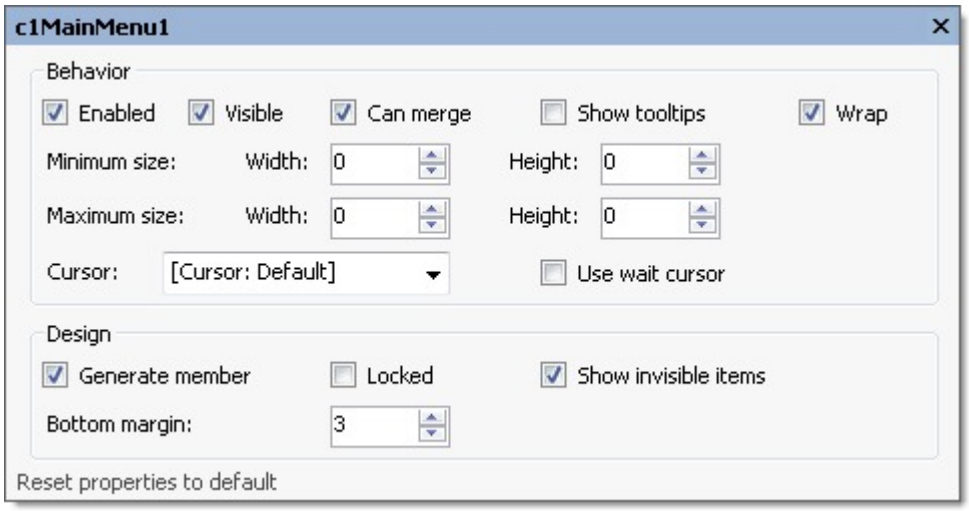
The following table defines the items included in the **Appearance** dialog box:

Item	Description
General	
Text	The **Text** textbox displays the text name that is associated with the **C1MainMenu** control. To rename the text name for the command, select the text in the Text textbox and type the desired text name.
Font	The **Font** drop-down box opens the Font dialog box where you can modify the Font style properties for the **C1MainMenu** control.
Colors	
Foreground	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the **C1MainMenu** control.
Highlight (ForeHiColor)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the text color of the highlighted item in the **C1MainMenu** control.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted item in the **C1MainMenu** control.
Highlight (BackHiColor)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted item in the **C1MainMenu** control.
Background Image	
Image	The **Image** drop-down box opens an Open dialog box where you can apply the background image used for the **C1MainMenu** control.
Layout	The **Layout** drop-down box opens a list of layout items (None, Tile, Center, Stretch, and Zoom) for you to select from that gets the background image

	layout for the **C1MainMenu** control.
Show in image bar	The **Show in image bar** check box determines whether to show background image in image bar when the toolbar's style is Drop-downMenu.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1MainMenu** appearance properties back to their default values.

Edit Miscellaneous Properties

Clicking on the **Edit Miscellaneous Properties** button opens the **C1MainMenu Miscellaneous** dialog box where you can edit miscellaneous properties for the C1MainMenu control.



The following table defines the items included in the **c1MainMenu Miscellaneous** properties dialog box:

Items	Description
Behavior	
Enabled	The **Enabled** check box indicates whether the selected command will be enabled at run time. By default, the **C1Command.Enabled** property is set to **True**.
Visible	The **Visible** check box indicates whether the selected command will be shown at run time. By default, the **C1Command.Visible** property is set to **True**.
Minimum Size	The **Minimum size** field includes a Width and Height **NumericUpDown** controls for specifying the minimum width and height size for the **C1MainMenu** control.
Maximum Size	The **Maximum size** field includes a Width and Height **NumericUpDown** controls for specifying the maximum width and height size for the C1MainMenu control.
Can Merge	The **Can merge** check box indicates whether to merge MDI child menu with MDI parent menu. Selecting the check box enables this property and deselecting the check box disables this property.
Show tooltips	The **Show tooltips** check box indicates whether to show ToolTip texts when the mouse cursor is over the menu item. Selecting the check box enables this property and deselecting the check box disables this property.

Wrap	The **Wrap** check box gets the value (**True**, if selected; **False**, if deselected) to wrap the menu or show a \"More...\" button if not all items fit on a single line.
Cursor	The **Cursor** drop-down box opens a list of different cursor items (None, Tile, Center, Stretch, and Zoom) for you to select from that appears when the pointer moves over the **C1MainMenu** control.
Use wait cursor	The **Use wait cursor** check box indicates whether to use wait cursor.
Design	
Generate member	The **Generate member** check box indicates whether to generate the member for the **C1MainMenu** control. (**True**, if selected; **False**, if deselected)
Locked	The **Locked** check box indicates whether the C1MainMenu is locked. (**True**, if selected; **False**, if deselected)
Show invisible items	The **Show invisible items** check box indicates whether to show invisible items in the **C1MainMenu** control.
Bottom margin	The **Bottom margin** gets the space for the bottom margin.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1MainMenu** properties back to their default values.

C1CommandLink Toolbar

The C1CommandLink or C1Command Toolbar appears for the C1CommandLinks/C1Commands in the C1MainMenu and C1ToolBar controls.

Exposing the C1CommandLink Toolbar

To expose the C1CommandLink toolbar select the C1Command item in the C1ToolBar or C1MainMenucontrol. The C1CommandLink toolbar appears below the menu item or toolbar item like the following image:

C1CommandLink Toolbar Buttons

The C1CommandLink toolbar consists of the following command buttons:

Toolbar Button	Description
	**Insert command link**: Adds a new command before the selected command.
	**Delete command link**: Deletes the selected command.

	**Edit command link properties**: Apply style, layout, and tab layout to the **C1DockingTab** control.
	**Edit command properties**: Set the text and font styles and apply images to the commands.
	**Change linked command**: Opens the **Link to Command** designer where you can change the link to command in the link to existing command list box.

Insert command link

Clicking on the **Insert command link** button adds a new command before the selected command.

Delete command link

Clicking on the **Delete command link** button deletes the selected command.

CommandLink properties

Clicking on the **CommandLink properties** button opens the **CommandLink properties** dialog box where you can apply settings to the selected command.

The following table defines the items included in the C1CommandLink **CommandLink** properties dialog box:

Item	Description
Command	
Command	The **Command** drop-down list box displays the list of command types that pertain to the selected **C1CommandMenu**.
Text	The **Text** textbox displays the text name that appears on the selected command. To rename the text name for the command, select the text in the Text textbox and type the desired text name.
Tooltip	The **Tooltip** textbox displays ToolTip that appears on the selected command. If there is no ToolTip defined, then the ToolTip textbox is empty. To modify or create a ToolTip, enter text in the ToolTip textbox.
Appearance	
Button look	The **Button look** drop-down list box contains the following values for you to select from: Default, Text, Image, and TextAndImage to set the button look for the command link
Owner draw	Selecting the **Owner draw** check box enables the C1CommandLink.OwnerDraw property.
Default item	Selecting the **Default item** check box gets the default appearance for the selected command link.
Behavior	
Merge type	The **Merge type** drop-down list box contains the following merge type values for you to select from: Add, Replace, MergeItems, and Remove to get the merge type for the command link. The default value is Add.

Merge order	The **Merge order** NumericUpDown box gets the value indicating the relative position of the menu item when its merged with another.
Delimiter	Selecting the **Delimiter** check box draws a delimiter before the selected command link.
New column	Selecting the **New column** check box enables the C1CommandLink.NewColumn property.
Always recent	Selecting the **Always recent** check box enables the C1CommandLink.AlwaysRecent property.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1Command properties back to their default values.

C1Command properties

Clicking on the **C1Command properties** button opens the C1CommandMenu **Command** properties dialog box where you can apply settings to the selected command.

The following table defines the items included in the **c1CommandMenu Command** properties dialog box:

Fields	Description
General	
Text	The **Text** textbox displays the text name that appears on the selected command. To rename the text name for the command, select the text in the Text textbox and type the desired text name.
Show text As ToolTip	The **Show text as Tooltip** check box displays the value of the C1Command.Text property as the ToolTip when the check box is selected.
Tooltip	The **Tooltip** textbox displays a ToolTip that appears on the selected command. If there is no ToolTip defined, then the ToolTip textbox is empty. To modify or create a ToolTip, enter text in the ToolTip textbox. Note, that the C1CommandLink.ToolTipText property takes precedence over the C1Command.ToolTipText property.
Shortcut	The **Shortcut** drop-down box displays a list of keys for you to select from to associate a keyboard shortcut with the selected command.
Show shortcut	The **Show shortcut** check box indicates whether the shortcut for the selected command will be shown. The C1Command.ShowShortCut is enabled by default.
Category	The **Category** drop-down list box displays the category for the selected command.
C1ContextMenu	The C1ContextMenu drop-down list box displays the name(s) of the C1ContextMenu(s) so you can easily select the C1ContexMenu you want to associate with the selected command.
Image	
Icon	The **Icon** drop-down list box opens an **Open** dialog box for you to locate the icon

	to attach to the selected command.
Image	The **Image** drop-down list box displays the current image attached to the selected command. Clicking on the drop-down arrow opens the **Open** dialog box where you can locate the image you would like to associate with the selected command.
Image index	The **Image index** drop-down list box displays the index value of the command image.
Behavior	
Visible	The **Visible** check box indicates whether the selected command will be shown at run time. By default, the C1Command.Visible property is set to **True**.
Enabled	The **Enabled** check box indicates whether the selected command will be enabled at run time. By default, the C1Command.Enabled property is set to **True**.
Pressed	The **Pressed** check box indicates whether the selected command is pressed. By default, the C1Command.Pressed property is set to **True**.
Show drop down arrow	The **Show drop down arrow** check box indicates whether or not to show the drop down arrow when the selected command is in a toolbar.
Checked	The **Checked** check box indicates whether or not the command is checked.
Auto-toggle checked state	The **Auto-toggle checked state** check box indicates whether the C1Command.Checked property is toggled automatically when this command in invoked.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1Command properties back to their default values.

Change linked command

Clicking on the **Change linked command** button opens the **Link to Command** designer where you can change the link to command in the link to existing command list box.

C1CommandMenu Toolbar

The C1CommandMenu toolbar appears for the submenu items in the C1CommandMenu of the C1MainMenu and C1ToolBar controls.

Exposing the C1CommandMenu Toolbar

To expose the C1CommandMenu toolbar, select the C1CommandMenu item and its submenu items in the C1ToolBar or C1MainMenu control, and click on the open button, ⏩, to open the floating C1CommandMenu toolbar like the following image:

C1CommandMenu Toolbar Buttons

The C1CommandMenu toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add new command link/command**: Adds an empty command link and opens the **Link to Command** dialog box for you to create a new command/command link for the empty command.
	**Edit command links**: Opens the **C1CommandLink Collection Editor** with the current command link in the Members list box for you to edit.
	**Edit command properties**: Opens the **C1CommandMenu Command** properties dialog box where you can modify the selected command's properties.
	**Edit menu appearance**: Opens the **C1CommandMenu Appearance** dialog box where you can modify the appearance properties for the selected command.
	**Edit side caption properties**: Opens the **C1CommandMenu FormCaption** properties dialog box where you can modify the properties for the side caption in the selected menu and its submenus.

Insert command link

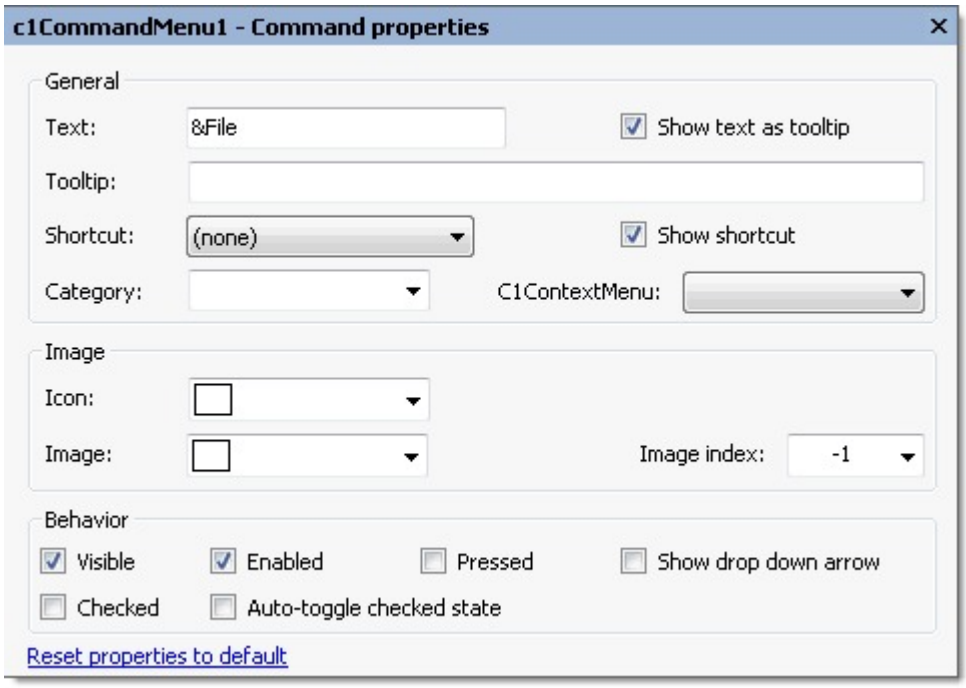
Clicking on the **Add new command link/command** button adds an empty command link and opens the **Link to Command** dialog box for you to create a new command/command link for the empty command.

Edit command links

Clicking on the **Edit command links** button opens the **C1CommandLink Collection Editor** with the current command link in the Members list box for you to edit.

Edit command properties

Clicking on the **Edit command properties** button opens the **C1CommandMenu Command** properties dialog box where you can modify the selected command's properties.



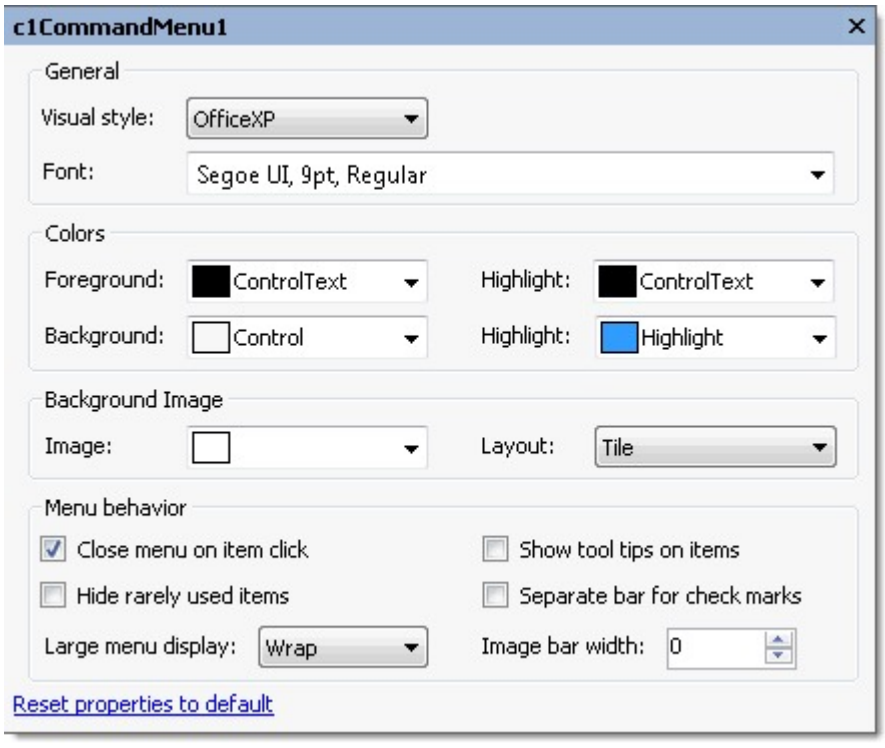
The following table defines the items included in the **C1CommandMenu Command** properties dialog box:

Item	Description
General	
Text	The **Text** textbox displays the text name that appears on the selected command. To rename the text name for the command, select the text in the Text textbox and type the desired text name.
Show text as tooltip	The **Show text as Tooltip** check box displays the value of the C1Command.Text property as the ToolTip when the check box is selected.
Tooltip	The **Tooltip** textbox displays ToolTip that appears on the selected command. If there is no ToolTip defined, then the ToolTip textbox is empty. To modify or create a ToolTip, enter text in the ToolTip textbox.
Shortcut	The **Shortcut** drop-down box displays a list of keys for you to select from to associate a keyboard shortcut with the selected command.
Show shortcut	The **Show shortcut** check box indicates whether the shortcut for the selected command will be shown. The C1Command.ShowShortCut is enabled by default.
Category	The **Category** drop-down list box displays the category for the selected command.
C1ContextMenu	The **C1ContextMenu** drop-down list box displays the name(s) of the C1ContextMenu(s) so you can easily select the C1ContexMenu you want to associate with the selected command.
Image	
Icon	The **Icon** drop-down list box opens an **Open** dialog box for you to locate the icon to attach to the selected command.
Image	The **Image** drop-down list box displays the current image attached to the selected command. Clicking on the drop-down arrow opens the **Open** dialog box

	where you can locate the image you would like to associate with the selected command.
Image Index	The **Image index** drop-down list box displays the index value of the command image.
Behavior	
Visible	The **Visible** check box indicates whether the selected command will be shown at run time. By default, the C1Command.Visible property is set to **True**.
Enabled	The **Enabled** check box indicates whether the selected command will be enabled at run time. By default, the C1Command.Enabled property is set to **True**.
Pressed	The **Pressed** check box indicates whether the selected command is pressed. By default, the C1Command.Pressed property is set to **True**.
Show drop down arrow	The **Show drop down arrow** check box indicates whether or not to show the drop down arrow when the selected command is in a toolbar.
Checked	The **Checked** check box indicates whether or not the command is checked.
Auto-toggle checked state	The **Auto-toggle checked state** check box indicates whether the C1Command.Checked property is toggled automatically when this command in invoked.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1CommandMenu Command properties back to their default values.

Edit menu appearance

Clicking on the **Edit menu appearance** button opens the **C1CommandMenu Appearance** dialog box where you can modify the appearance properties for the selected command.



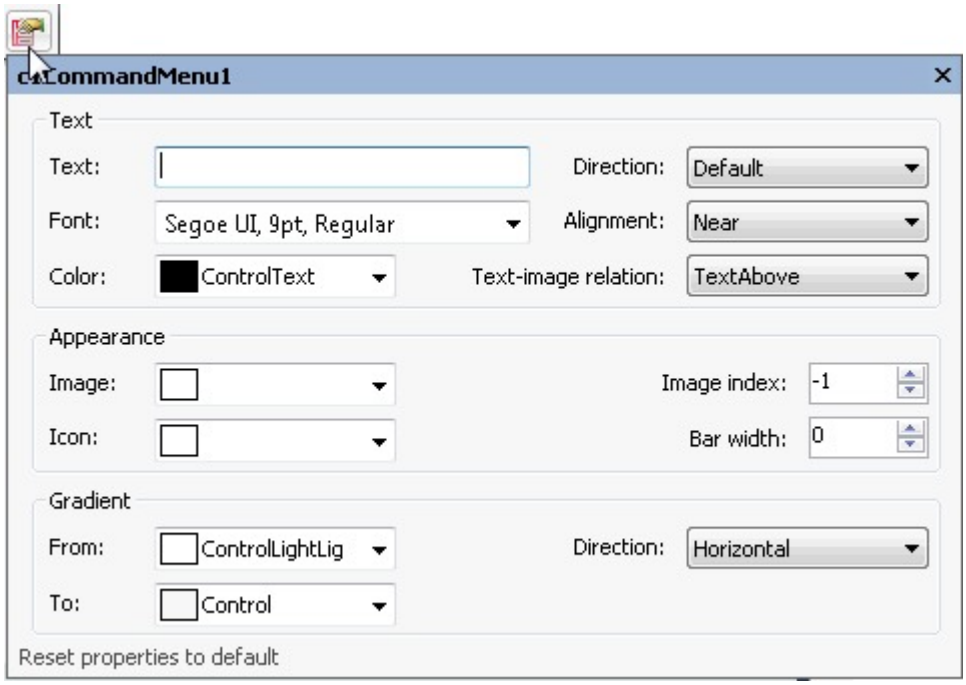
The following table defines the items included in the **C1CommandMenu Appearance** properties dialog box:

Item	Description
General	
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the menu control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Font	The **Font** drop-down box opens the Font dialog box where you can modify the Font style properties for the menu.
Colors	
Foreground	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the menu control.
Highlight (Foreground)	The **Highlight** drop-down box contains the Custom, System, and Web colors for you to select from to set the text color of the highlighted item.
Background	The **Background** drop-down box contains the Custom, System, and Web colors for you to select from to set the base background color of the menu.
Highlight (Background)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the base back color of the highlighted item in the menu.
Background Image	
Image	The **Image** drop-down box opens an Open dialog box where you can apply the background image used for the command.
Layout	The **Layout** drop-down box opens a list of layout items (None, Tile, Center, Stretch, and Zoom) for you to select from that gets the background image layout for the menu.
Menu behavior	
Close menu on item click	When the **Close menu on item click** check box is selected, it closes the submenu item after it's clicked at run time.
Show tooltips on items	When the **Show tooltips on items** check box is selected, it displays the ToolTips on the menu items at run time.
Hide rarely used items	When the **Hide rarely used items** check box is selected, it hides the rarely used menu items at run time.
Separate bar for check marks	When the **Separate bar for check marks** check box is selected, it shows check marks instead of images in a separate bar.
Large menu display	When the **Large menu display** check box is selected, it determines the way the large menus (when all items cannot fit in one column) are displayed.
Image bar	When the **Image bar width** check box is selected, it gets or sets the width of the

width	image/check box bar in the menu. If set to 0, the width is calculated automatically.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1CommandMenu** appearance properties back to their default values.

Edit side caption properties

Clicking on the **Edit side caption properties** button opens the **C1CommandMenu FormCaption** properties dialog box where you can modify the properties for the side caption in the selected menu and its submenus.



The following table defines the items included in the **C1CommandMenu FormCaption** dialog box:

Item	Description
Text	
Text	The **Text** textbox displays the text name that appears in the side caption of the selected C1CommandMenu. To rename the text name for the side caption, select the text in the Text textbox and type the desired text name.
Direction	The **Direction** drop-down box displays a list box that contains different values (Default, Horizontal, VerticalLeft, VerticalRight) for the text direction in the SideCaption for you to select from.
Font	The **Font** drop-down box opens the Font dialog box where you can modify the Font style properties for the SideCaption.
Alignment	The **Alignment** drop-down box displays a list box that contains the text alignment options (near, far, or center) for you to select from to specify the text alignment in the SideCaption.
Color	The **Color** drop-down box displays custom, web, and system colors for you to select from to set the text color of the SideCaption.

Text-image relation	The **Text-image relation** drop-down box displays a list box that contains different values (TextAbove, TextBelow, TextOnLeft, TextOnRight) for the text layout in the SideCaption for you to select from.
Appearance	
Image	The **Image** gets or sets the image for the SideCaption.
Image index	The **Image index** gets or sets the index of the image for the SideCaption in the C1CommandHolder.ImageList.
Icon	The **Icon** drop-down box opens the Open dialog box where you can select the icon for the SideCaption.
Bar width	The **Bar width** gets or sets the width of the image/check box bar in the menu. If set to 0, the width is calculated automatically.
Gradient	
From	The **From** drop-down box opens the custom, web, and system colors for you to choose from to set the beginning color of the gradient for the SideCaption.
To	The **To** drop-down box opens the custom, web, and system colors for you to choose from to set the ending color of the gradient for the SideCaption.
Direction	The **Direction** drop-down box includes different gradient directions (horizontal, vertical, forward diagonal, or backward diagonal) for you to set the type of gradient direction in the SideCaption.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1CommandMenu** FormCaption properties back to their default values.

C1DockingTab Toolbars

The C1DockingTab toolbar and the C1DockingTabPage toolbars appear for the C1DockingTab control. To expose the C1DockingTab toolbar, select the C1DockingTab control and slide your cursor on the C1DockingTab control. To expose the C1DockingTabPage toolbar slide you cursor inside the C1DockingTabPage area of the C1DockingTab control.

Opening and Closing the C1DockingTab Toolbar

To open the C1DockingTab toolbar, click on the button. To close the C1DockingTab toolbar, click on the button.

The **C1DockingTab** toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add tab page**: Add tab pages to **C1DockingTab**.
	**Edit the collection of tab pages**: Add or remove tab pages or modify the properties for each tab page through the **C1DockingTabPage Collection Editor**.
	**Edit tabs area properties**: Apply style, layout, and tab layout to the **C1DockingTab** control.

	**Edit docking tab appearance**: Set the color and font styles and apply images to the **C1DockingTab** control.
	**Edit docking tab behavior**: Apply behavior settings to the **C1DockingTab** control.

Add New Page

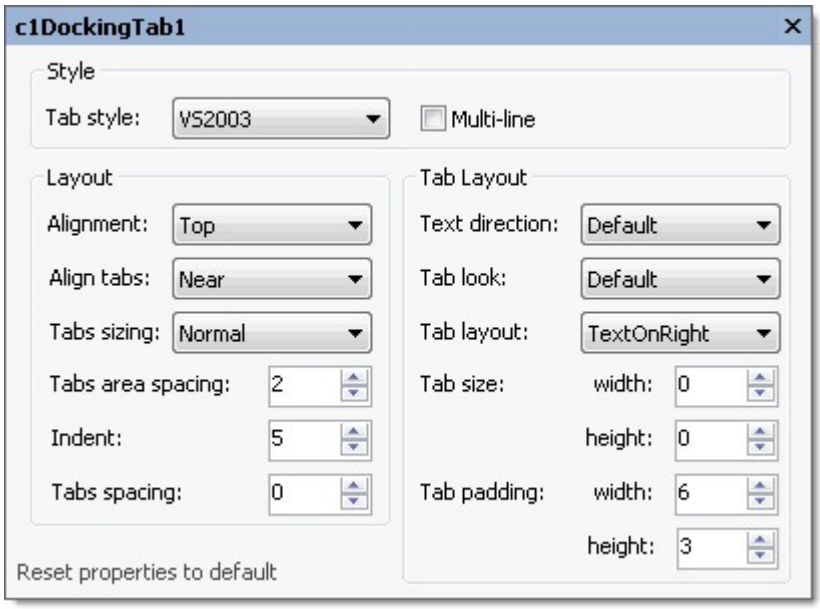
Clicking on the **Add tab page** button adds a tab after the existing tab.

Edit the collection of tab pages

Clicking on the **Edit the collection of tab pages** button opens the **C1DockingTabPage Collection Editor** where you can modify the property settings for each tab page as well as add or remove tab pages. For more information on the **C1DockingTabPage Collection Editor**, see C1DockingTabPage Collection Editor.

Edit tabs area properties

Clicking on the **Edit tabs area properties** button opens the Tab Area dialog box where you can modify the settings for the tab area in the C1DockingTab control.



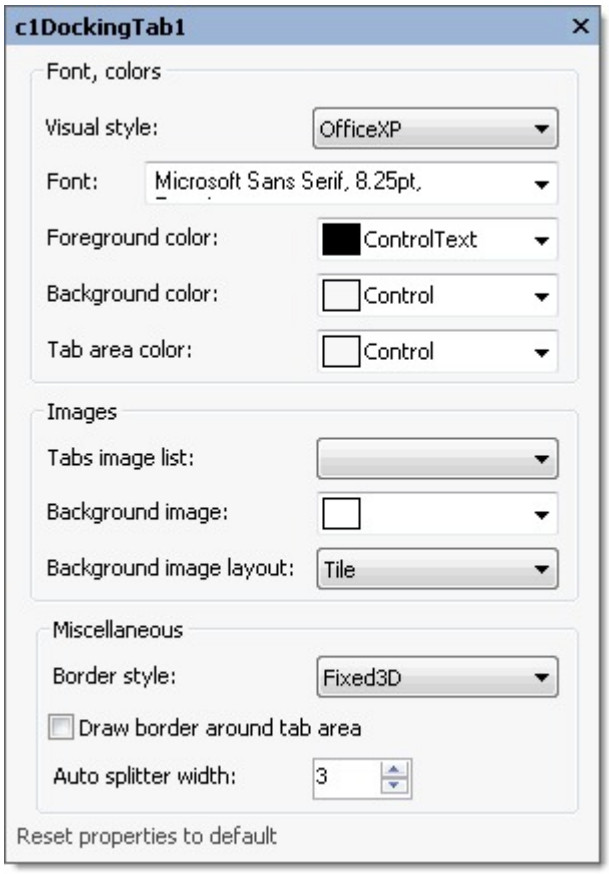
The following table defines the items included in the **Tab Area** properties dialog box:

Fields	Description
Style	
Tab style	The **TabStyle** drop-down box displays a list of tab style items (**Default**, **WindowsXP**, **Classic**, **Sloping**, **Rounded**, **Office2003**, and **Office2007**) for you to select from to set the tab style for the C1DockingTab control.
MultiLine	The **MultiLine** check box gets or sets a value, (**True** if selected; **False**, if deselected) indicating whether more than one row of tabs can be displayed.

Layout	
Alignment	The **Alignment** drop-down box displays a list box that contains the area of the control (top, bottom, left or right) for you to select from to specify where the tabs are aligned.
Align tabs	The **Alignment tabs** drop-down box contains the items (Near, Center, or Far) for you to select from to specify how tabs are aligned along side of the page content area.
Tabs sizing	The **Tab sizing** drop-down box contains the items (Normal, Fit, FillToEnd, and User) to select from to set how the tabs are sized.
Tabs area spacing	The **TabsArea spacing** gets or sets the spacing between the edge of the tab area and the tabs.
Indent	The **Indent** property gets or sets the indentation of the first tab from the side of the control.
Tabs spacing	The **Tabs spacing** gets or sets the distance between the tabs (the distance may be negative to overlap the tabs).
Tab Layout	
Text direction	The **Text direction** item gets or sets the direction of the text drawn on the tabs.
Tab look	The **Tab look** drop-down box contains the items (Default, Text, Image, and TextAndImage) for you to select from to set the look of the tabs.
Tab layout	The **Tab layout** drop-down box contains the items (TextOnRight, TextOnLeft, TextBelow, TextAbove) for you to select from to set the layout of the text and images on the tabs.
Tab size	The **Tab size** gets the width and height of the tabs.
Tab padding	The **Tab padding** gets the width and height of the padding for the tabs.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1DockingTab properties back to their default values.

Edit docking tab appearance

Clicking on the **Edit docking tab appearance** button opens the **Appearance** dialog box where you can modify the appearance properties for the C1DockingTab.



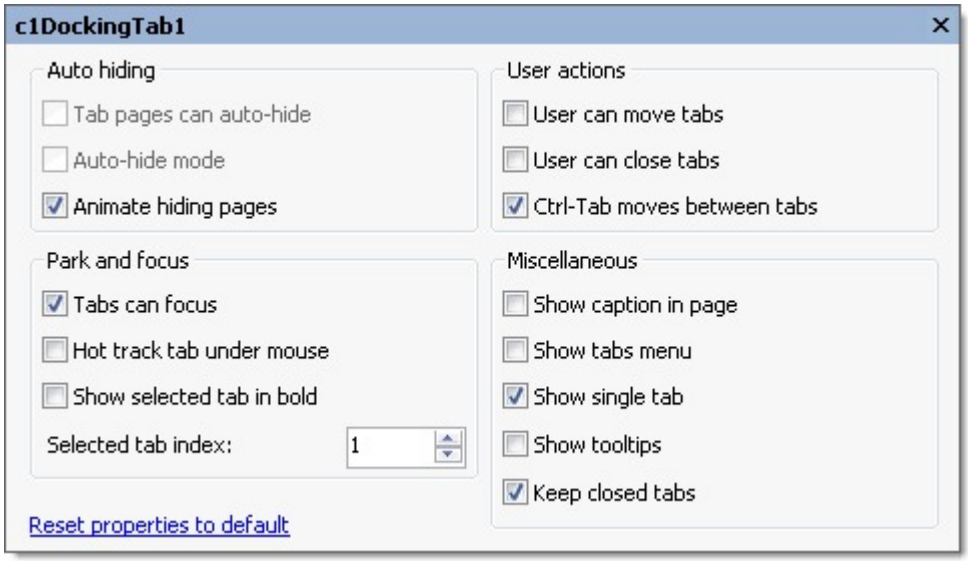
The following table defines the items included in the **Appearance** properties dialog box:

Fields	Description
Font, colors	
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the C1DockingTab control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Font	The **Font** drop-down box opens the Font dialog box where you can modify the Font style properties for the **C1DockingTab** control.
Foreground color	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the **C1DockingTab** control.
Background color	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the **C1DockingTab** control.
Tab area color	The **Tab area color** drop-down list box contains the Custom, System, and Web colors for you to select from to set the tab area color for the **C1DockingTab** control.
Images	
Tabs image list	Manages the list of collection images for the tabs in the **C1DockingTab** control.
Background image	The **Background image** drop-down box opens an **Open** dialog box where you can apply the background image used for the **C1DockingTab** control.
Background	The **Background image layout** drop-down box opens a list of layout items (None,

image layout	Tile, Center, Stretch, and Zoom) for you to select from that gets the background image layout for the **C1DockingTab** control.
Miscellaneous	
Border style	The **Border style** drop-down box displays a list box that contains the different types of border styles (None, FixedSingle, Fixed3D) for you to select from to specify the border style for the **C1DockingTab** control.
Draw border around tab area	The **Draw border around tab area** check box indicates whether to draw a border around the tab area. (**True**, if selected; **False**, if deselected)
Auto splitter width	The **Auto splitter width** gets or sets the width of automatic splitters drawn between pages of the control when the page docking is enabled.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1DockingTab** properties back to their default values.

Edit docking tab behavior

Clicking on the **Edit docking tab behavior** button opens the **Behavior** dialog box where you can enable specific behavior properties for the C1DockingTab.



The following table defines the items included in the **Behavior** properties dialog box:

Item	Description
Auto hiding	
Tab pages can auto-hide	The **Tab pages can auto hide** check box indicates whether the tab pages can auto hide. (**True** if selected; **False**, if deselected)

Auto-hide mode	The **Auto-hide mode** check box indicates whether the C1DockingTab is in auto-hide mode. (**True** if selected; **False**, if deselected)
Animate hiding pages	The **Animate hiding pages** check box indicates whether to animate the hiding docking tab pages. (**True** if selected; **False**, if deselected)
Park and focus	
Tabs can focus	The **Tabs can focus** check box indicates whether tabs can receive focus on mouse click. (**True** if selected; **False**, if deselected)
Hot track tab under mouse	The **Hot track tab under mouse** check box indicates whether the control's tabs change in appearance when the mouse passes over them. (**True** if selected; **False**, if deselected)
Show selected tab in bold	The **Show selected tab in bold** check box indicates whether to bold the text in the selected tab. (**True** if selected; **False**, if deselected)
Selected tab index	The **Selected tab index** gets or sets the index of the currently selected page.
User actions	
User can move tabs	The **User can move tabs** check box indicates whether the end user can rearrange tabs by dragging them around at run time. (**True** if selected; **False**, if deselected)
User can close tabs	The **User can close tabs** check box indicates whether individual tab pages can be closed by the end user. If C1DockingTab.CanCloseTabs is **True**, a close icon appears either in the caption area (if **ShowCaption** is **True**), or in the tabs otherwise. (**True** if selected; **False**, if deselected)
Ctrl-Tab moves between tabs	The **Ctrl-Tab moves between tabs** check box indicates whether the C1DockingTab control handles Ctrl-Tab and Ctrl-Shift-Tab keys. (**True** if selected; **False**, if deselected)
Miscellaneous	
Show caption in a page	The **Show caption in a page** check box indicates whether the caption is shown on the pages. (**True** if selected; **False**, if deselected)
Show tabs menu	The **Show tabs menu** check box indicates whether to show a button with a drop-down list of all tabs. (**True** if selected; **False**, if deselected). This property is ignored in multiline mode.
Show single tab	The **Show single tab** check box indicates whether a tab will be shown when there is only one page in the control. (**True** if selected; **False**, if deselected)
Show tooltips	The **Show tooltips** check box indicates whether the ToolTip is shown when the mouse passes over the tab. (**True** if selected; **False**, if deselected)
Keep closed tabs	The **Keep closed tabs** check box indicates whether to keep a closed tab. (**True** if selected; **False**, if deselected)
Reset	Selecting the **Reset properties to default** item resets the modified C1DockingTab

properties to default	properties back to their default values.

C1DockingTabPage toolbar

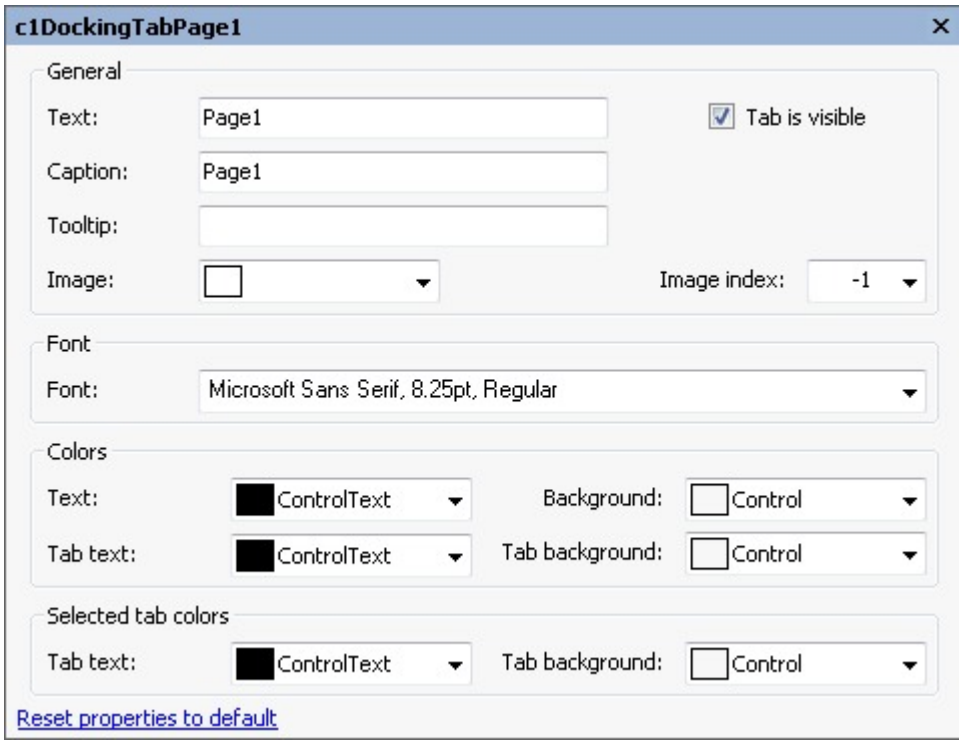
The C1DockingTabPage toolbar appears for the C1DockingTabPage control. To expose the C1DockingTabPage toolbar, select the C1DockingTab control and slide you cursor inside the C1DockingTabPage area of the C1DockingTab control.

The **C1DockingTabPag**e toolbar consists of one command button:

Toolbar Button	Description
	**Edit tab page properties**: Set the color and font styles for the tab pages.

Edit tab page properties

Clicking on the **Edit tab page properties** button opens the **Appearance** dialog box where you can modify C1DockingTabPages appearance properties.



The following table defines the items included in the **Tab Page Properties** dialog box:

Item	Description
General	
Text	The **Text** textbox displays the text name that appears on the selected tab page. To rename the text name for the tab page, select the text in the Text textbox and type the desired text name.
Caption	The **Caption text** textbox displays the text name that appears on the caption page.

	To rename the text name for the tab page, select the text in the Text textbox and type the desired text name.
Tooltip	The **ToolTip text** textbox sets the ToolTip text for the tab page.
Image	The **Image** drop-down list box displays the current image attached to the selected tab page. Clicking on the drop-down arrow opens the **Open** dialog box where you can locate the image you would like to associate with the selected tab page.
Image index	The **Image index** drop-down list box displays the index value of the selected tab page image.
Font	
Font	The **Font** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the selected tab page in the C1DockingTabcontrol.
Colors	
Text	The **Text** drop-down list box contains the Custom, System, and Web colors for you to select from to set the text color on the tab and tab page.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the tab and tab page.
Tab background	The **Tab background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the tab.
Selected tab colors	
Text	The **Text** drop-down list box contains the Custom, System, and Web colors for you to select from to set the text color on the selected tab.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the selected tab.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1DockingTabPage** properties back to their default values.

C1NavBar Toolbars

The C1NavBar toolbar appears for the C1NavBar control. To expose the C1NavBar toolbar, select the C1NavBar control and slide your cursor on the C1NavBar control.

Opening and Closing the C1NavBar Toolbar

To open the C1NavBar toolbar, click on the button. To close the C1NavBar toolbar, click on the button.

The C1NavBar toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add button and corresponding panel**: Add buttons to **C1NavBar**.
	**Edit navigation bar appearance and layout**: Set the color and font styles and apply images to the **C1NavBar** control.

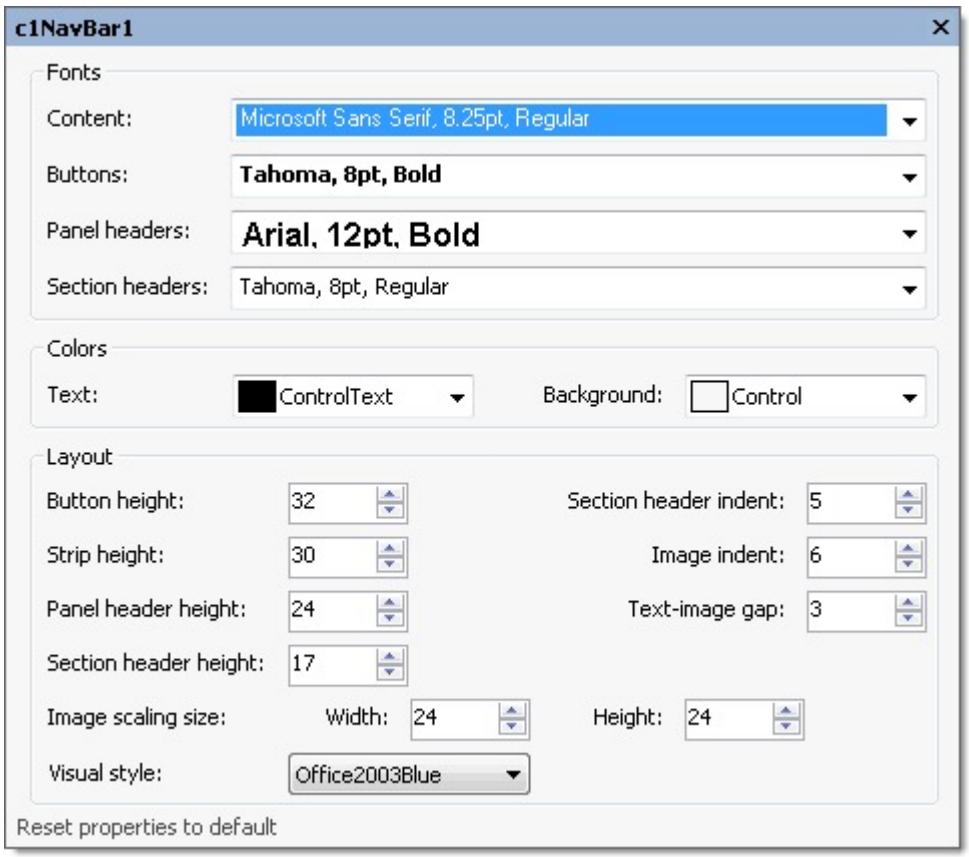
	**Edit miscellaneous navigation bar properties**: Opens the **C1NavBar** dialog box for the **C1NavBar** control where you can apply behavior properties to the **C1NavBar** control.

Add button and corresponding panel

Clicking on the **Add button and corresponding panel** button adds a tab after the existing tab.

Edit navigation bar appearance and layout

Clicking on the **Edit navigation bar appearance and layout** button opens the **C1NavBar properties** dialog box where you can modify the appearance properties for the C1NavBar.



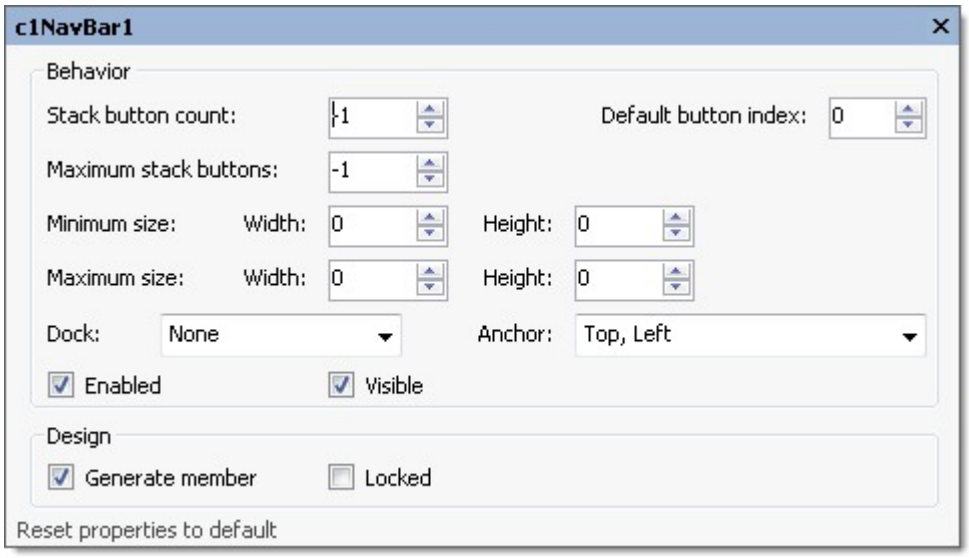
The following table defines the items included in the C1NavBar properties dialog box:

Item	Description
Fonts	
Content	The **Contents** drop-down box opens the Font dialog box where you can modify the Font style properties for the content in the **C1NavBar** control.
Buttons	The **Buttons** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the buttons in the **C1NavBar** control.
Panel headers	The **Panel headers** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the panel header in the **C1NavBar** control.

Section headers	The **Section headers** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the section header in the **C1NavBar** control.
Colors	
Text	The **Text** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the menu control.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the **C1NavBar** control.
Layout	
ButtonHeight	The **ButtonHeight** sets the integer value for the height of the button.
Section header indent	The **Section header indent** determines the space before the text caption in a section header.
StripHeight	The **StripHeight** sets the integer value for the strip height of the button.
ImageIndent	The **ImageIndent** drop-down box sets the integer value for the height of the panel header.
PanelHeaderHeight	The **PanelHeaderHeight** sets the integer value for the height of the panel header.
Text-image gap	The **Text-image gap** gets the space between the image and the text on a stack button.
SectionHeaderHeight	The **SectionHeaderHeight** sets the integer value for the height of the section header.
Image scaling size	The **Image scaling size** sets the size, in pixels, of an image displayed on a stack button. The default is 24 x 24 pixels. To set the width for the image, use the **Width** numericupdown box and to set the height for the image, use the **Height** numericupdown box.
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the C1NavBar control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1NavBar** properties back to their default values.

Edit miscellaneous navigation bar properties

Clicking on the **Edit miscellaneous navigation bar properties** button opens the C1NavBar dialog box where you can modify C1NavBars miscellaneous properties.



The following table defines the items included in the C1NavBar properties dialog box:

Item	Description
Behavior	
StackButtonCount	The **StackButtonCount** gets or sets the number of buttons displayed in the stack.
DefaultButtonIndex	The **DefaultButtonIndex** specifies the index of the button to be selected when the form opens.
Maximum stack buttons	The **Maximum stack buttons** gets or sets the maximum number of buttons in the stack. If set to -1 the maximum number is unlimited.
Minimum size	The **Minimum size** field includes a Width and Height NumericUpDown controls for specifying the minimum width and height size for the **C1NavBar** control.
Maximum size	The **Maximum size** field includes a Width and Height NumericUpDown controls for specifying the maximum width and height size for the **C1NavBar** control.
Dock	The **Dock** drop-down box contains items for you to select from to define which border of the **C1NavBar** control is bound to the container.
Anchor	The **Anchor** drop-down box defines the edges of the container to which the **C1NavBar** control is bound. When it's anchored to an edge, the distance between the **C1NavBar**'s closest edge and the specified edge will remain constant.
Enabled	The **Enabled** check box indicates whether the **C1NavBar** control will be enabled at run time.
Visible	The **Visible** check box indicates whether the **C1NavBar** will be shown at run time.
Design	
Generate member	The **Generate member** check box indicates whether to generate the member for the **C1NavBar** control. (**True**, if selected; **False**, if deselected)

Locked	The **Locked** check box indicates whether the **C1NavBar** is locked. (**True**, if selected; **False**, if deselected)
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1NavBar** miscellaneous properties back to their default values.

C1OutBar Toolbars

The C1OutBartoolbar appears for the C1OutBar control. To expose the C1OutBar toolbar, select the **C1OutBar** control and position your cursor on the C1OutBar control.

Opening and Closing the C1OutBar Toolbar

To open the C1OutBar toolbar, click on the button. To close the C1OutBar toolbar, click on the button.

The C1OutBar toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add blank page**: Add pages with a toolbar contained in each page.
	**Add empty page**: Add empty pages without a toolbar to the **C1OutBar**.
	**Edit outbar appearance and layout**: Set the color and font styles and apply images to the **C1OutBar** control.
	**Edit miscellaneous outbar properties**: Opens the **Miscellaneous** dialog box for the **C1OutBar** control where you can apply miscellaneous properties to the **C1OutBar** control.

Add blank page

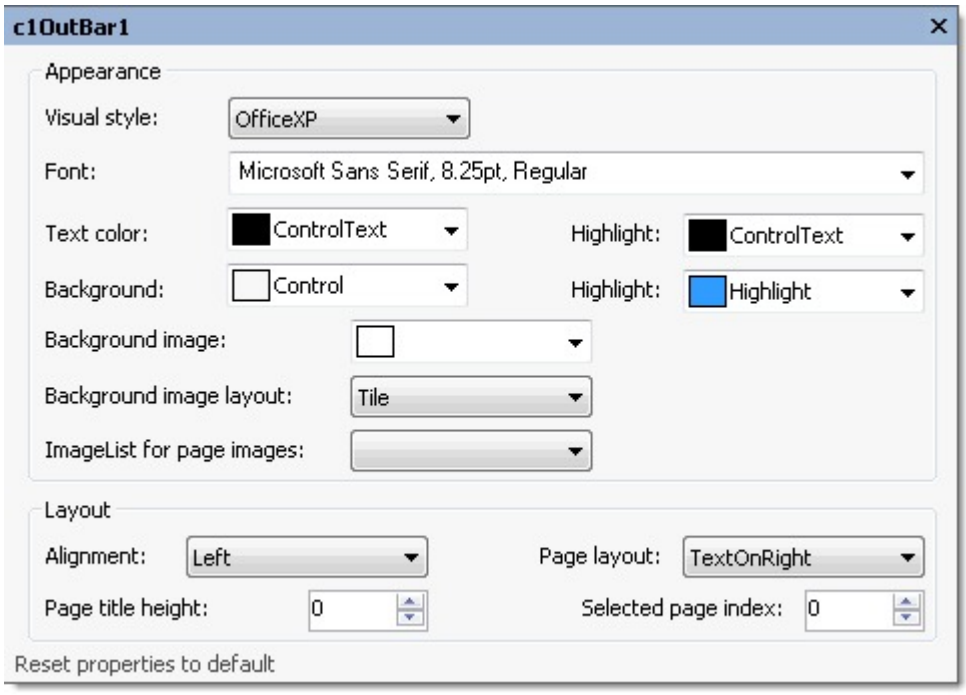
Clicking on the **Add blank page** button adds a new page with a toolbar to the C1OutBar control.

Add empty page

Clicking on the **Add empty page** button adds an empty page to the C1OutBar control.

Edit outbar appearance and layout

Clicking on the **Edit outbar appearance and layout** button opens the **Properties** dialog box where you can modify various properties for the C1OutBar control.



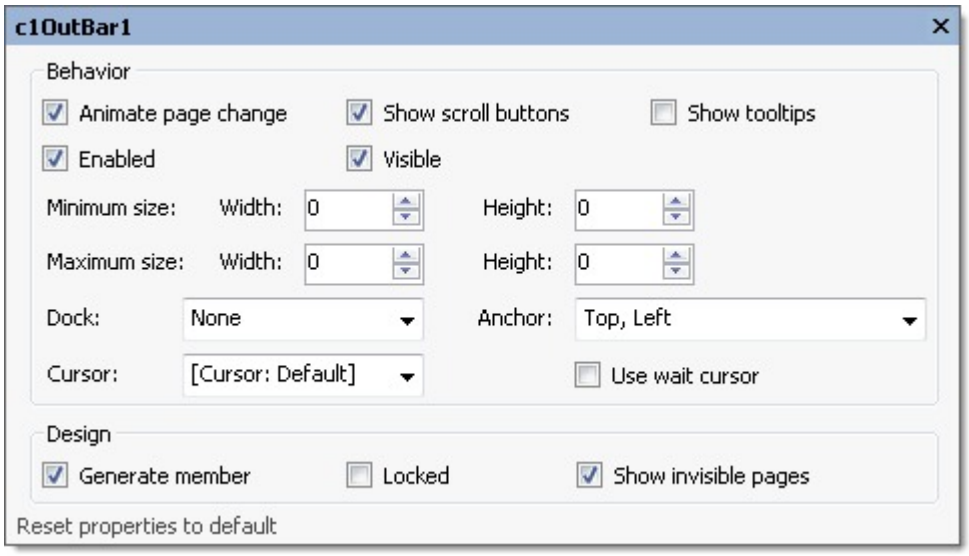
The following table defines the items included in the **C1OutBar Properties** dialog box:

Item	Description
Appearance	
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the C1OutBar control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Font	The **Font** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the **C1OutBar** control.
Text color	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the highlighted text on **C1OutBar** control.
Highlight (ForeHiColor)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the fore color for the highlighted item on **C1OutBar** control.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color in the **C1OutBar** control.
Highlight (BackHiColor)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted item in the **C1OutBar** control.
Background image	The **Background image** drop-down box opens an Open dialog box where you can apply the background image used for the **C1OutBar** control.
Background image layout	The **Layout** drop-down box opens a list of layout items (None, Tile, Center, Stretch, and Zoom) for you to select from that gets the background image layout for the **C1OutBar** control.
ImageList for	The **ImageList for page images** drop-down box gets the image list used to provide

page images	the images shown on the pages' title bars.
Layout	
Alignment	The **Alignment** drop-down box gets the alignment (Left, Right, Center) of text and image on the pages' title bars.
Page layout	The **Page layout** drop-down box contains items for you to set the text above, below, to the left or to the right of the image in the page title. The default value for the **C1OutBar.PageLayout** property is TextOnRight.
Page title height	The **Page title height** numericupdown box sets the height of each page title.
Selected page index	The **Selected page index** sets the index of the selected page.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1OutBar** properties back to their default values.

Edit miscellaneous properties

Clicking on the **Edit miscellaneous properties** button opens the **Miscellaneous** dialog box where you can modify C1OutBar's **Miscellaneous** properties.



The following table defines the items included in the **C1OutBar Miscellaneous** dialog box:

Item	Description
Behavior	
Animate page change	The **Animate page change** gets or sets a value (**True**, if selected; **False**, if deselected) to indicate whether to use animation when changing the selected page.
Show scroll buttons	The **Show scroll buttons** gets or sets a value (**True**, if selected; **False**, if deselected) to indicate whether scroll buttons for scrolling toolbar links are visible.

Show Tooltips	The **Show tooltips** check box indicates whether to show ToolTip texts when the mouse cursor is over the page item. Selecting the check box enables this property and deselecting the check box disables this property.
Minimum size	The **Minimum size** field includes a Width and Height NumericUpDown controls for specifying the minimum width and height size for the **C1OutBar** control.
Maximum size	The **Maximum size** field includes a Width and Height NumericUpDown controls for specifying the maximum width and height size for the **C1OutBar** control.
Dock	The **Dock** drop-down box contains items for you to select from to define which border of the **C1OutBar** control is bound to the container.
Cursor	The **Cursor** drop-down box opens a list of different cursor items for you to set the type of cursor that appears when the pointer moves over the **C1OutBar** control.
Use Wait cursor	The **Use wait cursor** check box indicates whether to use wait cursor.
Anchor	The **Anchor** drop-down box defines the edges of the container to which the **C1OutBar** control is bound. When it's anchored to an edge, the distance between the **C1OutBar**'s closest edge and the specified edge will remain constant.
Design	
Generate member	The **Generate member** check box indicates whether to generate the member for the **C1OutBar** control. (**True**, if selected; **False**, if deselected)
Locked	The **Locked** check box indicates whether the C1OutBar is locked. (**True**, if selected; **False**, if deselected)
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1OutBar**'s miscellaneous properties back to their default values.

C1TopicBar Toolbars

The Smart Designer for the C1TopicBar control provides the following toolbars for the topic bar, topic page, and topic link:

- C1TopicBar Toolbar
- C1TopicPage Toolbar
- C1TopicLink Toolbar

The **TopicBar**, C1TopicPage, and C1TopicLink toolbars appear for the C1TopicBar control.

C1TopicBar Toolbar

The C1TopicBar toolbar appears for the C1TopicBarcontrol. To expose the C1TopicBar toolbar, select the C1TopicBar control and position your cursor anywhere on the C1TopicBar control.

Opening and Closing the C1TopicBar Toolbar

To open the C1TopicBar toolbar, click on the  button. To close the C1TopicBar toolbar, click on the button.

The C1TopicBar toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add topic page**: Adds a new topic page.
	**Edit Pages**: Opens the **C1TopicPage Collection Editor** where you can add or remove **C1TopicPages** or modify their property settings.
	**Edit topicbar appearance and layout**: Opens the **C1TopicBar Appearance** dialog box where you can modify the appearance, behavior, and layout styles for the **C1TopicBar** control.
	**Edit miscellaneous properties**: Opens the **Miscellaneous** dialog box for the C1TopicBar control where you can apply miscellaneous properties to the **C1TopicBar** control.

Add new page

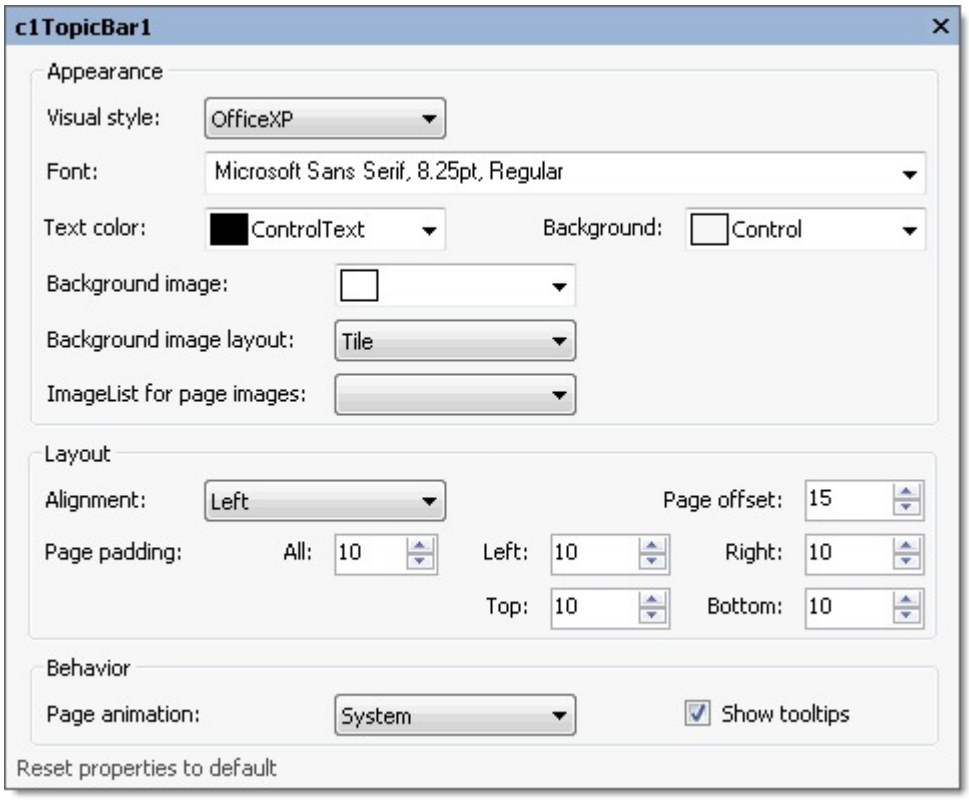
Clicking on the **Add New Page** button adds a new topic page after the existing topic page.

Edit Pages

Clicking on the **Edit Pages** button opens the **C1TopicPage Collection Editor** where you can add or remove C1TopicPages or modify their property settings.

Edit topicbar appearance and layout

Clicking on the **Edit topicbar appearance and layout** opens the **C1TopicBar properties** dialog box where you can modify the appearance, behavior, and layout styles for the C1TopicBar control.



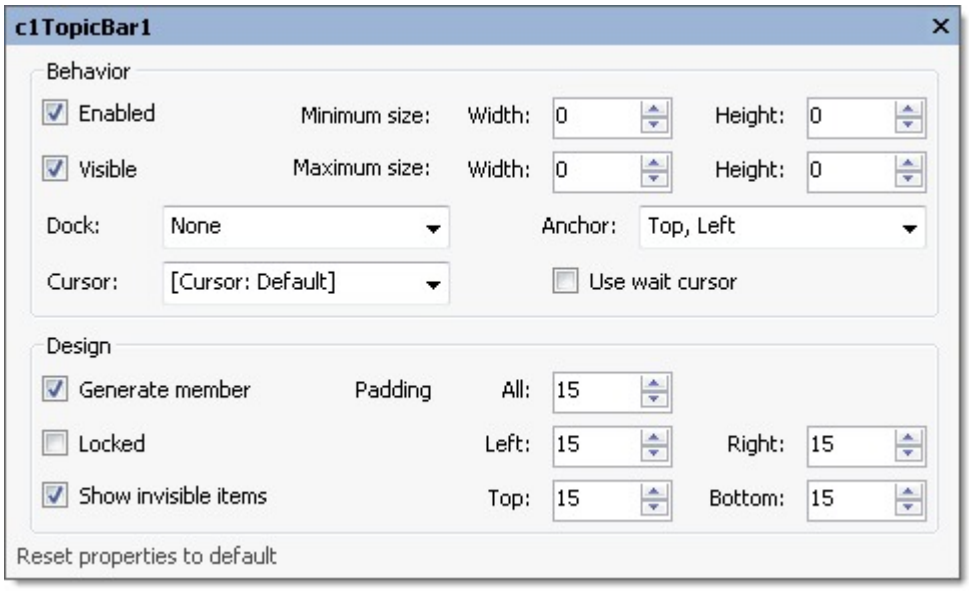
The following table defines the items included in the **C1TopicBar properties** dialog box:

Item	Description
Appearance	
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the C1TopicBar control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Font	The **Font** drop-down box opens the Font dialog box where you can modify the Font style properties for the C1TopicBar control.
Text color	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the C1TopicBar control.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted item in the C1TopicBar control.
Background image	The **Background image** drop-down box opens an Open dialog box where you can apply the background image used for the C1TopicBar control.
Background image layout	The **Background image layout** drop-down box opens a list of layout items (None, Tile, Center, Stretch, and Zoom) for you to select from that gets the background image layout for the C1TopicBar control.
ImageList for page images	The **ImageList** for page images drop-down box gets the image list used to provide the images shown on the pages' title bars.
Layout	
Alignment	The **Alignment** drop-down box contains Left, Right, and Center items for you to set

	the alignment of the topicbar pages caption.
Page offset	The **Page offset** sets the integer value for the space between the pages.
Page padding	The **Page padding** sets the space between a page border and a link.
Behavior	
Page animation	The **Page animation** drop-down box contains the available values for you to select from to indicate whether to use animation on page collapsing/expanding.
ShowToolTips	The **ShowToolTips** check box indicates whether the ToolTip is shown when the mouse is over the page caption.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1TopicBar properties back to their default values.

Edit miscellaneous topicbar properties

Clicking on the **Edit miscellaneous topicbar properties** button opens the C1TopicBar dialog box where you can modify C1TopicBars miscellaneous properties.



The following table defines the items included in the C1TopicBar dialog box:

Item	Description
Behavior	
Enabled	The **Enabled** check box indicates whether the C1TopicBarwill be enabled at run time.
Visible	The **Visible** check box indicates whether the C1TopicBarcontrol will be shown at run time.
Minimum size	The **Minimum** size field includes a Width and Height NumericUpDown controls for specifying the minimum width and height size for the C1TopicBarcontrol.
Maximum size	The **Maximum** size field includes a Width and Height NumericUpDown controls for specifying the maximum width and height size for the C1TopicBarcontrol.

Dock	The **Dock** drop-down box contains items for you to select from to define which border of the C1TopicBarcontrol is bound to the container.
Cursor	The **Cursor** drop-down box opens a list of different cursor items for you to set the type of cursor that appears when the pointer moves over the C1TopicBarcontrol.
Use wait cursor	The **Use wait cursor** check box indicates whether to use wait cursor.
Anchor	The Anchor drop-down box defines the edges of the container to which the C1TopicBarcontrol is bound. When it's anchored to an edge, the distance between the C1TopicBar's closest edge and the specified edge will remain constant.
Design	
Generate member	The **Generate member** check box indicates whether to generate the member for the C1TopicBarcontrol. (**True**, if selected; **False**, if deselected)
Locked	The **Locked** check box indicates whether the C1TopicBaris locked. (**True**, if selected; **False**, if deselected)
Padding	The **Padding** specifies the interior spacing of the C1TopicBarcontrol.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified C1TopicBarproperties back to their default values.

C1TopicPage Toolbar

The C1TopicPage toolbar appears for the C1TopicBar control. To expose the C1TopicPage toolbar, select the C1TopicBar control, then select the topic page on the C1TopicBar and slide your cursor anywhere on the C1TopicPage.

The C1TopicPage toolbar consists of one command button:

Toolbar Button	Description
	**Add topic link**: Adds a new topic link in the active topic page.
	**Edit the topic page appearance**: Opens the properties dialog box for the selected **C1TopicPage**.
	**Delete topic page**: Removes the selected **C1TopicPage** from the **C1TopicBar**.

Add new topic link

Clicking on the **Add topic link** button adds a new topic link to the topic page in the C1TopicBar control.

Edit topic page appearance

Clicking on the **Edit topic page appearance** button opens the **properties** dialog box for the selected C1TopicPage.

The following table defines the items included in the **C1TopicBar properties** dialog box:

Item	Description
Page	
Text	The **Text** textbox displays the text name that appears on the caption. To rename the text name for the caption select the text in the Text textbox and type the desired text name.
Tooltip	The **Tooltip** textbox sets the ToolTip text for the selected topic page. To add a ToolTip, enter text in the **Tooltip** textbox.
Image index	The **Image index** drop-down list box displays the index value of the command image.
Special style	The **Special style** check box indicates whether the page has a special dark title. (**True**, if selected; **False**, if deselected).
Collapsed	The **Collapsed** check box indicates whether the page is collapsed or not. (**True**, if selected; **False**, if deselected).
Page is visible	The **Page** is visible check box indicates whether the page is visible or not. (**True**, if selected; **False**, if deselected).
Links	
Alignment	The **Alignment** drop-down box contains Left, Right, and Center alignment options to set the alignment for the page's links.
Wrap text in links	The **Wrap text in links** check box indicates whether the page's link text wraps if its length exceeds the page width. (**True**, if selected; **False**, if deselected).
Image list	The **Image list** sets the image list used to provide images shown in page links.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1TopicPage** properties back to their default values.

Delete topic page

Clicking on the **Delete topic page** button removes the selected topic page from the C1TopicBar.

C1ToolBar Toolbar

The **C1ToolBar** toolbar appears for the C1ToolBar control. To expose the C1ToolBar toolbar slide your cursor in the top left area of the C1ToolBar control. The **Open** button appears for the C1ToolBar toolbar.

Opening and Closing the C1ToolBar Toolbar

To open the C1ToolBar toolbar, click on the button. To close the C1ToolBartoolbar, click on the button.

The C1ToolBar toolbar consists of the following command buttons:

Toolbar Button	Description
	**Add new command link/command**: Adds a new command after the current command to the toolbar.
	**Edit command links**: Opens the **C1CommandLink Collection Editor** for you to edit the command links.
	**Edit toolbar appearance:**Opens the C1ToolBar **appearance** dialog box where you can set the general appearance properties for the **C1ToolBar** control.
	**Edit toolbar layout**: Opens the **Layout** dialog box where you can set the layout properties for the **C1ToolBar** control.
	**Edit miscellaneous toolbar properties**: Opens the **Miscellaneous** dialog box for the **C1ToolBar** control where you can apply behavior settings to the **C1ToolBar** control.

Add Command Links

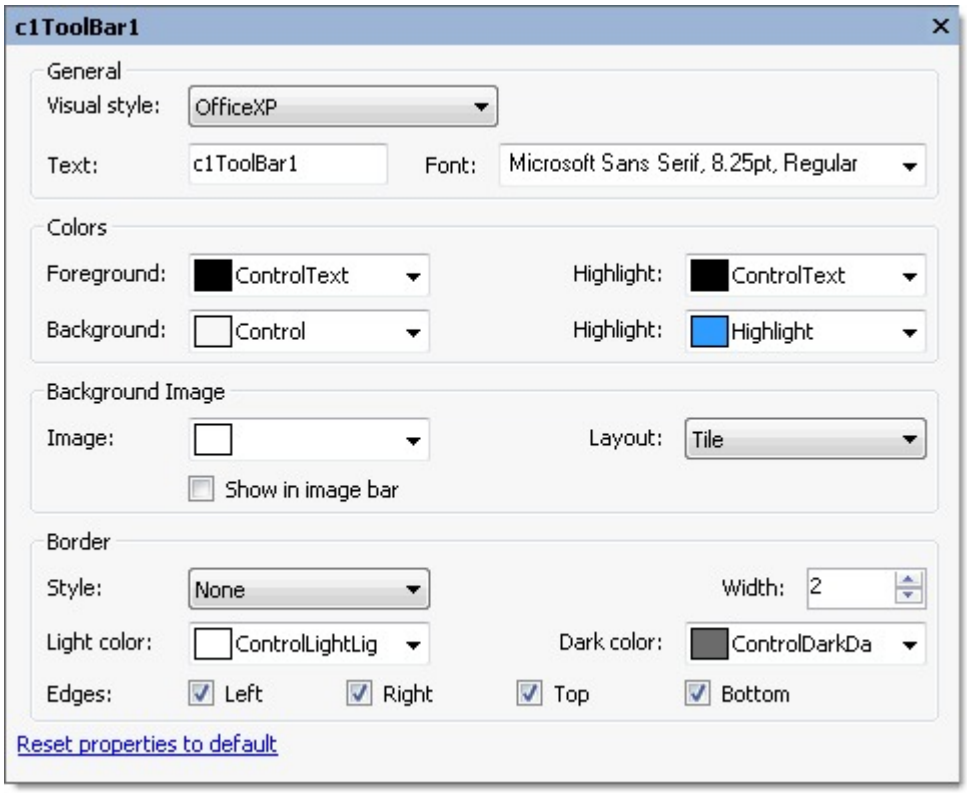
Clicking the **Add Command Links** button adds a new command after the current command. It displays the **Link to Command** designer below the new command so you can easily edit the new command without leaving the design surface.

Edit Command Links

Clicking on the **Edit Command Links** button opens the **C1CommandLink Collection Editor** where you can add or remove command links and edit the commandlink's properties.

Edit Toolbar Appearance

Clicking on the **Edit toolbar appearance** button opens the **Appearance** dialog box where you can modify the appearance properties for the C1ToolBar control.



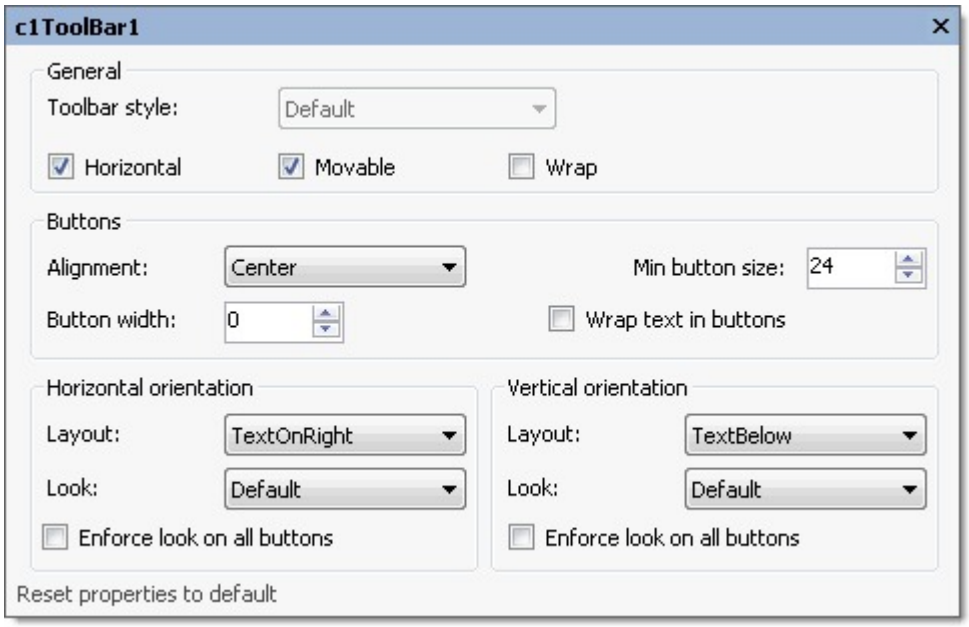
The following table defines the items included in the **Appearance** dialog box for the C1ToolBar control:

Item	Description
General	
Visual style	The **Visual style** drop-down box contains the following items for you to select from to change the style of the C1ToolBar control: **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP**.
Text	The **Text** textbox displays the text name that appears on the selected toolbar button. To rename the text name for the toolbar button, select the text in the **Text** textbox and type the desired text name.
Font	The **Font** drop-down box opens the **Font** dialog box where you can modify the Font style properties for the **C1ToolBar** control.
Colors	
Foreground	The **Foreground** drop-down list box contains the Custom, System, and Web colors for you to select from to set the Foreground color for the **C1ToolBar** control.
Highlight (ForeHiColor)	The **Highlight** drop-down list box contains the Custom, System, and Web colors for you to select from to set the forecolor of the highlighted button for the **C1ToolBar** control.
Background	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted button in the **C1ToolBar** control.

Highlight (BackHiColor)	The **Background** drop-down list box contains the Custom, System, and Web colors for you to select from to set the back color of the highlighted item in the **C1TopicBar** control.
Background image	
Image	The **Image** drop-down box opens an **Open** dialog box where you can apply the background image used for the **C1ToolBar** control.
Layout	The **Layout** drop-down box opens a list of layout items (None, Tile, Center, Stretch, and Zoom) for you to select from that gets the background image layout for the **C1ToolBar** control.
Show in image bar	The **Show in image bar** check box indicates whether to show background image in image bar when the toolbar's style is Drop-downMenu. (**True**, if selected; **False**, if deselected)
Border	
Style	The **Style** drop-down box includes a list of border style items for you to select from to set the border style for the **C1ToolBar**.
Width	The **Width** NumericUpDown control sets the width for the border around the **C1ToolBar**.
Light color	The **Light color** drop down box contains the Custom, System, and Web colors for you to select from to set the light color for the border around the **C1ToolBar** control.
Dark color	The **Dark color** drop down box contains the Custom, System, and Web colors for you to select from to set the dark color for the border around the **C1ToolBar** control.
Edges	The **Edges** check boxes (Left, Right, Top, and Bottom) let you specify which edge of the border to apply the border style to.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1ToolBar** properties back to their default values.

Edit Toolbar Layout

Clicking on the **Edit Toolbar Layout** button opens the **Layout** dialog box where you can modify the layout properties for the C1ToolBar control.



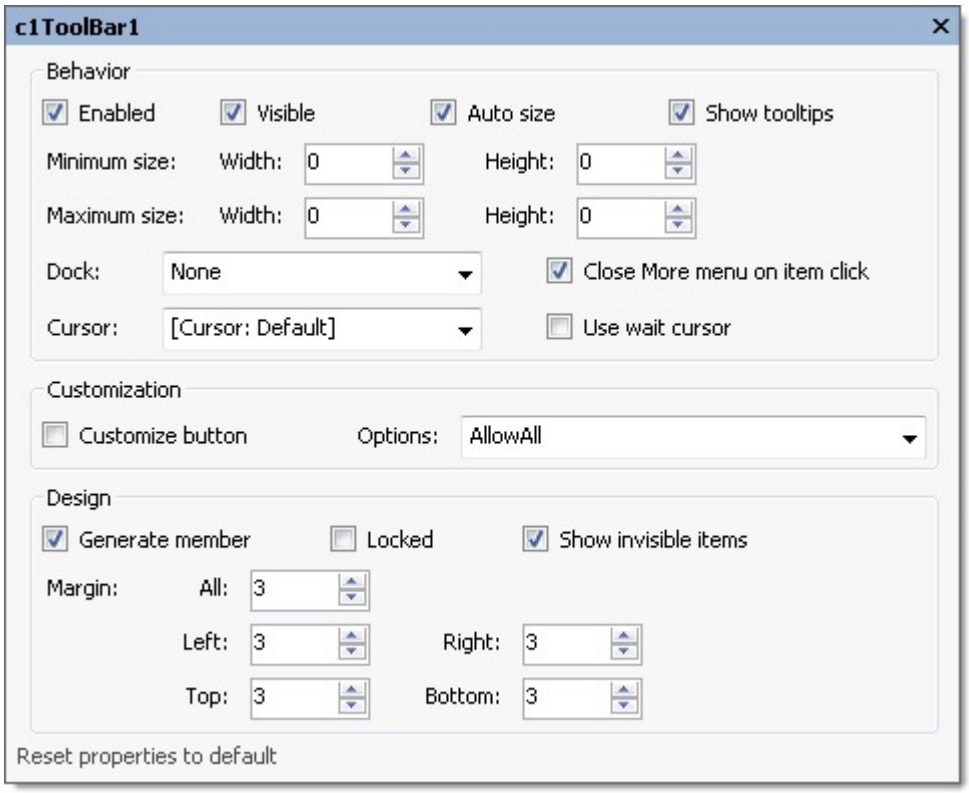
The following table defines the items included in the **Layout** dialog box for the C1ToolBar control:

Item	Description
General	
Toolbar style	The **Toolbar style** drop-down box contains the two values (Default and DropDownMenu) of the ToolBarStyle property for you to select from to set the toolbar's style.
Horizontal	The **Horizontal** check box indicates whether to set the orientation of the **C1ToolBar** to horizontal. (**True**, if selected; **False**, if deselected).
Movable	The **Moveable** check box indicates whether the toolbar can be moved by the user. (**True**, if selected; **False**, if deselected)
Wrap	The **Wrap** check box indicates whether to wrap the toolbar or show a \"More...\" button if not all items fit on a single line. (**True**, if selected; **False**, if deselected)
Buttons	
Alignment	The **Alignment** drop-down box gets the Left, Right, or Center button alignment for vertical toolbars.
Minimum button size	The **Minimum button size** gets or sets the minimum size (width and height) of button in the toolbar.
Button width	The **Button width** gets or sets the width for all buttons (applies to horizontal toolbars only; if 0, buttons are individually sized).
Wrap text in buttons	The **Wrap text in buttons** check box gets or sets the value indicating whether to wrap text in links when the C1ToolBar.ButtonWidth is greater than zero and the text doesn't fit.
Horizontal orientation	
Layout	The **Layout** drop-down box contains the following members to set the

	C1ToolBar.ButtonLayoutHorz property of the **C1ToolBar** class: Default, Image, Text, and TextAndImage.
Look	The **Look** drop-down box contains the following members to set the C1ToolBar.ButtonLookHorz property of the **C1ToolBar** class: TextAbove, TextBelow, TextOnLeft, and TextOnRight.
Enforce look on all buttons	The **Enforce look on all buttons** check box gets the specified look for all of the buttons in horizontal orientation.
Vertical orientation	
Layout	The **Layout** drop-down box contains the following members to set the C1ToolBar.ButtonLayoutVert property of the **C1ToolBar** class: Default, Image, Text, and TextAndImage.
Look	The **Look** drop-down box contains the following members to set the C1ToolBar.ButtonLookVert property of the **C1ToolBar** class: TextAbove, TextBelow, TextOnLeft, and TextOnRight.
Enforce look on all buttons	The **Enforce look on all buttons** check box gets the specified look for all of the buttons in vertical orientation.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1ToolBar**'s layout properties back to their default values.

Edit Miscellaneous Properties

Clicking on the **Edit Miscellaneous Properties** button opens the C1ToolBar dialog box where you can edit miscellaneous properties for the C1ToolBar control.



The following table defines the fields included in the C1ToolBar dialog box for the C1ToolBar control:

Item	Description
Behavior	
Enabled	The **Enabled** check box indicates whether the **C1ToolBar** will be enabled at run time. (**True**, if selected; **False**, if deselected)
Visible	The **Visible** check box indicates whether the **C1ToolBar** control will be shown at run time. (**True**, if selected; **False**, if deselected)
AutoSize	The **AutoSize** check box indicates whether the toolbar automatically adjusts its size to fit all items. (**True**, if selected; **False**, if deselected)
Show tooltips	The **Show tooltips** check box gets or sets the value indicating whether to show ToolTip texts when the mouse cursor is over the toolbar button.
Minimum size	The **Minimum size** field includes a Width and Height NumericUpDown controls for specifying the minimum width and height size for the **C1ToolBar** control.
Maximum size	The **Maximum size** field includes a Width and Height NumericUpDown controls for specifying the maximum width and height size for the **C1ToolBar** control.
Dock	The **Dock** drop-down box contains items for you to select from to define which border of the **C1ToolBar** control is bound to the container.
Close More menu on item click	The **Close More menu on item click** check box gets or sets the value indicating whether the menu that is automatically created

	when some items do not fit on the toolbar closes when an item on that menu is clicked.
Cursor	The **Cursor** drop-down box opens a list of different cursor items for you to set the type of cursor that appears when the pointer moves over the **C1ToolBar** control.
Use wait cursor	The **Use wait cursor** check box indicates whether to use wait cursor.
Customization	
customize button	The **customize button** check box indicates whether to show the customize button. (**True**, if selected; **False**, if deselected)
Options	The **Options** drop-down box contains the following members to set the value of the C1ToolBar.CustomizeOptions property of the **C1ToolBar** class: AllowAddItem, AllowAll, AllowDelete, AllowNone, AllowRemoveItem, and AllowToggleCustomizeButton.
Design	
Generate member	The **Generate member** check box indicates whether to generate the member for the **C1ToolBar** control. (**True**, if selected; **False**, if deselected)
Locked	The **Locked** check box indicates whether the **C1ToolBar** is locked. (**True**, if selected; **False**, if deselected)
Show invisible items	The **Show invisible items** check box indicates whether to show invisible buttons in the **C1ToolBar** control. (**True**, if selected; **False**, if deselected)
Margin	The **Margin** specifies the space between the **C1ToolBar** control and another control's margin.
Reset properties to default	Selecting the **Reset properties to default** item resets the modified **C1ToolBar**'s miscellaneous properties back to their default values.

Menus and Toolbars Overview

The C1Command suite integrates menus and toolbars into a single system, allowing you to reuse the same objects and code for menu items and toolbar buttons.

The five main types of objects for building menu systems with C1Command are C1MainMenu, C1CommandMenu, C1CommandControl, C1CommandMdiList, and C1ContextMenu. Whereas, the main types of objects for building toolbar systems are C1ToolBar, C1CommandMenu, C1CommandControl, C1CommandMdiList, and C1ContextMenu. The only difference between the two is the two primary controls: C1MainMenu and C1ToolBar.

C1MainMenu

C1MainMenu is a control that displays the main menu in a Windows forms. When you place this object on your form, it will show across the whole form at the top, as regular Windows main menus do. In addition to the main menu at the top of the form, a C1CommandHolder will automatically appear in the component tray. The C1CommandHolder stores all of the menu's commands as a single collection. For more information on how to use the C1CommandHolder, please see C1CommandHolder Component.

Command links of type C1CommandLink are used to represent the commands in menus.

C1RadialMenu

C1RadialMenu is a component that represents a circular context menu made up of pie slices where the hole is drawn in the center. Radial menus are common in touch screen devices so you can simply tap any of the icons that appear on the radial menu. The icon represents a command button. You can also tap an arrow to see more related options.
The arrows around the outer edge of a radial menu indicates that you have more commands available.

C1ToolBar

C1ToolBar is a control which represents a toolbar. Like the C1MainMenu it contains a collection of command links stored in the C1CommandHolder component. The command links represent menu items on the main menu bar whereas the command links for C1ToolBar represent buttons on the toolbar.

The following topics provide further detail about the functionality of menus and toolbars and the common and unique objects used to create the menus and toolbar systems.

Menus and Toolbars Functionality

The functionality of a menu item and a toolbar button is very similar in **C1Command**. The menu item or toolbar button is split between two components: a **command** and a **command link**.

Functionality of a C1Command Component

The **command** (an object of type C1Command or derived types, see Class Hierarchy for a list) is used to hold properties and event handlers related to the actual action which the command represents. Commands themselves are **not** contained in C1Commands menus and toolbars. Instead, all commands on a form are stored as a single collection in a component of type C1CommandHolder, a single instance of which is automatically created on the form when you add the first C1Commands menu or toolbar to it.

For more information on how to use **C1CommandHolder**, please see C1CommandHolder Component. To represent commands in menus and toolbars, **command links** (components of type C1CommandLink) are used.

Functionality of a C1CommandLink Component

A **command link** is a small and quite simple component. Its most important property is Command, which points to the actual command object associated with this command link. Aside from this, a command link allows you to override some of the properties of the linked command, such as text. The visual representation of a command link depends on two factors: the command it links to and whether the link is contained in a main menu, a popup menu, or a toolbar.

Properties used to show the command link are taken from the command, for example text or image, whereas the way they are shown is determined by the container. In a main menu, only the command's text is shown and in a popup menu the image and the shortcut are also shown, and so on. Multiple command links can point to the same command, which is one of the main reasons why commands and command links are separate items.

Relationships Among Commands, Command Links, Menus and Toolbars, and Command Holder

To sum it up, the following relationships exist between commands, command links, menus and toolbars, and the command holder on a form:

- Commands (class C1Command and derived classes) are automatically stored in the form's command holder (object of type C1CommandHolder).
- Menus and toolbars (objects of type C1MainMenu, C1CommandMenu, C1ContextMenu, C1ToolBar) contain command links (type C1CommandLink) which represent menu items or toolbar buttons. Each command link points to the actual command in the command holder. Command links are stored in the **CommandLinks** collection of a menu or a toolbar. Command links can be edited via this collection or using the designer.
- Multiple command links can point to the same command. And command links pointing to the same command can be inside different containers. For example, a link from the File menu and another from the File Operations toolbar can point to the same file open command.
- Most properties of a command link visible to the user (text, image, and so on.) are normally taken from the linked command. The shown state of the command link (enabled/disabled, checked/unchecked and so on.) is also determined by the corresponding state of the linked command (command links do not have state properties).
- Most importantly, event handlers that actually perform user-defined actions (for example, opening a file or copying to the clipboard) are associated only with **commands** and never with **command links**. When a menu item is selected or a toolbar button is clicked by the user, the click event handler of the linked command is invoked.
- To enumerate all commands defined on a form, use the **Commands** collection of the command holder (which shows up in the component tray of the form). You can also use the collection editor to add or remove commands (although an easier approach is probably to use the menu or toolbar designer, accessing commands via their links).

Common Objects Used to Create Menus and Toolbars

C1Command's Menus and ToolBars use the following objects to create menu or toolbar systems:

- C1CommandHolder component
- C1CommandMenu command
- C1ContextMenu control
- C1CommandControl command
- C1CommandMdiList command

The following section introduces each command or component used in creating menus and toolbars.

CommandHolder Component

C1CommandHolder is a container for commands. It may also contain an image list for commands' images, and a few other general settings. Only one C1CommandHolder can be placed on a form. Whenever a C1Command is created, it is always added to the form's command holder. If no commands exist, it will be automatically created by the command's designer.

Command holder provides the following features:

- It is also an IExtenderProvider providing a C1ContextMenu property to all controls on the form.
- Provides idle-time automatic update of commands' status such as visible, enabled, checked and so on

CommandMenu Command

The **C1CommandMenu** component is a command (derives from the C1Command base class) that is a menu. In addition to other C1Command properties, it contains a collection of command links which are the menu items of this menu. C1CommandMenu can be included in another menu as a sub-menu.

When a new C1CommandMenu is created, an empty command link is automatically added to it in the same way as an empty command link was automatically added to the new main menu.

For more information about using the **C1CommandMenu** command, please see Menu Tasks.

ContextMenu Control

The **C1ContextMenu** component is a menu (it derives from the C1CommandMenu base class) that can be attached to an arbitrary control as a context menu. To facilitate this, the C1CommandHolder (which always exists on a form using C1 menus) is an IExtenderProvider providing a **C1ContextMenu** property of the type **C1ContextMenu** to all controls on the form.

Note that a **C1ContextMenu** can be used in other menus in exactly the same way as its base class **C1CommandMenu**. Thus if you want to use the same menu as a submenu in the main menu system and as a context menu, just link C1CommandLink to the same **C1ContextMenu** in both places.

For more information about using the **C1ContextMenu**, please see Context Menu Tasks.

CommandControl Command

C1CommandControl is a command which can be associated with an arbitrary control. This functionality is provided by the class **C1CommandControl**, derived from C1Command. Controls can be dragged from the Visual Studio Toolbox and dropped onto a C1MainMenu or C1ToolBar. This automatically creates a **C1CommandControl**, connects it to the dropped control, and adds a link to the new command to the toolbar. This command allows at most one command link to be connected to it.

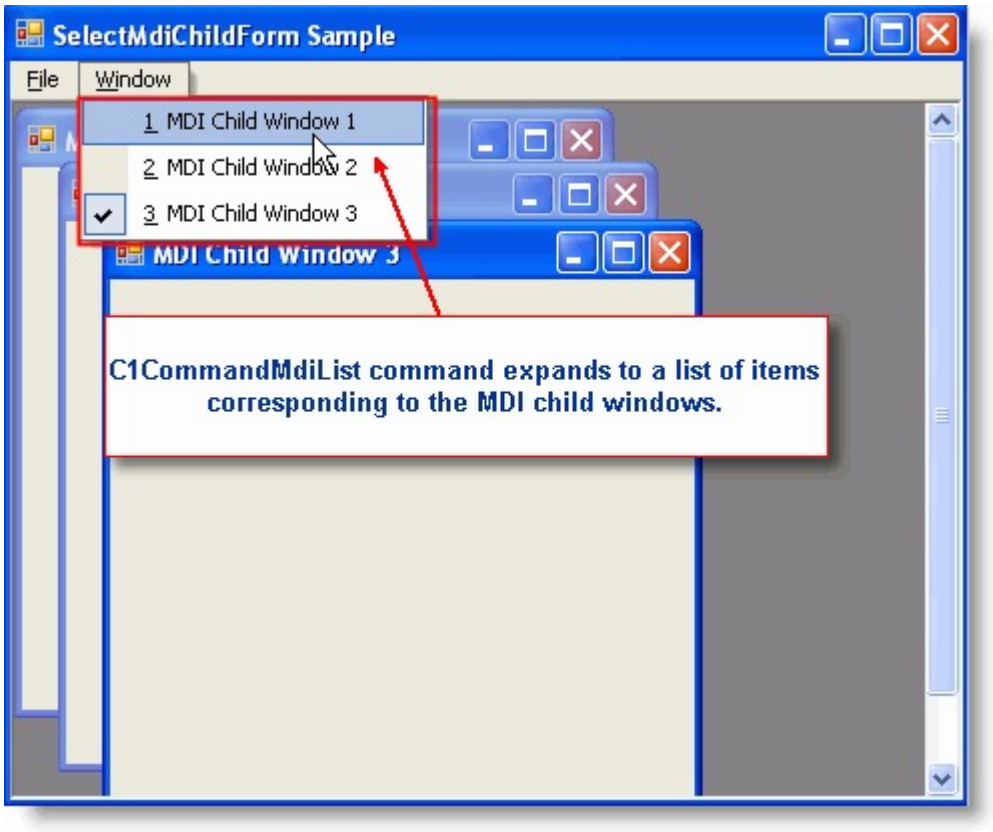
> **Note:** A small control can be added inside it, but it does not handle large controls such as containers.

For more information about using C1CommandControl, see Adding an Arbitrary Control to the Toolbar.

CommandMdiList Command

C1CommandMdiList component is a command which, at run time, expands to a list of items corresponding to the MDI child windows of the current window. Note that this is not a submenu. You can either put this command in a submenu all by itself, or add other menu items before or after it.

The following image shows how the C1CommandMdiList displays a list of items corresponding to the MDI child windows.



You can restrict the amount of items the C1CommandMdiList command displays in its Menu's list by setting the MaxItems to the desired amount of items you would like to show. The default value for this property is 10.

You can also show hidden MDI windows in the menu's list by setting ListHidden to **True**.

For more information on how to accomplish creating a Window list for MDI child windows, see Creating a Window List for an MDI Form.

Unique Objects Among Menus and Toolbars

Menus and ToolBars share many objects, however, there are two distinct components among them. The menus have a C1MainMenu control which is the main menu and the toolbars have a C1ToolBar control which represents the toolbar.

The following section introduces the C1MainMenu and C1ToolBar controls and provides further information about their appearance and behavior properties.

MainMenu Control

C1MainMenu is a control that displays the main menu in a Windows form. When you place this object on your form, it will show across the whole form at the top, as regular Windows main menus do. In addition to the main menu at the top of the form, a C1CommandHolder will automatically appear in the component tray. The C1CommandHolder stores all of the menu's commands as a single collection. Only one C1MainMenu control can be added to a form.

To add the C1MainMenu control at design-time:

In the Visual Studio Toolbox, double-click on the C1MainMenu component or drag and drop it onto the form.

To add the C1MainMenu control programmatically:

To write code in Visual Basic

Visual Basic

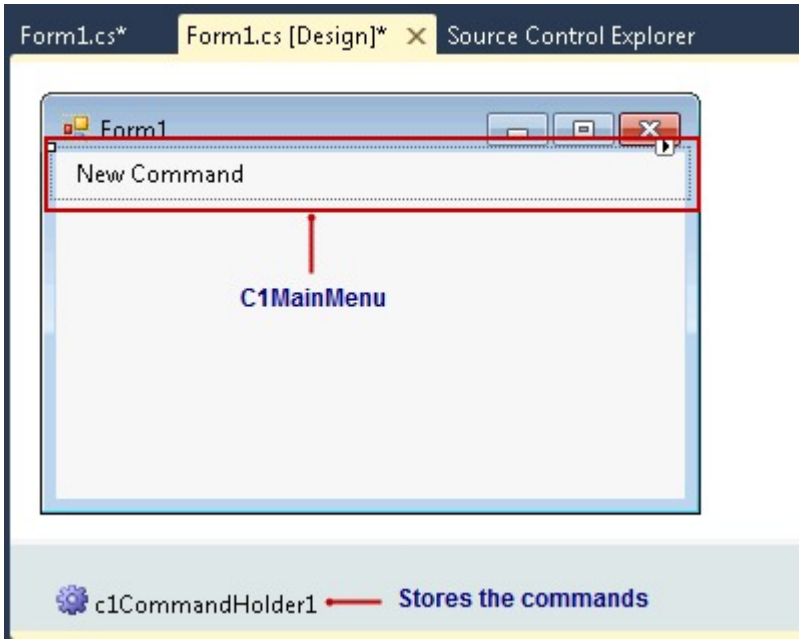
```
Imports C1.Win.C1Command
Dim ch As C1CommandHolder(Me)
Dim mm As New C1MainMenu
Me.Controls.Add(mm)
```

To write code in C#

C#

```
using C1.Win.C1Command
C1CommandHolder.CreateCommandHolder(this);
C1MainMenu mm = new C1MainMenu();
this.Controls.Add(mm);
```

The following screen shot depicts a C1MainMenu control once it's been added to the form:



The C1MainMenu control includes a **Link to Command** designer that conveniently allows you to visually configure the menus.

Note: This editor is available for all C1CommandLinks; therefore, you can easily edit all command links for any of the objects: C1ContextMenu, C1ToolBar, and C1OutBar.

For more information about the elements in the **Link to Command** designer see Link to Command Designer.

For more information that shows how to use the **C1MainMenu** control for specific tasks, see Menu Tasks.

ToolBar Control

The C1ToolBar control is used on forms as a toolbar. When you place this object on your form, like the C1MainMenu, a C1CommandHolder will automatically appear in the component tray. The C1CommandHolder stores all of the command links as a single collection. The command links represent menu items on the main menu bar whereas the command links for C1ToolBar represent buttons on the toolbar.

Once the component C1ToolBar is added to the form, the **Link to Command** designer allows you to set up the toolbar system. C1ToolBar and C1MainMenu both use the same **Link to Command** designer. For more information about the interface for the **Link to Command** designer, see Link to Command Designer.

The C1ToolBar provides two different types of toolbars: a default toolbar and a drop-down style toolbar. The toolbar buttons provide drop-down buttons for a drop-down menu. The buttons can be arranged vertically or horizontally on the toolbar depending on the orientation of the toolbar.

For more information on how to use the **C1ToolBar** control to do specific tasks such as wrapping text in the toolbar button, see ToolBar Tasks.

Menus Appearance and Behavior

Menus provide a number of useful properties to control the behavior and appearance of the main menu and menu items.

C1Command's menus include a variety of appearance properties to visually enhance and customize the control. The menu's style, size, and layout can easily be customized by using the **C1MainMenu**'s appearance properties. These properties can be set at design time through the Properties window or programmatically.

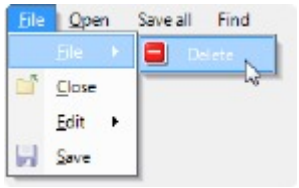
C1Command's menus also include several useful behavioral properties for wrapping, merging, and showing ToolTips in menu items.

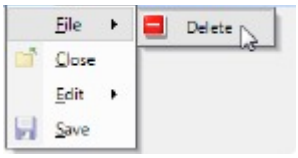
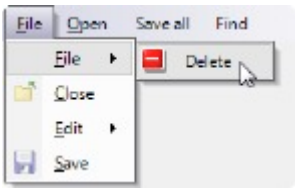
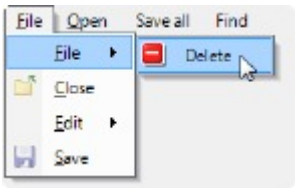
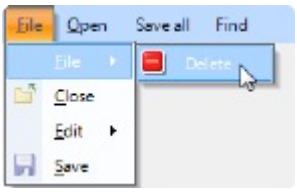
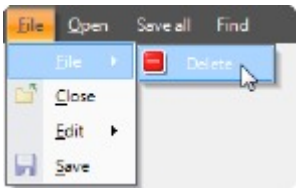
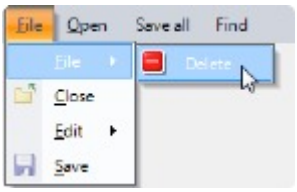
The following section introduces some of the common appearance and behavior properties used for the C1MainMenu control.

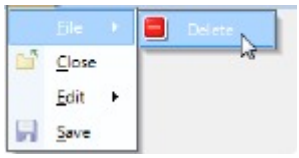
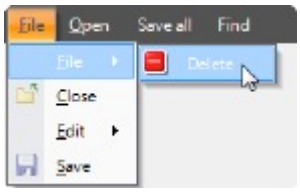
Menus Visual Styles

The C1MainMenu and C1ContextMenu controls provide several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the controls' **VisualStyle** properties.

The following table illustrates each style of the C1MainMenu control. The C1ContextMenu control's visual styles are identical to the C1MainMenu control's, only the C1ContextMenu control doesn't contain the menu bar.

Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the control's visual style.]
VisualStyle.System	
VisualStyle.Office2003Blue	

	
VisualStyle.Office2003Olive	
VisualStyle.Office2003Silver	
VisualStyle.OfficeXP	
VisualStyle.Classic	
VisualStyle.WindowsXP	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	
VisualStyle.Office2010Blue	

	
VisualStyle.Office2010Black	
VisualStyle.Office2010Silver	

Look and Feel of Menu Items

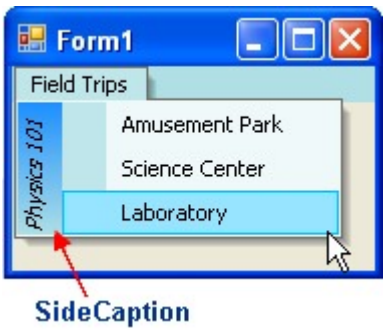
C1Command supports various settings for font style, border style, back color, and mouse-over styles for the menu items.

You can set the text name for the toolbar button/command either in the command object as well as in its command link. However, the **C1CommandLink**.Text property overrides the **C1Command**.Text property.

Special Side Caption Styles in Menus

C1Command has a special SideCaption property for its C1CommandMenu command type. With this property, you can display a side caption along the sub menu items for a particular C1CommandMenu. You can display text or an image inside the caption. In addition to having text or an image in the side caption, you can also customize the appearance and layout of the caption.

The following image shows a vertical side caption for the **Field Trips** menu.



For information on how to apply a side caption to your menu, see Creating a Side Caption for a Command Menu.

Mouse-Over Styles in Menu Items

You can apply mouse over techniques to the menu items to improve your menu interaction with users.

The C1MainMenu component has two special properties for applying mouse-over techniques. The BackHiColor property gets the back color of the menu item when you hover your mouse over it and the ForeHiColor gets the fore color of the menu item when you hover your mouse over it.

For more information about how to use these properties, see Modifying the Appearance of the Menus.

Merging Menus

In some cases, when you need to merge a MDI child window with a MDI parent menu you can enable the CanMerge property. You can also specify the type of behavior for the merging menu with its MergeType property. You can determine whether to add, replace, remove, or merge menu items with the MergeType property. The **MergeItems** causes the command links on the menus to be merged.

The command links for both menu items and toolbar buttons have a MergeOrder property which can be used to determine the order of the merged menu items or toolbar buttons.

For more information about how to accomplish merging menus see, Merging Menu Items.

Layout and Text Wrapping in Menus

C1MainMenu has an automatic layout. The menu items are automatically sized. C1MainMenu's Wrap property enables line-wrapping in the main menu bar. If there are too many items on the main menu bar to fit onto one line it will be wrapped.

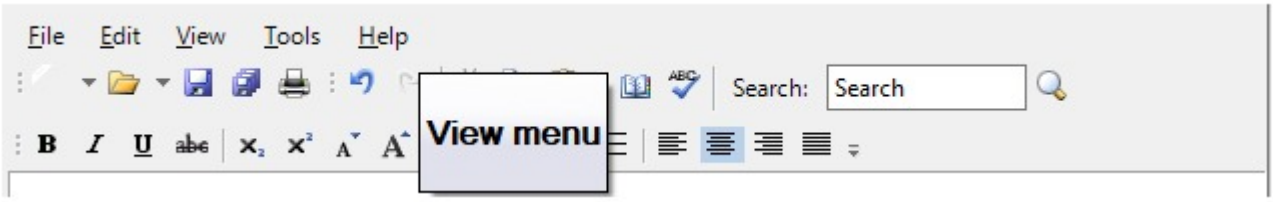
ToolTips in Menus

A ToolTip is used to display text when the mouse hovers over the control. The C1MainMenu class provides the ShowToolTips property that displays the value of the Text property as a ToolTip for each menu item. This property is enabled by default.

If you would like to enter a custom text for the ToolTip of each menu item, you can do so by setting the ShowTextAsToolTip to **False**, and then setting the custom text for the ToolTipText property.

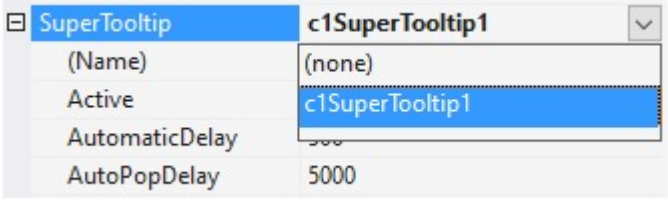
Specify Font for Tooltip

Users can now fine tune the menu tooltip using the **ISupportSuperTooltip** interface which provides the **SuperTooltip** property.



To configure the SuperTooltip:

1. Install the **C1.Win.SuperTooltip** package.
2. Drag and drop the SuperTooltip component on the form.
3. Select the SuperTooltip component from the dropdown menu of the **SuperTooltip** property of the **MainMenu** control.



4. Set the **SetToolTip** (System.Windows.Forms.Control control, string text) method of the **C1SuperTooltip** class to associate the tooltip HTML text with the specified control, here the MainMenu. Also, set the **BackgroundGradient** and **Font** properties.

```
C#                                                                    copyCode
c1SuperTooltip1.SetToolTip(c1MainMenu1,"<tr><td><b>View menu</b><td></tr>");
c1SuperTooltip1.BackgroundGradient = BackgroundGradient.Vista;
c1SuperTooltip1.Font = new Font("Broadway", 12);
```

For more information on how to use the ToolTips, see Displaying ToolTips for Menus and Toolbars.

Toolbars Appearance and Behavior

C1ToolBar provides a number of useful properties to control the behavior and appearance of the toolbars and toolbar buttons.

C1ToolBar includes a variety of appearance properties to visually enhance and customize the control. The toolbar's style, size, and layout can easily be customized by using the **C1ToolBar**'s appearance properties. These properties can be set at design time through the Properties window or programmatically.

In addition to properties for setting the toolbar's appearance, **C1ToolBar** has several useful behavioral properties for docking and floating toolbars, moving toolbar buttons, embedding arbitrary controls to toolbars, customizing toolbars at run time, setting button layout for horizontal or vertical toolbars, showing ToolTips on the toolbar and/or its command buttons, and wrapping text in the toolbar buttons.

The following section introduces some of the common appearance and behavior properties used for the C1ToolBar control.

Toolbar Visual Styles

The C1ToolBar control provides several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property.

The following table illustrates each of the C1ToolBar control's visual styles.

Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the control's visual style.]
VisualStyle.System	
VisualStyle.Office2003Blue	
VisualStyle.Office2003Olive	
VisualStyle.Office2003Silver	
VisualStyle.OfficeXP	
VisualStyle.Classic	
VisualStyle.WindowsXP	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	

VisualStyle.Office2010Blue	
VisualStyle.Office2010Black	
VisualStyle.Office2010Silver	

Look and Feel of Toolbars

C1Command supports various settings for font style, border style, back color, and mouse-over styles for the toolbar and its buttons.

You can set the text name for the toolbar button/command either in the command object as well as in its command link. However, the **C1CommandLink**. Text property overrides the **C1Command**. Text property.

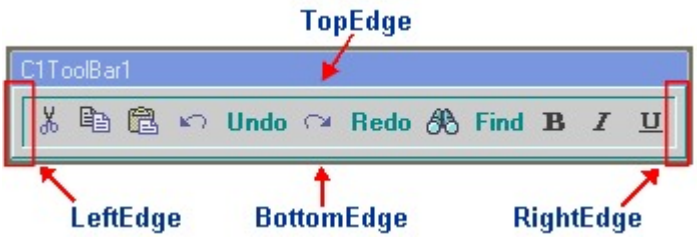
For more information about using the general appearance properties, see Modifying the Appearance of the Toolbar.

Special Border Styles in Toolbars

C1ToolBar has a special class, C1Border, that allows you to add various border styles to the toolbars. C1Border contains the following members:

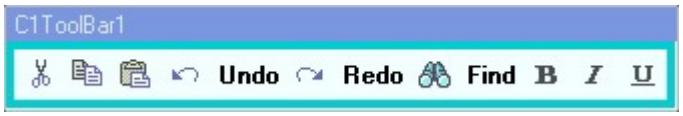
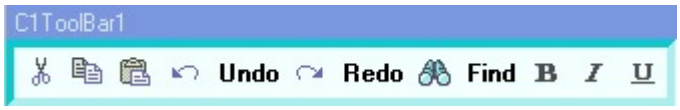
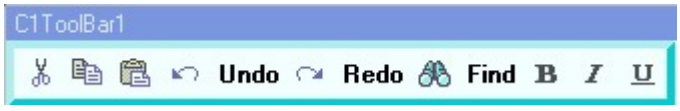
Name	Description
BottomEdge	Determines whether the border has a bottom edge.
DarkColor	Gets or sets the color of the group. In the Flat setting for the Style this color applies to the top, bottom, left, and right edges of the toolbar.
LeftEdge	Determines whether the border has a left edge.
LightColor	Gets or sets the color of the border. This color is not used in the Flat setting for the C1Border
RightEdge	Determines whether the border has a right edge.
Style	Gets or sets the border style.
TopEdge	Determines whether the border has a top edge.
Width	Gets or sets the border width in pixels.

The following image illustrates the TopEdge, LeftEdge, BottomEdge, and RightEdge properties for the **C1Border** class.

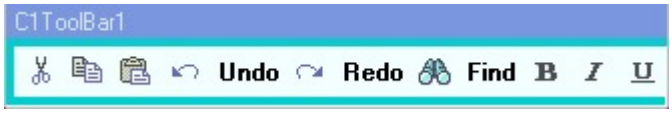


The TopEdge, LeftEdge, BottomEdge, and RightEdge properties are useful for applying borders to specific areas such as the top, bottom, left, or right edge of the **C1ToolBar**. These properties are set to **True** by default.

The following table illustrates each of the property settings for Style property. In addition to the various border styles shown below, the table also illustrates the **Width**, **DarkColor**, **LeftEdge**, **RightEdge**, **BottomEdge**, and **TopEdge** properties. The Width property is set to 5 pixels, DarkColor property is set to **DarkTurquoise**, LeftEdge property is set to PaleTurquoise, and the LeftEdge, RightEdge, BottomEdge, and TopEdge are all set to **True**.

Property Setting	Image
Style.None	
Style.Flat	
Style.Groove	
Style.Ridge	
Style.Inset	
Style.Outset	

The following table illustrates the effect of the LeftEdge, RightEdge, BottomEdge, and TopEdge when each one is disabled:

Property Setting	Image
BottomEdge.False	
LeftEdge.False	
RightEdge.False	
TopEdge.False	

For more information about using these properties, see Modifying the Appearance of the Toolbar.

Mouse-Over Styles in Toolbar Buttons

You can apply mouse over techniques to the toolbar buttons to improve your toolbar interaction with users.

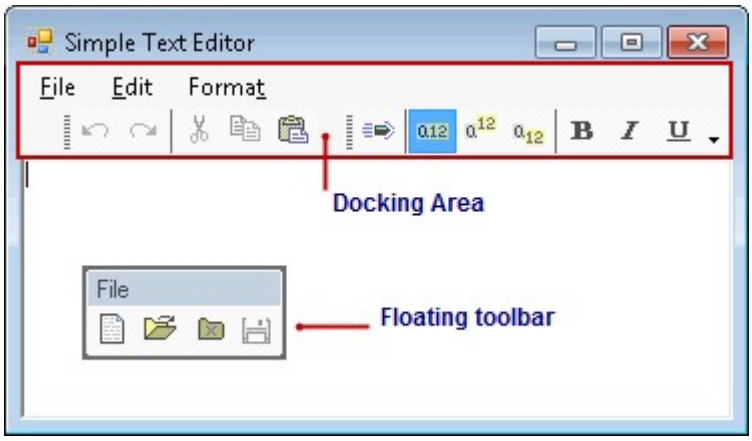
The C1ToolBar component has two special properties for applying mouse-over techniques. The BackHiColor property gets the back color of the toolbar button when you hover your mouse over it and the ForeHiColor gets the fore color of the toolbar button when you hover your mouse over it.

For more information about using these properties, see Modifying the Appearance of the Toolbar.

Docking and Floating Toolbars

Toolbars can be docked to the top, left, right or bottom on the container that the C1CommandDock has been assigned to.

Each C1ToolBar resides inside the docking area when it is docked. Toolbars can be moved to different docking areas by using a drag-and-drop operation, and they can also be resized.



If you are creating a C1ToolBar programmatically and would like to use the C1CommandDock to enable docking and floating behavior you would add the toolbar to the C1CommandDock like the following:

To write code in Visual Basic

Visual Basic

```
Me.C1CommandDock = New C1.Win.C1Command.C1CommandDock()
Me.C1CommandDock.Controls.Add(Me.C1ToolBar1)
Me.Controls.Add(Me.C1CommandDock)
```

To write code in C#

C#

```
this.c1CommandDock = new C1.Win.C1Command.C1CommandDock();
this.c1CommandDock.Controls.Add(this.c1ToolBar1);
this.Controls.Add(this.c1CommandDock);
```

Embedded Controls in Toolbars

The C1CommandControl lets you embed arbitrary controls to the toolbar.

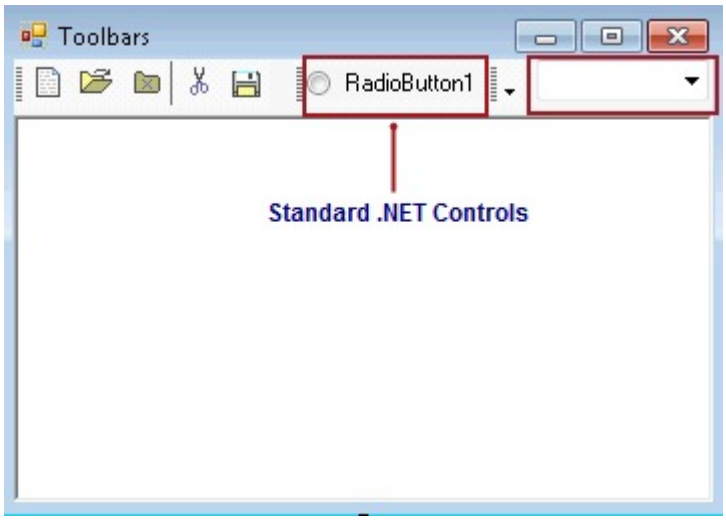
Arbitrary controls such as a textbox can be embedded in a C1ToolBar through the use of the C1CommandControl.

This can simply be done by dragging an arbitrary control on to the toolbar, adding a C1CommandControl command type through the designer, or adding a C1CommandControl command type programmatically.

For more information about how to embed an arbitrary control into the C1ToolBar object, see Adding an Arbitrary Control to the Toolbar.

When an arbitrary control is dragged to the toolbar it automatically creates a new command type called C1CommandControl. The C1CommandControl includes a Control property which gets the arbitrary control attached to the command.

The following image shows a **RadioButton**, **CheckBox**, and a **ComboBox** control embedded into the C1ToolBar.

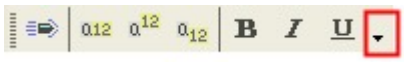


Run-Time Customization for Toolbars

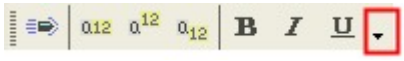
C1ToolBars can be customizable at run time by setting the CustomizeButton property to **True** at design time.

> **Note:** The toolbar needs to be placed inside a **C1CommandDock** before you set its CustomizeButton property to **True** at design-time.

When the customization is enabled a drop-down arrow appears on the toolbar at design time.



The pop-up menu appears at run time when you click on the drop-down arrow.



The Customize toolbars menu operates as follows:

Add or Remove Buttons

Clicking on a command item from the menu removes the command button from the toolbar.

Reset

Clicking on the Reset menu item resets the toolbar back to its original setting.

Customize

Clicking on Customize menu item opens the **Customize toolbars** dialog box.

The Customize Dialog contains three tabs for modifying the **C1ToolBar** component:

- **Toolbars** – This tab contains options for creating, renaming, deleting, and modifying the **C1ToolBar** component.
- **Commands** – This tab contains options for adding existing commands to the toolbars.
- **Options** – This tab contains options for modifying the **C1ToolBars** general appearance properties such as its look and feel and its font and color.

On the bottom of each tab in the **Customize toolbars** dialog box, there is a **Save**, **Restore**, **Reset**, **OK**, and **Cancel** command button which can be used to save the updated settings of the toolbar, restore the update settings, reset the default settings, accept the new settings, and cancel the Customize toolbars respectively.

For the end-user customizations to be persisted in the application config file, command holder's Environment property must be added to dynamic properties.

> **Note:** The user interface for dynamic properties has been removed from Visual Studio 2005. It still supports the dynamic properties. For more information about using the dynamic properties, please see the following topic in Microsoft Visual Studio 2005 documentation: Introduction to Dynamic Properties (Visual Studio).

To Save the Layout in the Application's .Config File:

1. Click on the **C1CommandHolder** in the form's Component Tray.
2. Expand the **DynamicProperties** node and then click on the **ellipsis** button next to the **Advanced** property.

The **Dynamic Properties** dialog box appears.

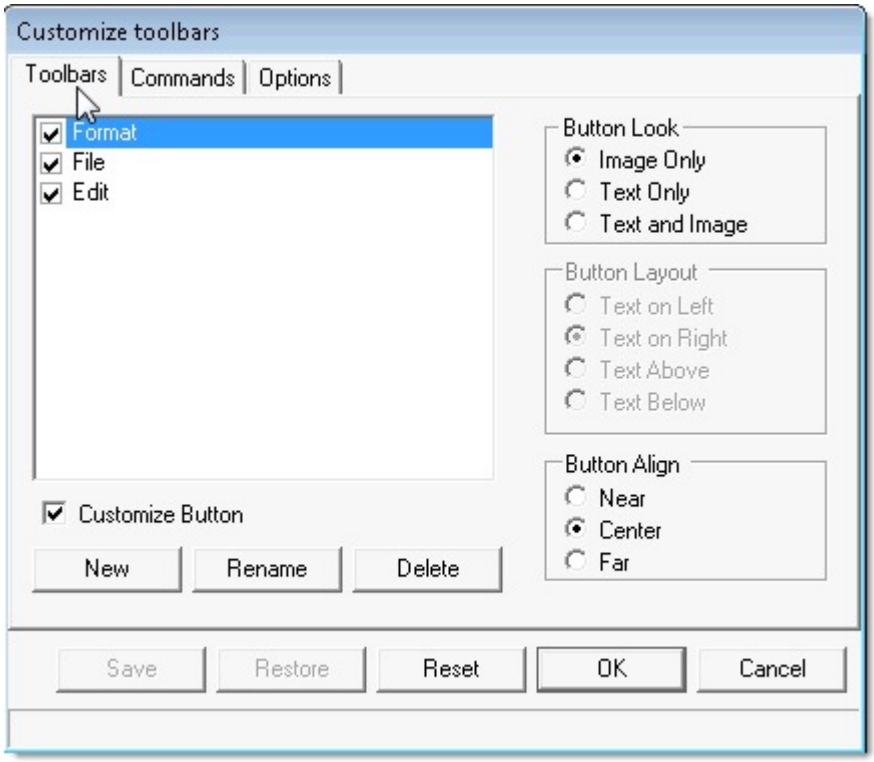
3. Click the **Layout** check box and then click **OK**. This will make Layout saved in the application's .config file instead of in the form's code.

Note: When you run your program from the Visual Studio's designer, Visual Studio creates an app.config file in the project directory, and then on each run replaces the actual application's .config file (located in the bin directory) with that app.config file's contents. As a result, if you run the project in Visual Studio, change the toolbars layout, close it and then run it again, you won't see the last layout restored. This is not a bug, everything works fine when the application is not run from Visual Studio.

In addition to saving your toolbar layout using the form's dynamic properties you can also use your own scheme for saving and restoring the toolbars layout. For finer control, save and set the value of the Layout property in your code instead.

Toolbars

The **Toolbars** tab contains options for creating and manipulating toolbars.



By default, the ButtonLook and the CustomizeButton properties are disabled.

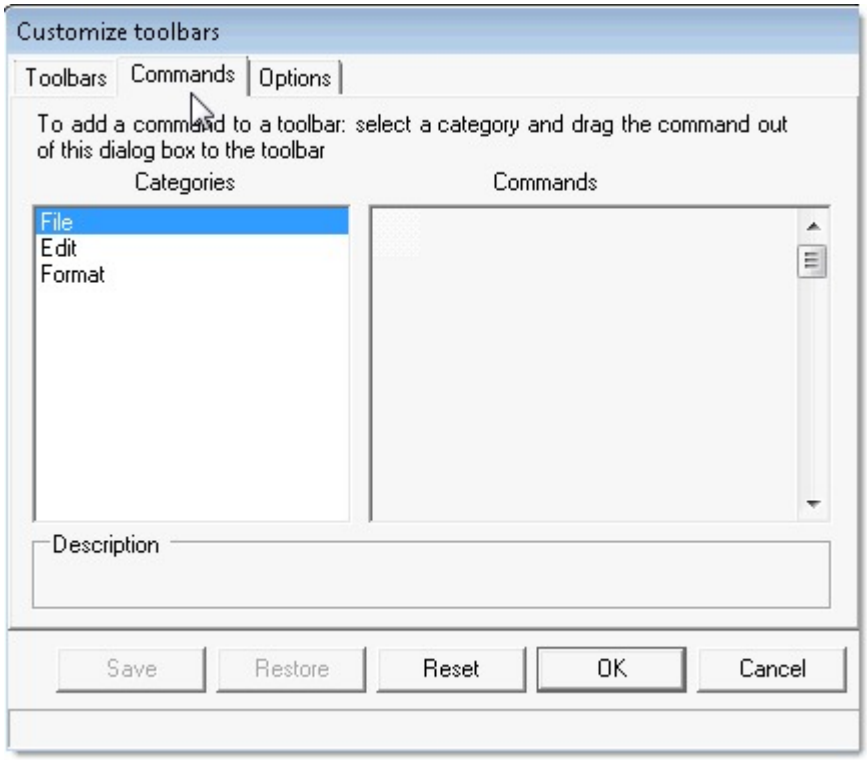
The Button Layout properties are enabled when the ButtonLook property is set to **Text and Image**(the **Text and Image** radio button is selected). This is because the ButtonLayoutHorz property determines how the text is placed by the image (above, below, to the left, or to the right of the image).

The CustomizeButton is enabled when a new C1ToolBar is added to the dialog box.

Commands

The **Commands** tab contains two list boxes: **Categories** and **Commands**. The **Categories** list box contains the categories for all of the commands. The **Commands** list box contains all of the commands for each category.

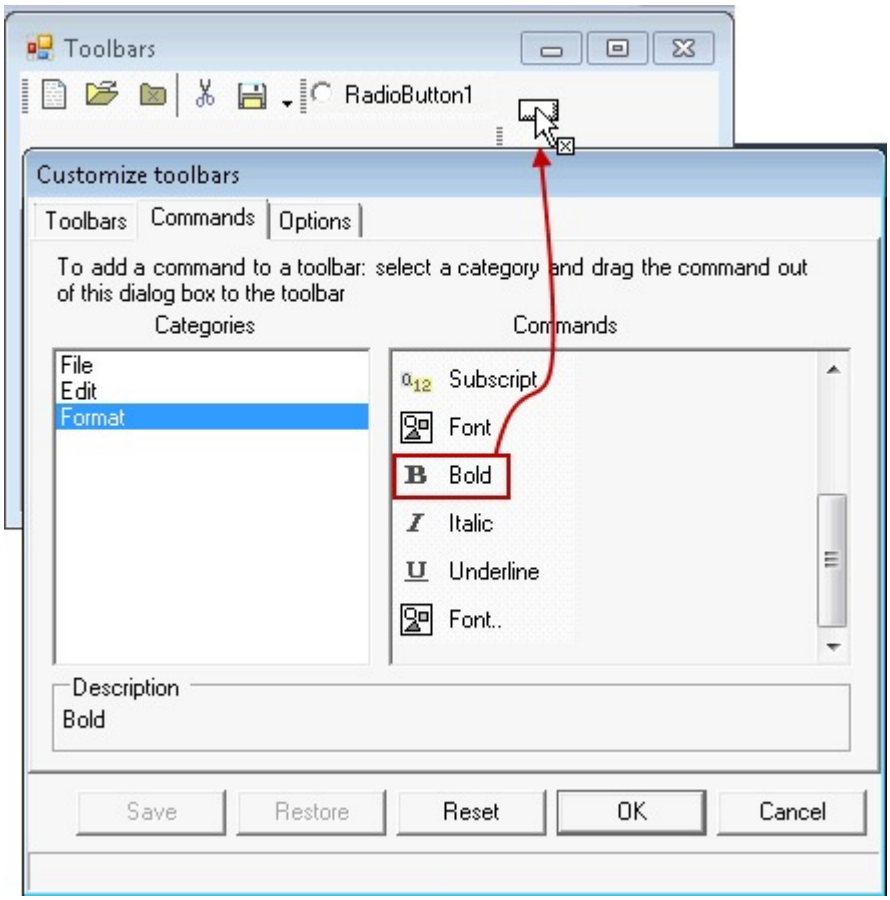
Note: The Categories list box appears empty if the Category property is not set for the commands.



Commands can be easily added to the toolbars by doing either of the following:

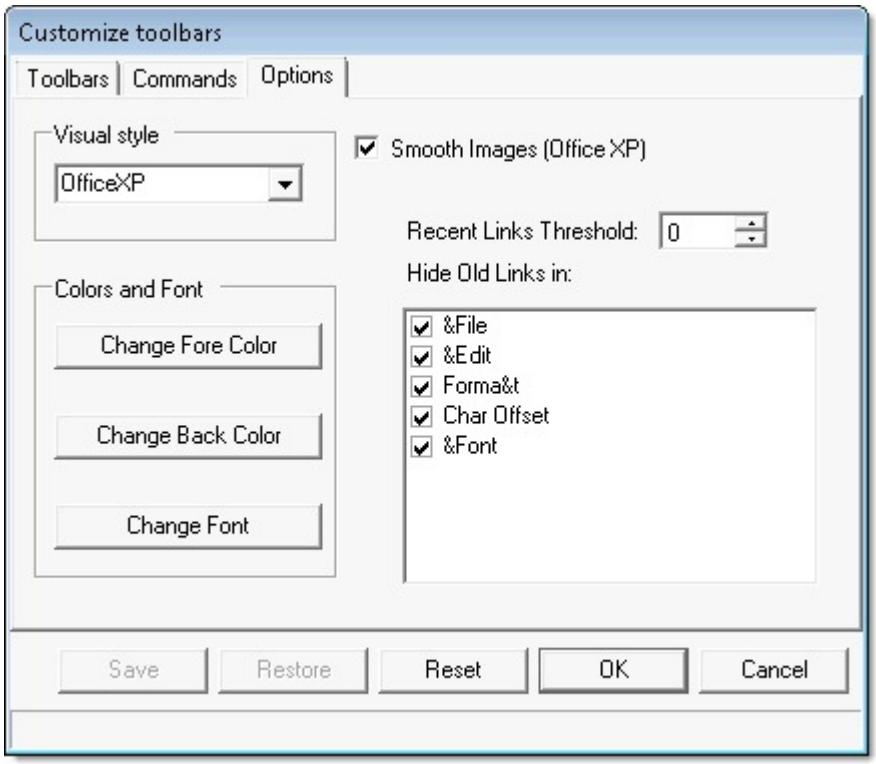
- Selecting a category from the **Categories** list box.
- Selecting a command from the **Commands** list box and then dragging it to the desired toolbar.

The following image illustrates a command being dragged from the Commands list to the Format toolbar on the form at run time.



Options

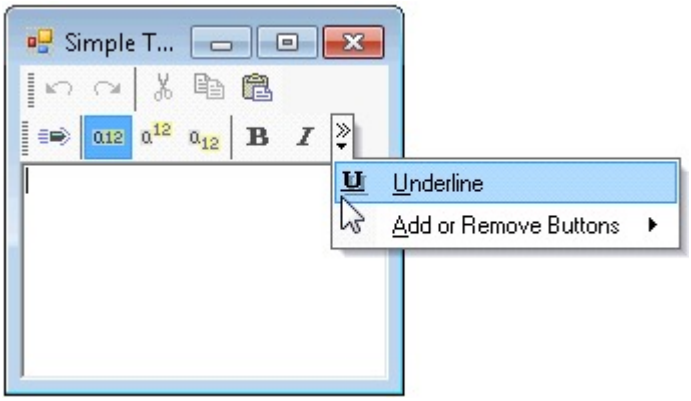
The **Options** tab contains options for modifying **C1ToolBar**'s general appearance properties such as its look and feel and its colors and font.



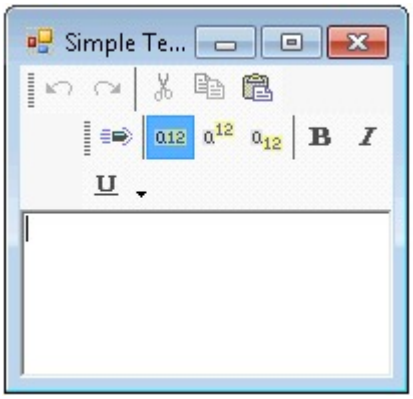
Wrapping Toolbar Buttons and Text

C1ToolBar provides wrapping ability for toolbar buttons as well as wrapping text in the toolbar buttons. The Wrap property wraps the toolbar to another line so all of its toolbar buttons appear. By default, this property is enabled.

The following image shows how the toolbar buttons appear when its Wrap property set to **False**.

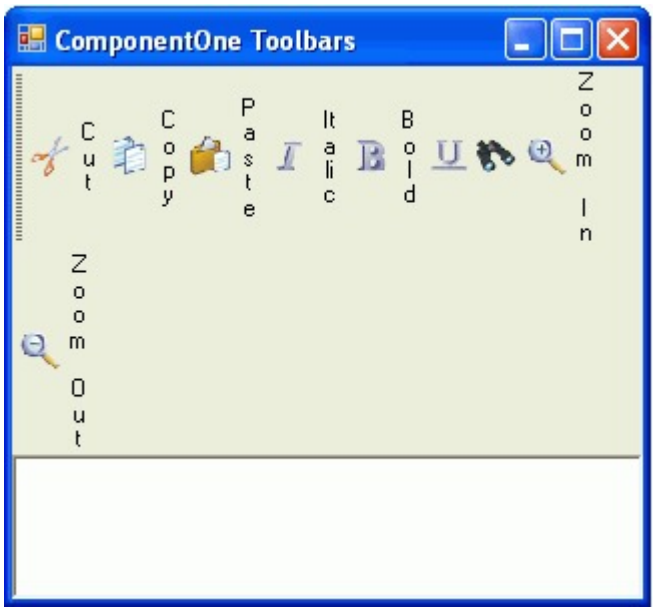


The following image shows how the toolbar buttons appear when its Wrap property set to **True**.



The following image shows how the toolbar buttons appear when its Wrap is set to **True** and its WrapText properties is set to **False**.

The following image shows how the toolbar buttons appear when their Wrap and WrapText properties are set to **True**.



ToolTips in Toolbars

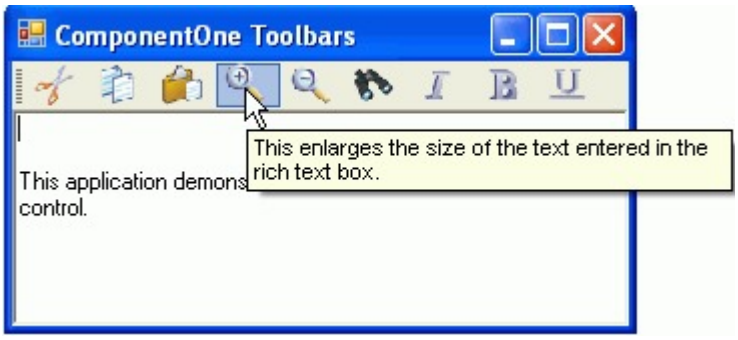
A ToolTip is used to display text when the mouse hovers over the control. C1ToolBar provides a ShowToolTips property that displays the value of the Text property as a ToolTip for each toolbar button. This property is enabled by default.

> **Note:** If you have the **C1CommandLink.Text** property set for the button, but not its **C1Command.Text** property the ToolTip will get its default **C1Command.Text** name. For example, if it's the first button the toolTip and **C1Command.Text** name would be Button1.

If you would like to enter custom text for the ToolTip of each toolbar button you can through the ToolTipText property.

The following image depicts a toolbar that has its ShowToolTips property set to **True**.

The following image shows a toolbar that has its ShowToolTips property set to **True** and custom text entered for fourth C1CommandLink's ToolTipText property.



For more information about using ToolTips, see Displaying ToolTips for Menus and Toolbars.

Toolbar and Button Layout Behavior

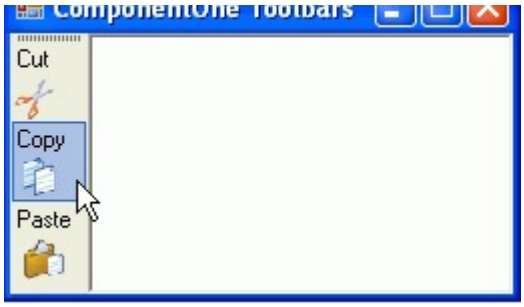
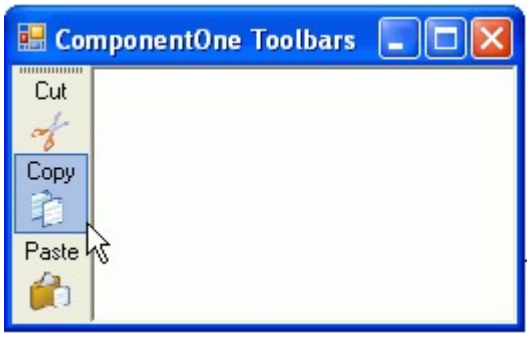
C1ToolBars layout is very flexible. They can be horizontal or vertical as well as docked to specific areas of the form. The toolbar's Movable property is enabled by default. This allows the user to move the toolbar anywhere on the form. The default layout for a toolbar is horizontal. You can change the toolbar layout to vertical by setting the Horizontal to **False**.

> **Note:** When you set the ToolBarStyle property to DropDownMenu, the menu behaves like a drop-down so the toolbar becomes stationary.

In addition to toolbar orientation, C1ToolBar also provides button alignment for vertical toolbars. You can align the image or text near, center, or far from the button through the ButtonAlign property.

The following table shows the values for the ButtonAlign property:

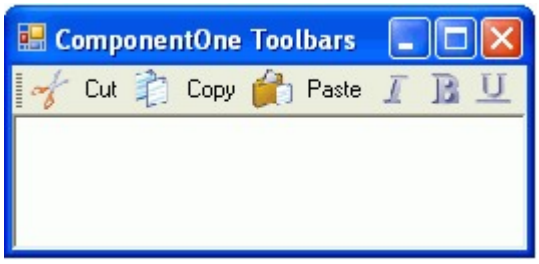
Property Setting	Image
ButtonAlign.Near	

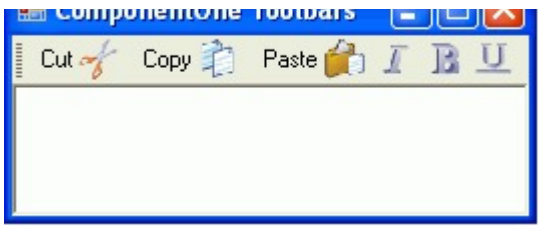
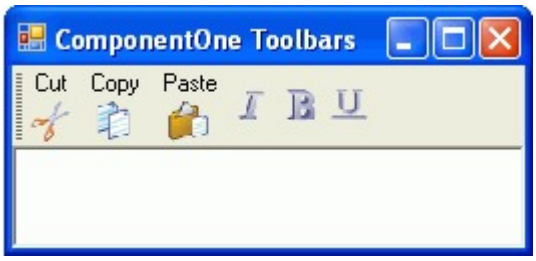
	
ButtonAlign.Center	
ButtonAlign.Far	

You can determine the relative position of text and images for toolbar buttons in horizontal and vertical toolbars using the ButtonLayoutHorz and ButtonLayoutVert properties. The ButtonLayoutHorz property gets the layout of the buttons when the toolbar is horizontal. This is the default orientation of the toolbar. The ButtonLayoutVert property gets the layout of the buttons when the toolbar is vertical. Setting the Horizontal property to **False** gets the vertical orientation for the toolbar.

Note: The default value for the ButtonLayoutHorz property is TextOnRight.

C1ToolBar provides several options for customizing the toolbar buttons for vertical and horizontal toolbars.

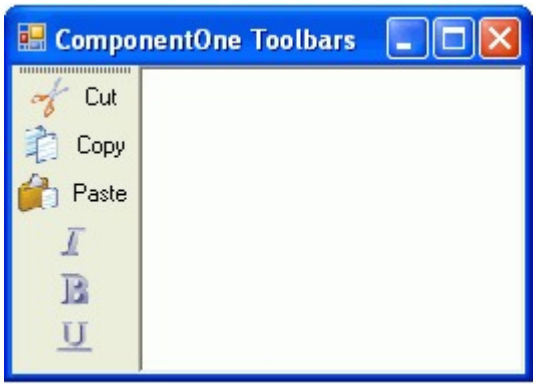
Property Setting	Image
ButtonLayoutHorz.TextOnRight (default)	
ButtonLayoutHorz.TextOnLeft	

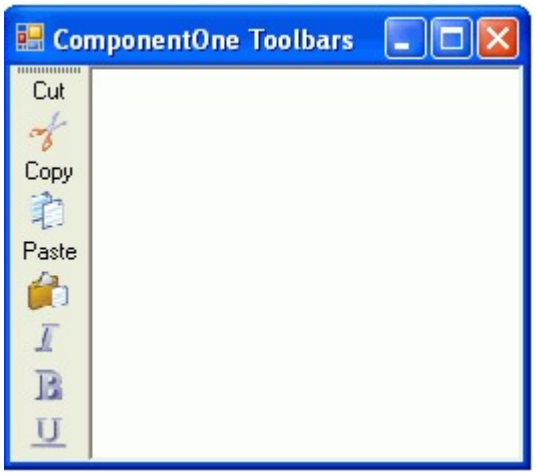
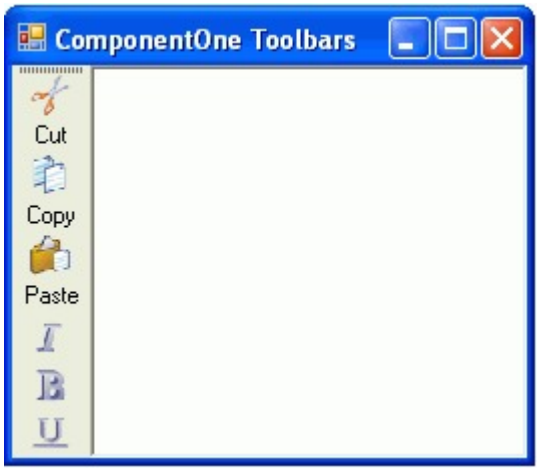
	
ButtonLayoutHorz.TextAbove	
ButtonLayoutHorz.TextBelow	

In addition to controlling the relative position of text and images for toolbar buttons you can also set the ButtonLookHorz property to display text, images, or both for the horizontal toolbar and the ButtonLookVert property to display text, images, or both for the vertical toolbar.

Note: The Text, Image, and TextAndImage values for the ButtonLook property overrides the values for the ButtonLookHorz and ButtonLookVert properties. The ButtonLook property should be set to default if you plan on setting values for the ButtonLookHorz or ButtonLookVert property.

The following table shows the values for the ButtonLayoutVert property:

Property Setting	Image
ButtonLayoutVert.TextOnRight	

ButtonLayoutVert.TextOnLeft	
ButtonLayoutVert.TextAbove	
ButtonLayoutVert.TextBelow (default)	

DockingTab Overview

The C1DockingTab control implements the familiar tab control interface, where several overlaying pages (each of which contains arbitrary controls) are accessible via tabs at the side of the control.

In addition to this standard behavior, C1DockingTab also provides docking and floating behavior, where the whole control, or individual pages (tabs) can be torn off and automatically docked to one of the other sides of the form, to another C1DockingTab control, or floated in a separate tool window. To enable the docking and floating behavior of the C1DockingTab control, it must be placed inside a C1CommandDock. For more information, see Enabling DockingTab Docking and Floating.

DockingTab Appearance and Behavior Properties

C1DockingTab provides a number of useful properties to control the behavior and appearance of the tab items.

C1DockingTab includes a variety of appearance properties to visually enhance and customize the control. The control's tab style, size, and layout can easily be customized through the **C1DockingTab**'s appearance properties. These properties can be set at design time through the Properties window or through code.

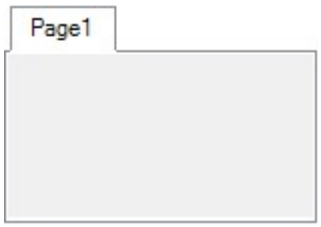
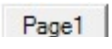
In addition to the appearance properties, C1DockingTab has several useful behavioral properties for closing tab pages, rearranging tabs, and mouse over effects for tab pages.

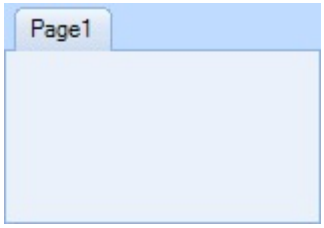
The following section introduces some of the common appearance and behavior properties used for the **C1DockingTab** control.

DockingTab Visual Styles

The C1DockingTab control provides several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, and **Classic** that can be easily applied using the VisualStyle property.

The following table illustrates each of the C1DockingTab control's visual styles.

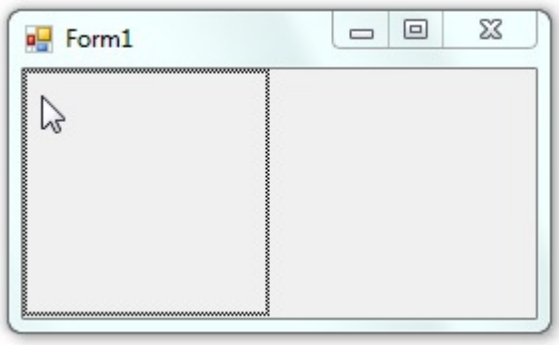
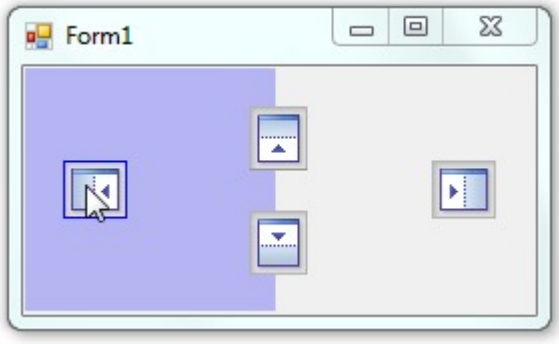
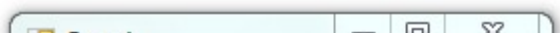
Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the control's visual style]
VisualStyle.System	
VisualStyle.Classic	

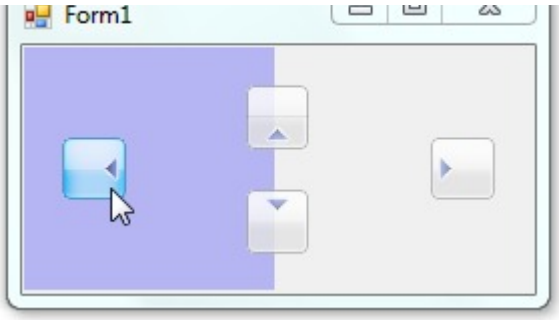
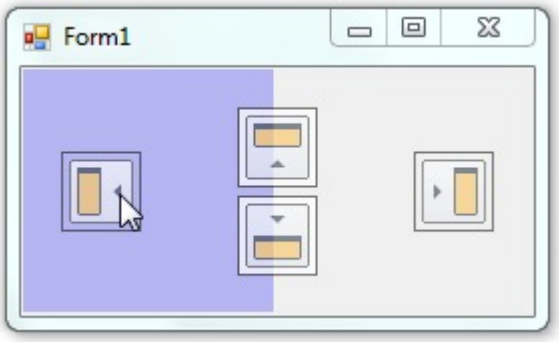
	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	
VisualStyle.Office2010Blue	
VisualStyle.Office2010Black	

	
VisualStyle.Office2010Silver	

Docking Styles

When the C1DockingTab control is placed in the C1CommandDock component (see Enabling DockingTab Docking and Floating), it becomes a dockable control. You can select a specific style for docking by setting the C1CommandDock component's DockingStyle property to **Default**, **VS2005**, **VS2008**, or **VS2010**. The **Default** setting shows a gray shaded outline to illustrate where the control will be docked when you release the cursor, whereas **VS2005**, **VS2008**, and **VS2010** mimic the docking style of Visual Studio 2005, Visual Studio 2008, and Visual Studio 2010 respectively. The table below provides an example of each docking style.

Docking Style	Example
Default	
VS2005	
VS2008	

	
VS2010	

Tab Styles

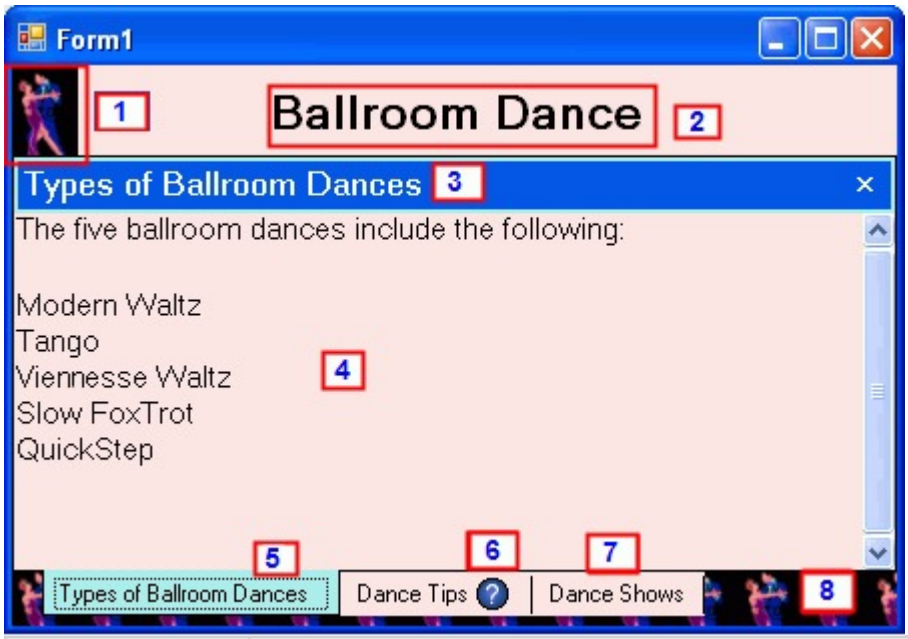
C1DockingTab provides several built-in styles such as **Custom**, **System**, **Office2007Blue**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, and **Classic** that can be easily applied using the VisualStyle property.

C1DockingTab provides several built-in styles such as **Classic**, **Default**, **Office2003**, **Office2007**, **Office2010, Rounded**, **Sloping** that can be easily applied using the TabStyle property. You could also choose what type of look you would like for your tab pages. For example, you may want the tab pages to display and image, text, or a combination of both. You can do this by setting the TabLook property to **Default**, **Text**, **Image** or **TextandImage**.

You could also customize your tab's style using **C1DockingTab**'s general appearance properties such as the **C1DockingTab.BackgroundImage**, **C1DockingTab.BackgroundImageLayout**, TabAreaBackColor, TabBackColor, TabBackColorSelected, and TabForeColorSelected.

The following figure illustrates a few of **C1DockingTab**'s general appearance properties:

Figure 1



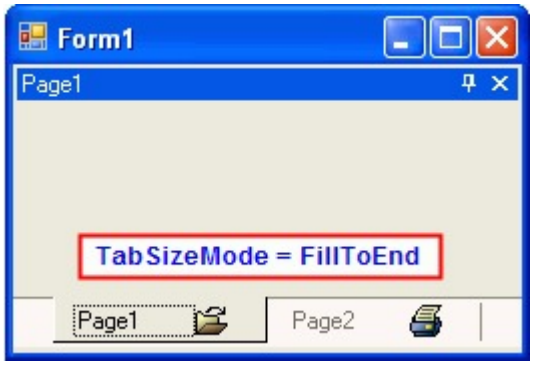
Labels for Figure 1	Description
1	PictureBox control
2	Label control
3	C1DockingTabPage.CaptionText
4	RichTextBox control
5	C1DockingTabPage.TabBackColorSelected = PaleTurquoise
6	C1DockingTabPage.Image
7	C1DockingTabPage.TabBackColor = MistyRose
8	C1DockingTab.BackGroundImage

Tab Sizing

You can customize the width and height of the tab pages by setting its ItemSize to an appropriate value. This will make all the tab pages the same size no matter what the content is inside each tab. Its default settings for its size are based on the size of its text and image. In addition to customizing the height and width of each tab you can also set a mode for the tabs. The TabSizeMode property contains four types of members: **FillToEnd**, **Fit**, **Normal**, and **User**. The **FillToEnd** stretches the tabs so they take the whole width of the tab control. The **Fit** squeezes all tabs so they fit into the width of the tab control. The **Normal** member gets the default sizing mode. The **User** member allows the user to specify the tab size in the MeasureTab event. The following table shows the effect of each TabSizeMode member.

Note: The third image in the following table contains only two tab pages to better illustrate the effect of the FillToEnd member.

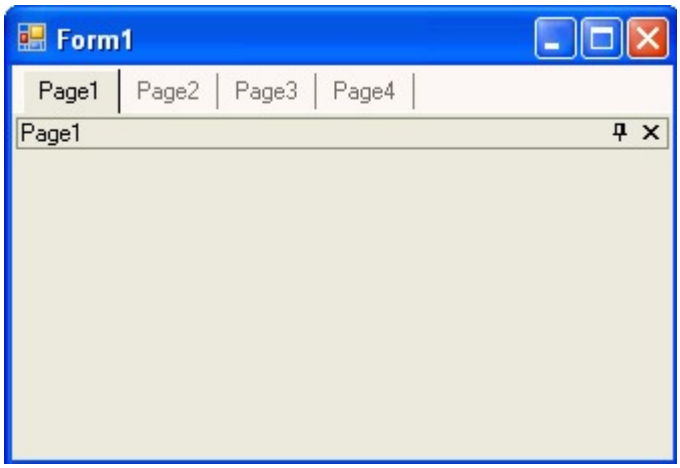
Property Setting	Image
TabSizeMode.Normal	

	
TabSizeMode.Fit	
TabSizeMode.FillToEnd	
TabSizeMode.User	

Tab Orientation

C1DockingTab provides various options for the tab orientation. The tabs can be aligned to the top, bottom, left, or right of the **C1DockingTab** control by using the Alignment property.

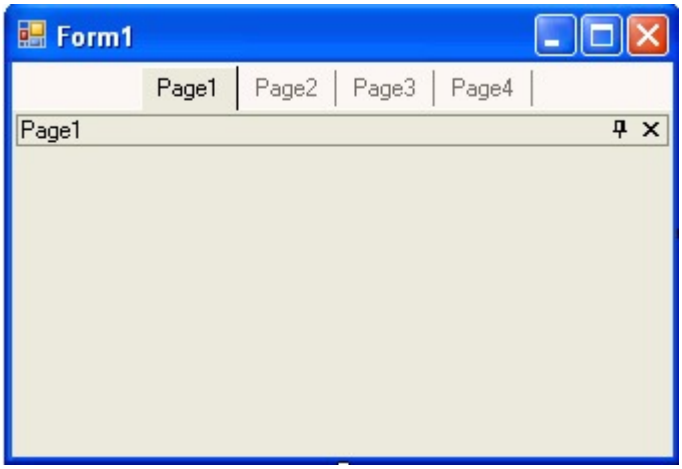
The following image displays the tabs aligned at the top of the C1DockingTab.



In addition to choosing the tab layout you can also specify how the tabs are aligned along the side of the page content area by setting the AlignTabs property to **Near**, **Far**, or **Center**.

Note: The AlignTabs will not take effect if the TabSizeMode property is set to Fit.

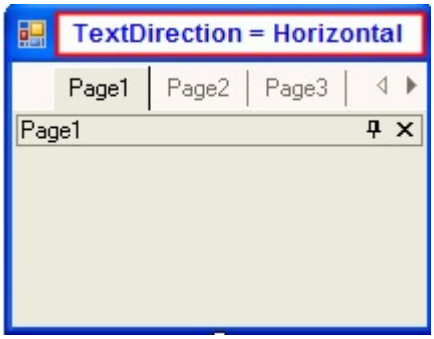
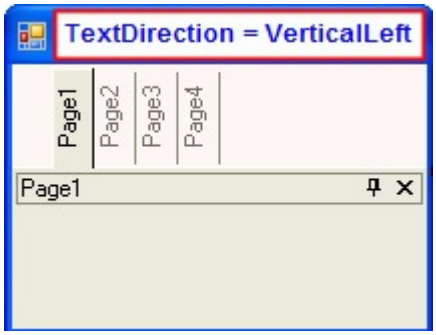
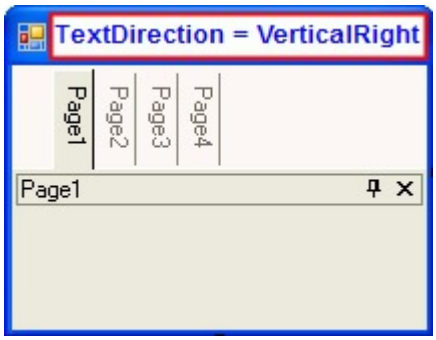
The following image displays the tabs aligned at the Top and Center of the C1DockingTab control:



If you would like your tabs located at a specific location rather than **Near**, **Far**, or **Center** of the control you can specify exactly where by setting the Indent property to a specific number in pixels. For example the following image depicts the tabs indented to 30 pixels.

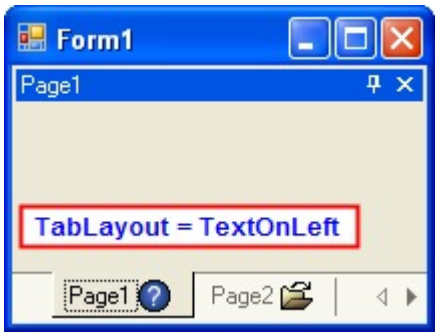
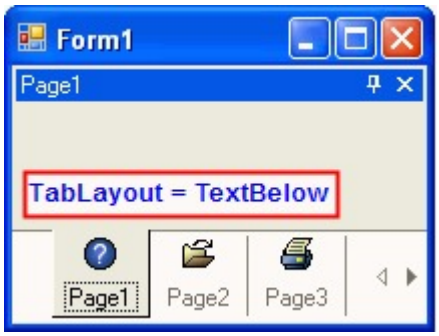
Text Orientation

In addition to determining the layout of the tabs you can also customize the layout of the text in the tabs. You can use the TextDirection property to display the text horizontally, vertically, vertically from right to left, or vertically from left to right. The following table illustrates how the tabs appear when the TextDirection is set to **Horizontal**, **VerticalLeft**, or **VerticalRight**:

Property Setting	Image
TextDirection.Horizontal	
TextDirection.VerticalLeft	
TextDirection.VerticalRight	

When you have text and an image displayed in the tab you may want to control whether the text is displayed above, below, to the left or to the right of the image. You can use TabLayout property to set the text above, below, to the left or to the right of the image in the tab.

Property Setting	Image

TabLayout.TextOnRight	
TabLayout.TextonLeft	
TabLayout.TextAbove	
TabLayout.TextBelow	

Text Editing

The C1DockingTab control enables users to edit the text appearing on it by simply double-clicking tab. With added keyboard support, you can also edit the text appearing on the selected tab by pressing the **F2** key.

Hiding, Closing, and Moving Individual Tab Pages

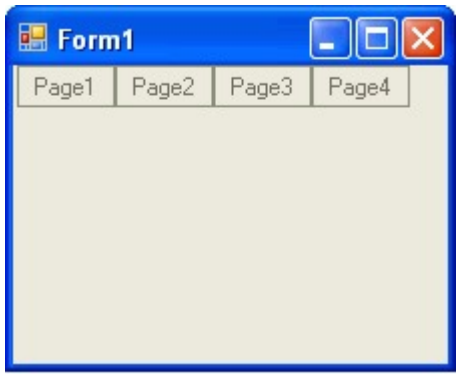
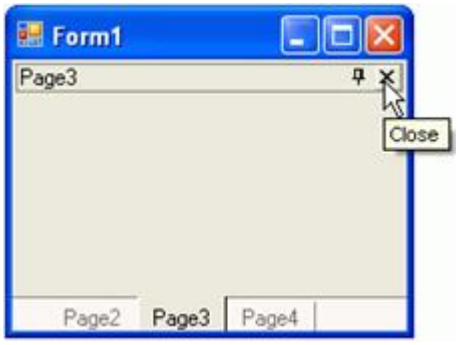
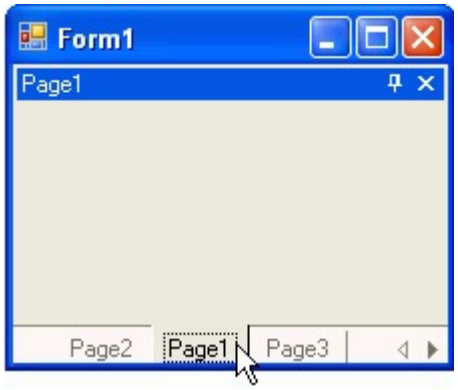
The C1DockingTab control includes the following behavioral properties for hiding, closing, and moving tab pages at run time:

- CanAutoHide
- CanCloseTabs

- CanMoveTabs

For your convenience these properties are set to **True** by default. If you don't want to enable these properties you can set them to **False**. The following table depicts how the C1DockingTab appears at run time when the CanAutoHide, CanCloseTabs, and CanMoveTabs are set to **True**.

The AutoHidingChanging event allows you to recognize the change of the AutoHide property, before the C1DockingTab control is resized. The event is fired before the SizeChanged" and the "AutoHidingChanged" events are fired.

Action	Result
AutoHide icon clicked	
Page1 Close button clicked	
Page1 tab moved	

Mouse-Over Styles in Tab Pages

C1DockingTab provides a simple property for applying mouse-over effects to the tabs. When the HotTrack property is set to **True** at design time or programmatically it changes the tab's appearance when the mouse hovers over it.

NavBar Overview

The C1NavBar is used for grouping information into distinct categories to help organize and navigate information quickly. It consists of a number of categories represented by preset buttons. Each button has a header which contains both text and an image as well as a panel for adding information to the button category. Only one category can be displayed at one time, with the remaining buttons visible, but their associated panels are hidden.

NavBar Appearance and Behavior Properties

C1NavBar provides a number of useful properties to control the behavior and appearance of the **C1NavBar**.

C1NavBar includes a variety of appearance properties to visually enhance and customize the control. The control's style, size, and layout can easily be customized through the **C1NavBar**'s appearance properties. These properties can be set at design time through the Properties window, or through the **C1NavBar Tasks**. Additionally, the NavBar's appearance can be configured programmatically through the C1NavBar class.

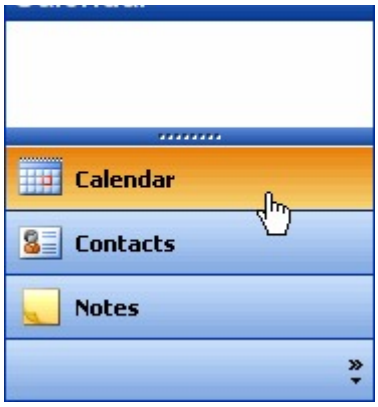
The following section introduces some of the common appearance and behavior properties used for the **C1NavBar** control.

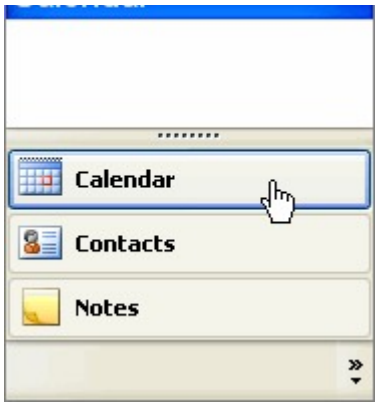
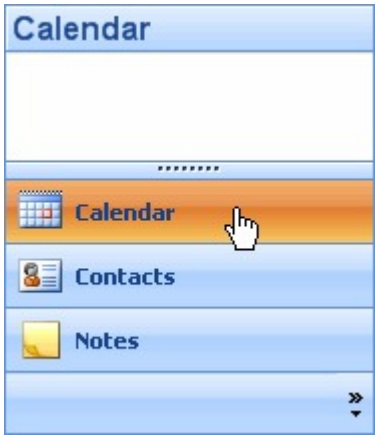
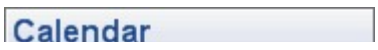
NavBar Visual Styles

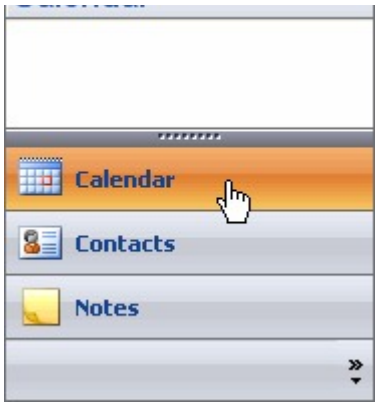
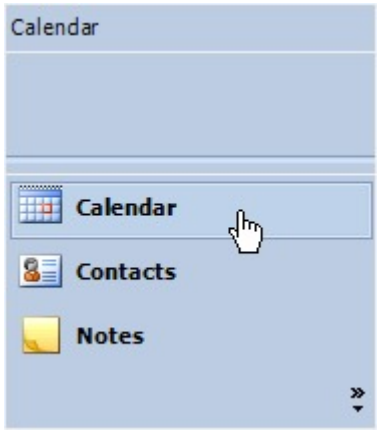
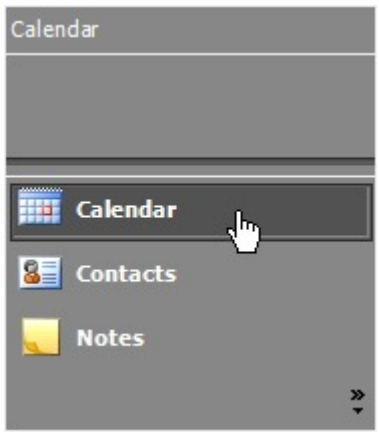
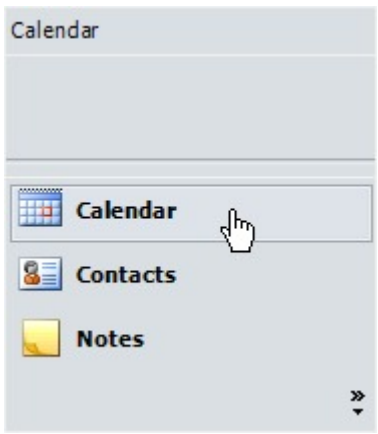
The C1NavBar control provides several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property.

The following table illustrates each of the C1NavBar control's visual styles.

Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the visual style.]
VisualStyle.System	
VisualStyle.Office2003Blue	

	
VisualStyle.Office2003Olive	
VisualStyle.Office2003Silver	
VisualStyle.OfficeXP	
VisualStyle.Classic	

	
VisualStyle.WindowsXP	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	

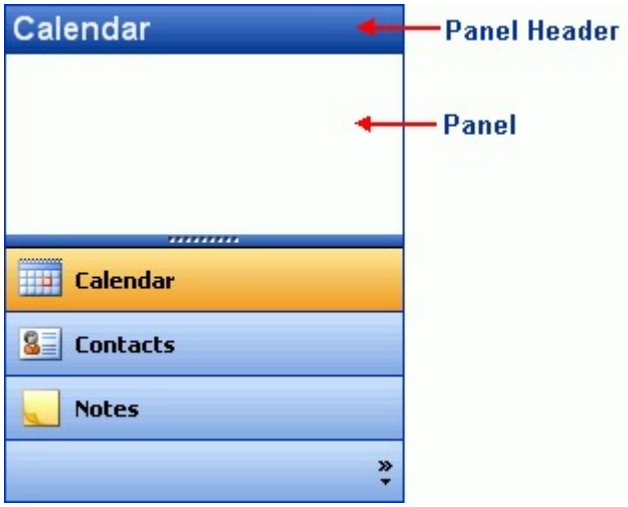
	
VisualStyle.Office2010Blue	
VisualStyle.Office2010Black	
VisualStyle.Office2010Silver	

NavBar Panel Styles

NavBar Panel Header

You can use the PanelHeader property in the **C1NavBarButton Collection Editor** to change the default text that displays in the header for the preset buttons. To customize the font style of the header, you can use the PanelHeaderFont property.

The height of the panel header can be changed through the PanelHeaderHeight property.



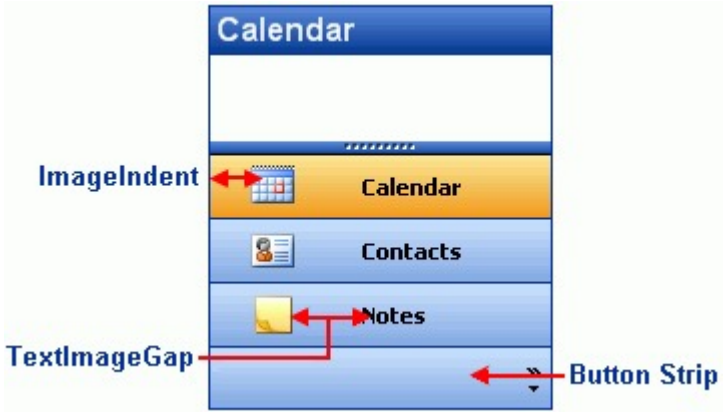
NavBar Panel

You can customize the **C1NavBar** panels' appearance properties such as its **BackColor** and **BackGroundImage** through the C1NavBarPanel class.

NavBar Button Styles

The **C1NavBar** consists of vertically stacked pre-set buttons or custom buttons. The preset buttons include the following: Custom, Mail, Calendar, Contacts, Tasks, Notes, Folder, Shortcut, and Journal. Each preset button has an image and text. By default the image appears to the left of the text. You can display images of buttons horizontally in the button strip at the bottom of the **C1NavBar**. If you plan to display many buttons on the button strip it's a good idea to increase the height of it. You can use the StripHeight property to increase the height of the button strip. The default height for the button strip is 30 pixels.

C1NavBar provides several appearance properties to customize the style of the buttons. The following image illustrates the ImageIndent and TextImageGap properties



Button Text and Image Layout

You can configure the layout of the text and image for each button to get the desired appearance through the ImageIndent and TextImageGap properties. If you would like to increase the indent of the image you can use the ImageIndent property. If you would like more space between the image and the text then you can use the TextImageGap property to increase the pixel width. By default, the ImageIndent property is 6 pixels and the TextImageGap is 3 pixels.

NavBar Vertical Text

Text can be displayed vertically upon the collapse of the C1NavBar control if its VisualStyle property is set to **Office2010Black**, **Office2010Blue**, or **Office2010Silver**. The following image displays an example of vertical text on the C1NavBar control.

To achieve this effect, set theUIStrings CollapsedBarText user interface string enumeration to the to text you want to appear when the user collapses the control. Please note that you must also set the control's AllowCollapse property to **True** if you want to make the control collapsible at run time.

Embedded Controls in NavBar Panels

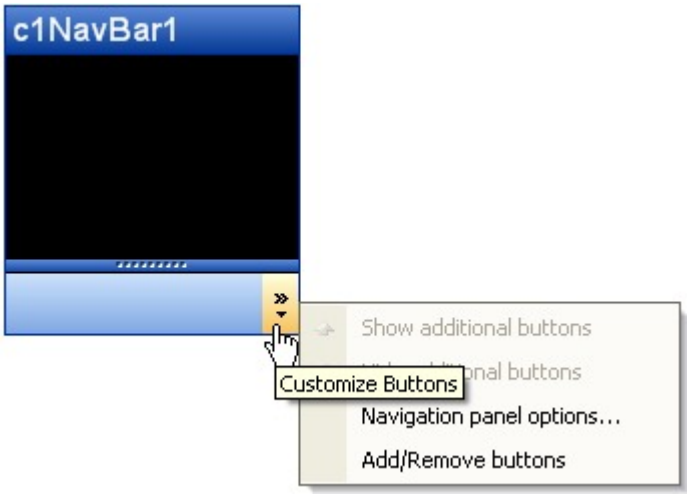
Arbitrary controls such as a label can be embedded in a C1NavBarPanel.

This can simply be done by dragging an arbitrary control onto the panel. The following image illustrates a label control being dragged into the panel:

Run-Time Customization for NavBar

The buttons for the **C1NavBar** can be customizable at run time by clicking on the drop-down arrow button.

The following pop-up menu appears at run time when you click on the drop-down arrow:



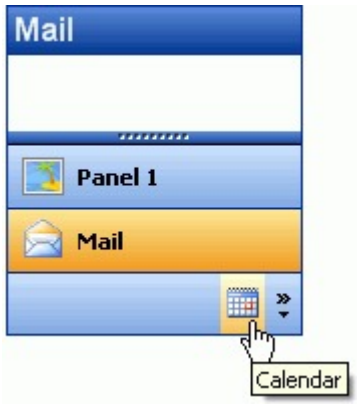
The Customize Buttons menu operates as follows:

Show additional buttons

Clicking on the **Show additional buttons** command item from the menu removes the button from the task bar area and places it in the panel area of the **C1NavBar**.

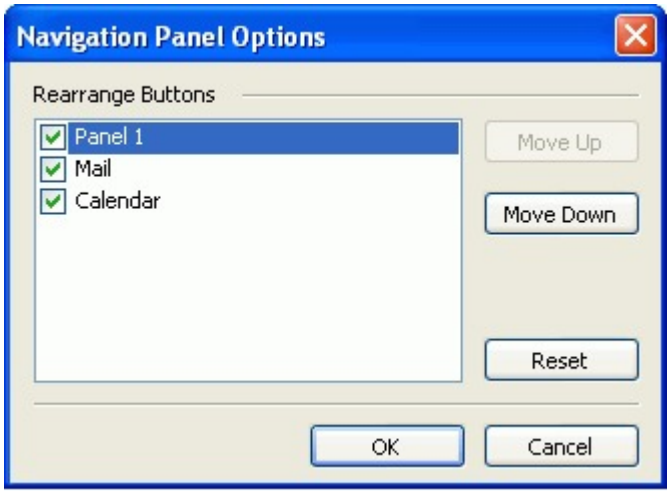
Hide additional buttons

Clicking on the hide additional items removes the button from the panel and places in the task bar area.



Navigation panels options

Clicking on the **Navigational panel options** item opens the **Navigation Panel Options** dialog box.

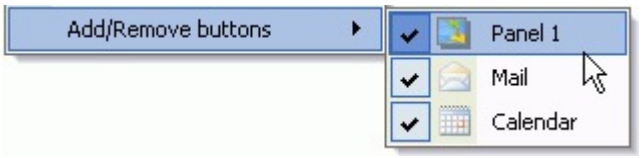


The Navigation panel options dialog box consists of the following command buttons:

Name	Description
Move Up	Moves the selected button up one position.
Move Down	Moves the selected button down one position.
Reset	Resets the buttons to their default position.
OK	Saves the changes and closes the **Navigation Panel Options** dialog box.
Cancel	Cancels the changes to the buttons and closes the **Navigation Panel Options** dialog box.

Add/Remove buttons

Clicking on the **Add/Remove** buttons item opens a menu with the names of the present buttons shown in the **C1NavBar** along with a check box next to the names of the present buttons shown in the **C1NavBar**. To remove a specific button click on the check box next to the name of the button you wish to remove.



OutBar Overview

C1OutBar is an outlook-style container/tab control. It provides a collection of pages (of the type C1OutPage). Each page includes a title bar and an empty page or a page with commands such as toolbar buttons. Clicking on a page title or title bar displays that page and hides the remaining pages. Each page is organized in a vertical stack. Pages may be used to store arbitrary controls, but special processing (such as smart scrolling and so on) is provided when storing a single C1ToolBar per page.

The following topics provide further detail about the appearance and behavior of the C1OutBar control.

OutBar Appearance and Behavior Properties

C1OutBar provides a number of useful properties to control the behavior and appearance of the tab items.

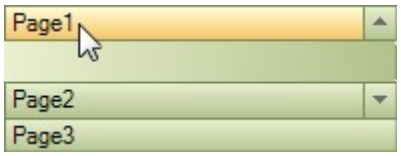
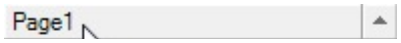
C1OutBar includes a variety of appearance properties to visually enhance and customize the control. The control's page style, size, and layout can easily be customized through the using **C1OutBar**'s appearance properties. These properties can be set at design time through the Properties window or programmatically.

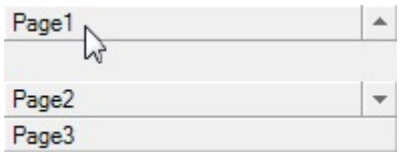
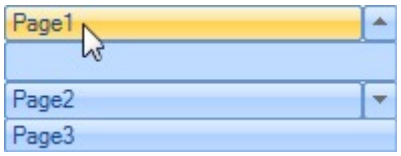
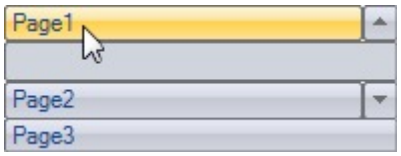
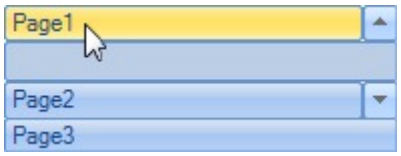
The following section introduces some of the common appearance and behavior properties used for the C1OutBar control.

OutBar Visual Styles

The C1OutBar control provides several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property.

The following table illustrates each of the C1OutBar control's visual styles.

Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the visual style.]
VisualStyle.System	
VisualStyle.Office2003Blue	
VisualStyle.Office2003Olive	
VisualStyle.Office2003Silver	
VisualStyle.OfficeXP	

	
VisualStyle.Classic	
VisualStyle.WindowsXP	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	
VisualStyle.Office2010Blue	
VisualStyle.Office2010Black	
VisualStyle.Office2010Silver	

Page Styles

C1OutBar provides several built-in styles such as **Custom**, **System**, **Office2007Blue**, **Office2007Black**, **Office2010Blue**, **Office2010Black**, **Office2010Silver, Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property. Note that the **VisualStyle** property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

You could also choose what type of look you would like for your tab pages. For example, you may want the buttons to display an image, text, or a combination of both. You can do this by setting the ButtonLook property to **Default**, **Text**, **Image** or **TextandImage**.

You could also customize your out bar's style using **C1OutBar**'s general appearance properties such as the BackColor, **C1OutBar.BackgroundImage**, **C1OutBar.BackgroundImageLayout**, and BackHiColor.

You can set a different background color for each c1outpage using its **C1OutPage.BackColor** property.

For more information about using these properties to modify page styles for the C1OutBar, see Modifying the Appearance of the C1OutBar.

Embedded Controls in Pages

Arbitrary controls such as a TextBox can be embedded in an empty page (a page without a toolbar) or a page with a toolbar.

Page Sizing

You can customize the height of the **C1OutPages** by setting its PageTitleHeight to an appropriate value. This will make all the page titles the same height. Its default value is zero.

The following image shows the PageTitleHeight set to 40 pixels.

Page Layout and Alignment

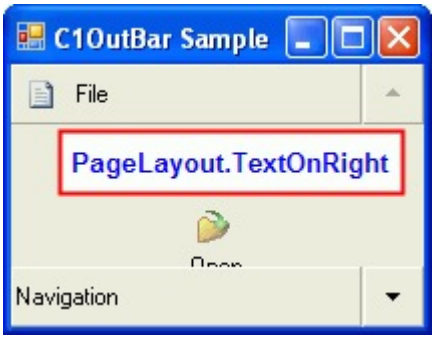
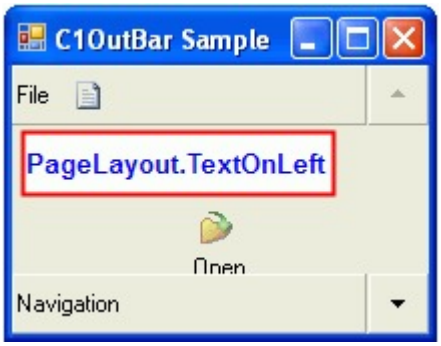
C1OutBar can be docked to the top, left, right or bottom on the container that the **C1CommandDock** has been assigned to.

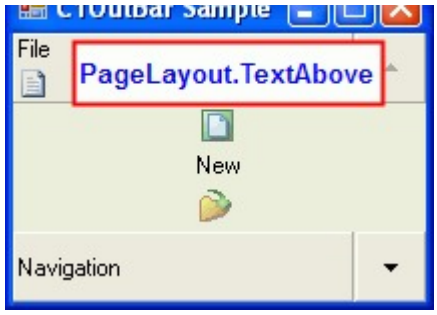
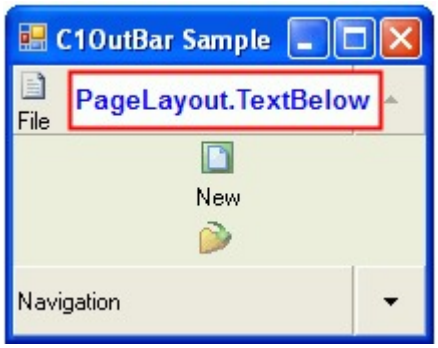
The following image shows two **C1OutBars** docked to the left and right side of the form. Each **C1OutBar** is docked inside a **C1CommandDock**.

C1OutBar provides various options for the text and image alignment in the pages. The image or text in the pages can be aligned to the left, right, or center of the title pages/outpages in the C1OutBar control by using the Align property.

When you have text and an image displayed in the page title you may want to control whether the text is displayed above, below, to the left or to the right of the image. You can use PageLayout property to set the text above, below, to the left or to the right of the image in the page title. The default value for the PageLayout property is **TextOnRight**.

The following table shows the values for the PageLayout property.

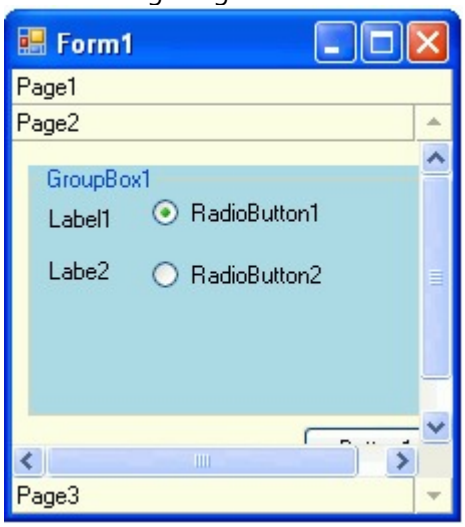
Property Setting	Image
PageLayout.TextOnRight	
PageLayout.TextonLeft	
PageLayout.TextAbove	

	
PageLayout.TextBelow	

Scroll Bars

C1OutBar provides a **C1OutPage.AutoScroll** property to enable scroll bars for specific pages in the C1OutBar. By default, the **C1OutPage.AutoScroll** property is disabled. To enable the scroll bars, you can set the **C1OutPage.AutoScroll** property to **True**.

The following image shows scroll bars in the second page of the C1OutBar.



In addition to scroll bars, C1OutBar has a ShowScrollButtons property that enables scroll buttons along side of the C1OutBar. By default, this property is enabled. To disable this property, set the ShowScrollButtons to **False**.

TopicBar Overview

C1TopicBar represents a topic bar. In **C1OutBar** the control provides a collection of single pages organized into one group whereas **C1TopicBar** contains a collection of pages organized into various groups. The collection of pages in **C1TopicBar** are of the type, C1TopicPage. Each page includes a title bar with a collapsible/expandable image and the content area consists of links. Each page/group can have one or more links. Clicking once on the group collapses the link items in the selected group and clicking again expands the link items in the selected group. Each topic page is organized in a vertical stack.

The following topics provide further detail about the appearance and behavior of the C1TopicBar control.

TopicBar Appearance and Behavior Properties

C1TopicBar provides a number of useful properties to control the behavior and appearance of the tab items.

C1TopicBar includes a variety of appearance properties to visually enhance and customize the control. The control's page style, size, and layout can easily be customized through the using **C1TopicBar**'s appearance properties. These properties can be set at design time through the Properties window or programmatically.

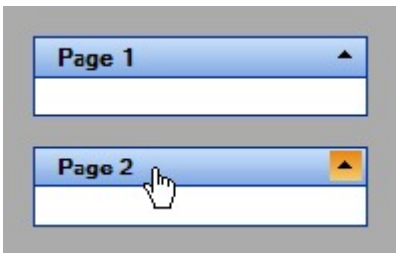
C1TopicBar includes several useful behavioral properties for closing tab pages, rearranging tabs, and mouse over effects for tab pages, and so on.

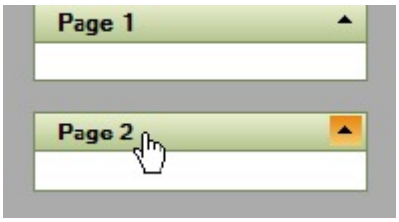
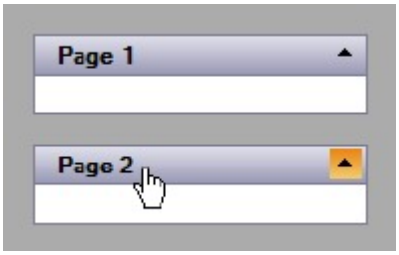
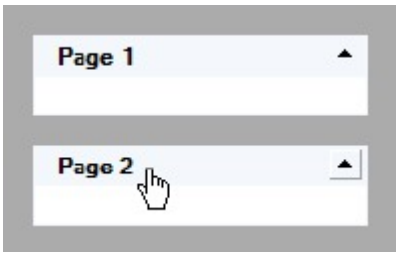
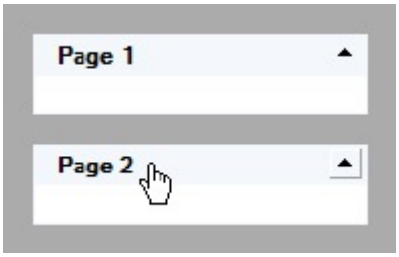
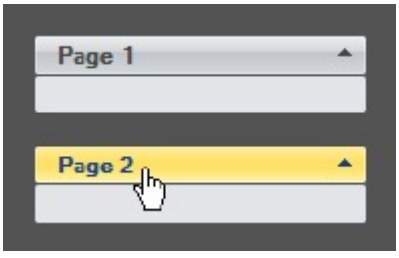
The following section introduces some of the common appearance and behavior properties used for the C1TopicBar control.

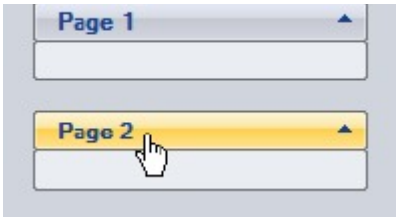
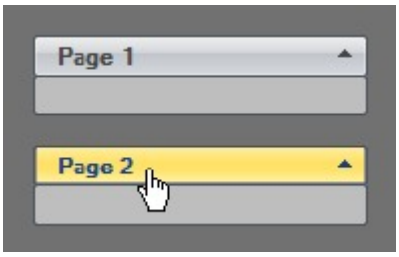
TopicBar Visual Styles

The C1TopicBar control provides several built-in styles, such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver**, **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property.

The following table illustrates each of the C1TopicBar control's visual styles.

Property Setting	Image
VisualStyle.Custom	[**Custom** allows you to customize the visual style.]
VisualStyle.System	
VisualStyle.Office2003Blue	
VisualStyle.Office2003Olive	

	
VisualStyle.Office2003Silver	
VisualStyle.OfficeXP	
VisualStyle.Classic	
VisualStyle.WindowsXP	
VisualStyle.Office2007Blue	
VisualStyle.Office2007Black	
VisualStyle.Office2007Silver	

	
VisualStyle.Office2010Blue	
VisualStyle.Office2010Black	
VisualStyle.Office2010Silver	

Collapsible and Expandable Topic Pages

You can use the Collapsed property to specify a collapsed or expanded page. Specific pages can be collapsed or expanded as well as all of the pages can be collapsed or expanded.

To Collapse a Specific Page at Design Time

To collapse a specific page at design time, select the desired page on the **C1TopicBar** control, and then open its **C1TopicBar Tasks** menu to set its Collapsed property to **True**.

To Collapse or Expand All Pages Programmatically

To collapse all pages programmatically, use the CollapseAll method or the ExpandAll method to expand all pages.

TopicBar Styles

C1TopicBar provides several built-in styles such as **Custom**, **System**, **Office2010Blue**, **Office2010Black**, **Office2010Silver,** **Office2007Blue**, **Office2007Black**, **Office2007Silver**, **Office2003Blue**, **Office2003Olive**, **Office2003Silver**, **OfficeXP**, **Classic**, and **WindowsXP** that can be easily applied using the VisualStyle property. Note that the **VisualStyle** property and VisualStyle enumeration supersede the **LookAndFeel** property and **LookAndFeelEnum** enumeration, which are now obsolete.

You could also apply a special style to the topic pages to darken the back color of the page header. To apply the special style to the topic page use SpecialStyle property. You could also customize the C1TopicBar's style using C1TopicBar's general appearance properties such as the **BackColor**, **BackgroundImage**, **BackgroundImageLayout**, and **ForeColor**.

TopicBar Animation

The topic pages can have animation effects when it is being collapsed or expanded. To add animation effects to the topic pages, use the Animation property.

TopicPage Layout and Alignment

C1TopicBar can be docked to the top, left, right or bottom on the container that the **C1CommandDock** has been assigned to.

C1TopicBar provides various options for the text alignment in the pages. The text in the pages can be aligned to the left, right, or center of the title bars in the C1TopicBar control by using the Align property. When you display an image in the topic page, the text appears after the image by default.

ToolTips in TopicBar

The topic bar has a TooltipText property for you to use to create a user-friendly application. For example, you can add ToolTips to each topic page to provide more information to the user about the topic page. A ToolTip is used to display text when the mouse hovers over the control.

RadialMenu Overview

C1RadialMenu is a component that is similar to the C1ContextMenu except that its commands or buttons are arranged in a circle and are accessed via a button that popups whenever you click on the form or in a touch enabled device, tap an item. The C1RadialMenu supports interactions via mouse, keyboard, and touch with touch-enabled monitor.

C1RadialMenu appears as a circular menu with several pie slices. In the center of the radial menu is a central button known as the inner radius button. Each slice in the radial menu can lead to another radial menu. An arrow button appears on the border edge of the pie slice if there are more submenu items. Clicking on the arrow will reveal another radial menu with several more pie slices that represent additional submenu items.

Since radial menus just like any context menu or popup menu are shown only when requested you will need to use the C1RadialMenu.ShowMenu method to determine how to display the C1RadialMenu on the form. By showing the C1RadialMenu only when needed will prevent visual distraction and memory overload.

The following code example shows one simple way how to display the C1RadialMenu after adding the component to the form. You could also call arguments to show the C1RadialMenu as expanded or you could create a method to calculate the center.

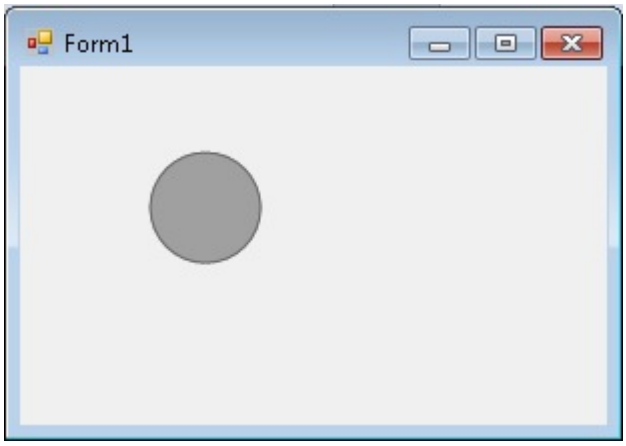
C#

```
c1RadialMenu1.ShowMenu(this, new Point(350, 350));
```

Visual Basic

```
c1RadialMenu1.ShowMenu(Me, New Point(350, 350))
```

When you run your application the C1RadialMenu appears as one center button since there were no C1RadialMenuItems or C1RadialCommandMenuItems added yet:



The following image illustrates a C1RadialMenu with several RadialMenuItems and sub RadialMenuItems. Each RadialMenuItem added to C1RadialMenu appears as a pie slice and clicking or tapping on the pie slice opens up a new circular C1RadialMenu with sub RadialMenuItems.

RadialMenu Appearance and Behavior

The following section introduces some of the common appearance and behavior properties used for the C1RadialMenu control.

RadialMenu Animation

The Radial menu can have animation effects when it is opening or closing. To add animation effects to the topic pages, use the UseAnimation property.

ToolTips in Radial Menu

The Radial menu items and command items have RadialMenuItem.ToolTip and RadialMenuCommandItem.ToolTip properties for you to use to create a user-friendly application. For example, you can add ToolTips to each menu item page to provide more information to the user about the item or command. A ToolTip is used to display text when the mouse hovers over the item.

A C1RadialMenu.TooltipPostion property is provided for you to specify the position of the tooltiptext relative to the Radial menu. You can choose from Left, Top, Right, Bottom, or None (if you wish to specify no position).

Radius and Inner Radius Properties

A Radial menu is like a doughnut chart with an inner radius. The inner radius of the Radial menu specifies the radius separating the area filled with the items' background color on the outside from the inner area filled with radial menu's own background. The size of the inner radius can be adjusted using the C1RadialMenu.InnerRadius property. The circle in the middle of the Radial menu is the central button. The central button's default size is 28 and can be adjusted using the C1RadialMenu.ButtonRadius property.

Hiding the Radial Menu

C1RadialMenu is set to automatically hide whenever it loses focus. To make the C1RadialMenu remain present at all times set the C1RadialMenu.AutoHide property to **False**.

Decreasing the Size of the Center Button

The default size of the central button is 28 and appears similar to the following:

To decrease the size of the center button from its default size of 28 to 10, use the following code:

C#

```
c1RadialMenu1.ButtonRadius = 15;
```

Visual Basic

```
c1RadialMenu1.ButtonRadius = 15
```

After the ButtonRadius size is decreased from 28 to 15, it will appear similar to the following:

RadialMenu Tutorial

This section provides step-by-step instructions for creating a basic Radial chart. In this tutorial you will learn how to use the Show method to show the Raidal menu on the form and how to add RadialMenuItems and sub RadialMenuItems. Once you complete the following steps your Radial menu will appear like the following:

RadialMenu Tutorial Step 1 of 3: Adding the First Menu and Submenu Items

The C1RadialMenu component can be added to forms using the form's designer or programatically. The Show method will need to be called when using either method, design-time or programmatically, to make C1RadialMenu appear when running the application.

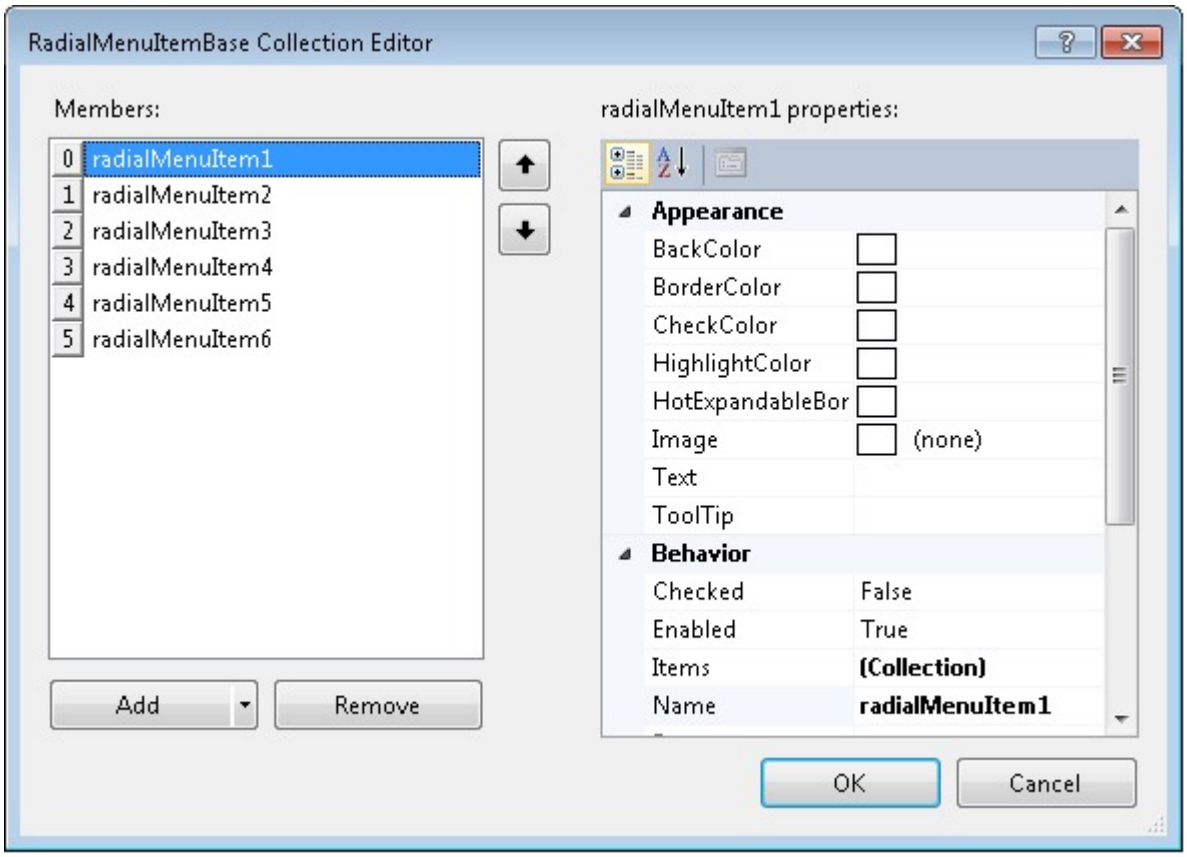
To add RadialMenuItems to C1Radial, complete the following:

1. Create a new windows forms project.
2. Add the **C1RadialMenu** component from the toolbox onto the form.
3. Add the following code to call the C1Radial.ShowMenu method to make the C1RadialMenu when you run your application:

C#
`c1RadialMenu1.ShowMenu(this, new Point(350, 350));`

Visual Basic
`c1RadialMenu1.ShowMenu(Me, New Point(350, 350))`

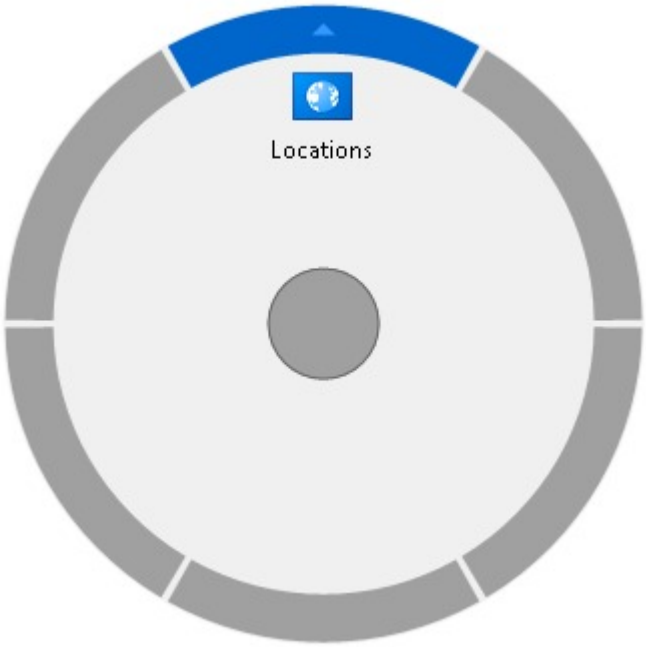
4. Right-click the C1RadialMenu component and select **Properties**.
5. Click on the ellipsis button next to the **Items** property. The **RadialMenuItemBase Collection Editor** appears.
6. Click on the **Add** dropdown button and select **RadialMenuItem**. Repeat this 5 more times so there are 6 RadialMenuItems.



7. Select radialMenuItem1 and set the **Text** property to **Locations**, **ToolTip** to **International and local C1 sites**, and **Name** to **rmiLocale**.
8. Select the ellipsis button next to the **Image** property. The **Select Resource** dialog box appears.
9. Click on the **Import** button to locate the image files you wish to add to the Project resource file.
10. In the **Project resource file:** dropdown listbox select your image for example, **flag_generic**, and click **OK**.
11. Select **rmiLocale** and click on the ellipsis button next to the **Items** property. The **RadialMenuItemBase Collection Editor** appears.
12. Click on the **Add** dropdown button and RadialMenuItem. Repeat this 6 times. These menu items will be submenu items for radialMenuItem1.
13. Select radialMenuItem7 and set its ToolTip to USA and International and its Name to rmiUS.
14. Select the ellipsis button next to the **Image** property. The **Select Resource** dialog box appears.
15. In the **Project resource file:** dropdown listbox select your image, **flag_usa**, for example, and click **OK**.
16. Select **RadialMenuItem1** and set its **ToolTip** property to **Disabled item** and **Enabled** property to False.
17. Select the third menu item, **radialMenuItem8**, and set its **ToolTip** property to **China**, **Name** to **rmiChina**, and **UserData** to **locale**.
18. Select the ellipsis button next to the **Image** property. The **Select Resource** dialog box appears.
19. In the **Project resource file:** dropdown listbox select your image, **flag_china**, for example, and click **OK**.
20. Select **radialMenuItem9** and set its **ToolTip** property to **Japan**, **Name** property to **rmiJapan**, and **UserData** property to **locale**.
21. Select the ellipsis button next to the **Image** property. The **Select Resource** dialog box appears.
22. In the **Project resource file:** dropdown listbox select your image, **flag_japan**, for example, and click **OK**.
23. Select **radialMenuItem10** and set its **ToolTip** property to **India**, **Name** property to **rmiIndia**, and **UserData** to **locale**.
24. Select the ellipsis button next to the Image property. The Select Resource dialog box appears.
25. In the **Project resource file:** dropdown listbox select your image, **flag_india**, for example, and click **OK**.
26. Select **radialMenuItem11** and set its **ToolTip** property to **South Korea**, **Name** property to **rmiSouthKorea**, and **UserData** property to **locale**.
27. Select the ellipsis button next to the **Image** property. The **Select Resource** dialog box appears.
28. In the Project resource file: dropdown listbox select your image, **flag_south_korea**, for example, and click

OK.

29. Select **radialMenuItem12** and set its **ToolTip** property to **Disabled** item and **Enabled** property to **False**.
30. Click **OK** to save and close the **RadialMenuItemBase Collection Editor**.
31. Run your project and observe the following:



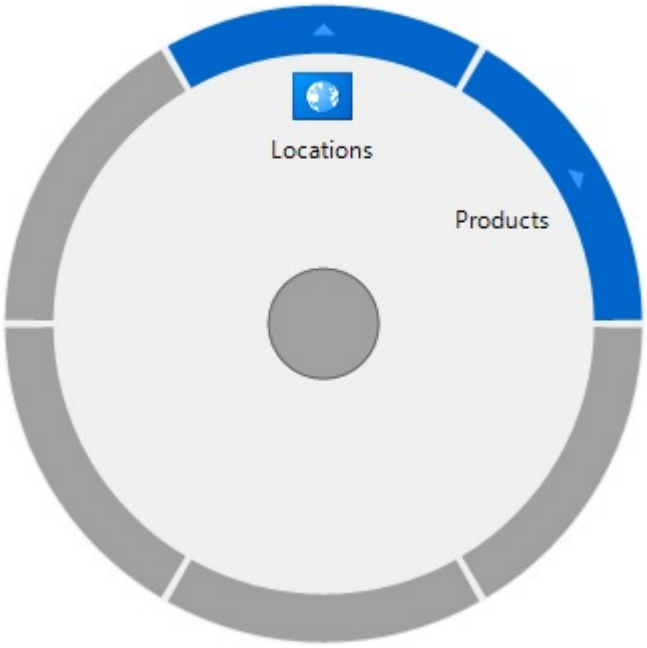
Click or tap on the arrow and another Radial menu will appear with sub RadialMenuItems for the **Locations** RadialMenuItem.

You can navigate back to the previous **Locations** RadialMenuItem by clicking the central back button arrow.

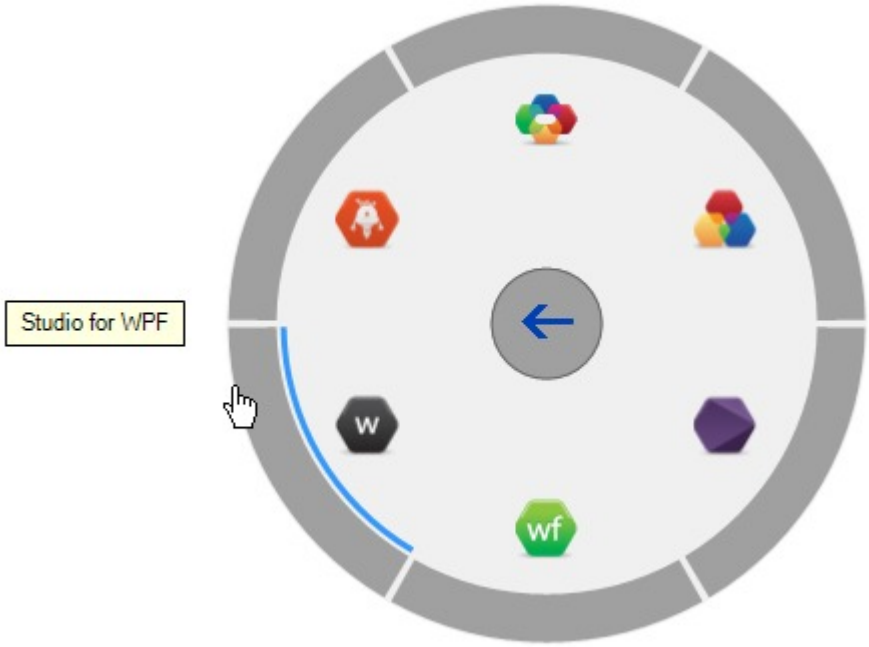
RadialMenu Tutorial Step 2 of 3: Adding the Second Menu and Submenu Items

In this step, you will add submenu items to the existing Products menu.

1. In the RadialMenu properties window click on the ellipsis button next to the **Items** property. The **RadialMenuBaseItem Collection Editor** appears.
2. Select **radialMenuItem2** from the Members list and set its Name property to rmiProducts and Text property to Products.
3. Click on ellipsis button next to the **Items** property. The **RadialMenuBaseItem Collection Editor** appears.
4. Click on the **Add** dropdown button and select **RadialMenuItem**. Repeat this so there are 6 RadialMenuItems.
5. Select the first member, **radialMenuItem2**, and set its **Image** property to **ultLogo_32**, **ToolTip** property to **Studio Ultimate**, and **Name** property to **rmiStuUlt**.
6. Select the second member, **radialMenuItem7**, and set its **Image** property to **seLogo_32**, **ToolTip** property to **Studio Enterprise**, and **Name** property to **rmiStuEnt**.
7. Select the third member, **radialMenuItem8**, and set its **Image** property to **c1powersuite_logo_32**, **ToolTip** property to **Enterprise-ready reporting and spreadsheets controls for .NET applications**, and its **Name** property to **rmiStuPower**.
8. Select the fourth member, **radialMenuItem9**, and set its **Image** property to **winformsLogo_321**, **Tooltip** property to **Studio for WinForms**, and its **Name** property to rmiStuWinForms.
9. Select the fifth member, **radialMenuItem10**, and set its **Image** property to **wpfLogo_32**, **ToolTip** property to **Studio for WPF**, and its **Name** property to **rmiStuWPF**.
10. Select the sixth member, **radialMenuItem11**, and set its **Image** property to **aspLogo_32**, **ToolTip** property to **Studio for ASP.NET Wijmo**, and **Name** property to **rmiStuWijmo**.
11. Click **OK** to save and close the **RadialMenuItemBase Collection Editor**.
12. Click **OK** to save and close the **RadialMenuItemBase Collection Editor**.
13. Run your project and observe the following:



Notice the second RadialMenuItem, Products, is added. Click on the **Products** menu and its submenu items appear like the following:



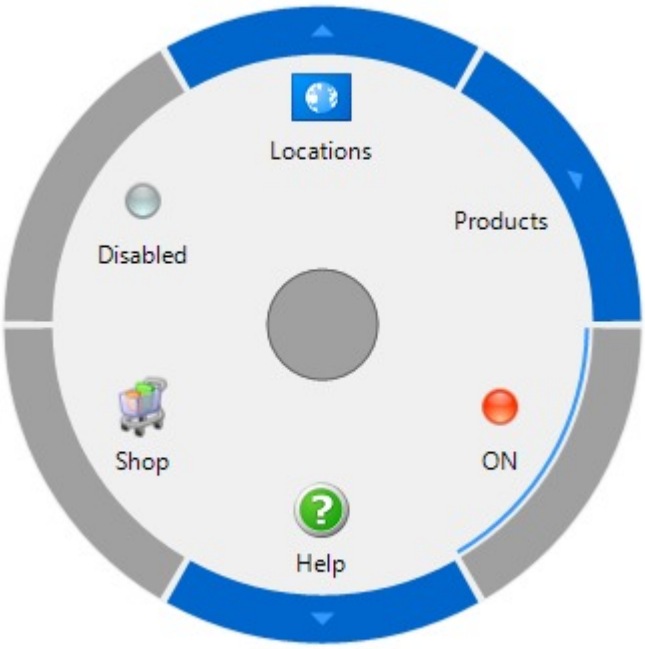
Notice when you hover over a menu item its tooltip appears. To navigate back to the main Radial menu, click on the back button.

RadialMenu Tutorial Step 3 of 3: Adding the Remaining RadialMenuItems

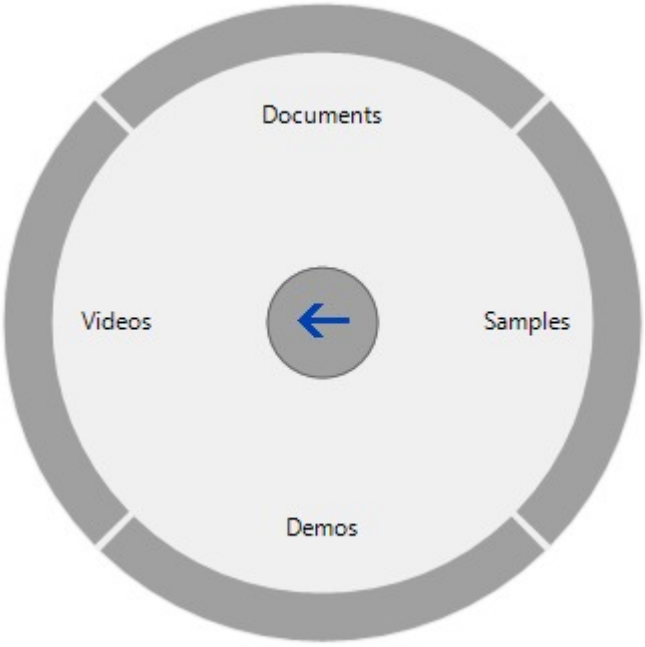
In this step, you will add submenu items to the existing Products menu.

1. In the C1RadialMenu properties window click on the ellipsis button next to the **Items** property. The **RadialMenuBaseItem Collection Editor appears**.
2. Select **radialMenuItem3** from the **Members list** and set its **Image** property to **bullet_ball_glass_red**, **Text** property to **ON**, **Checked** property to **True**, **Name** property to **rmiCheck**, and **UserData** property to **Check**.
3. Select **radialMenuItem4** from the **Members list** and set its **Image** property to **Help**, **Text** property to **Help**, **ToolTip** property to **Get help**, and **Name** property to **rmiHelp**.
4. Click on ellipsis button next to the **Items** property. The **RadialMenuBaseItem Collection Editor** appears.
5. Click on the **Add** dropdown button and select **RadialMenuItem**. Repeat this so there are 4 RadialMenuItems.
6. Select **radialMenuItem2** from the **Members list** and set its **Text** property to **Documents** and **Name** property to **rmiDocs**.
7. Select **radialMenuItem3** from the **Members list** and set its **Text** property to **Samples** and **Name** to **rmiSamples**.
8. Select **radialMenuItem4** from the **Members list** and set its **Text** property to **Demo** and its **Name** property to **rmiDemos**.
9. Select **radialMenuItem5** from the **Members list** and set its **Text** property to **Demos** and its **Name** property to **rmiDemos**.
10. Select **radialMenuItem6** from the **Members list** and set its **Text** property to **Videos** and **Name** property to **rmiVideos**.
11. Click **OK** to save and close the **RadialMenuItemBase Collection Editor**.
12. In the **RadialMenuItemBase Collection Editor** select **radialMenuItem5** from the **Members list** and set its **Image** property to **shoppingcart_full1**, **Text** property to **Shop**, **ToolTip** property **Shop C1**, **Enabled** property to **False**, and **Name** property to **rmiStore**.
13. Select **radialMenuItem6** from the **Members** list and set its **Image** property to **bullet_ball_glass_grey**, **Text** property to **Disabled**, **ToolTip** property to **Disabled Item**, and **Enabled** property to **False**.
14. Click **OK** to save and close the **RadialMenuItemBase Collection Editor**.

15. Run your project and observe the following:



The disabled menus appear with a grey border. The checked menu, ON, appears with a thin blue border around the inner edge of grey border. Clicking the **Help** button opens a new Radial menu with submenu items for the Help menu.



Menus and Toolbars for WinForms Samples

Please be advised that this ComponentOne software tool is accompanied by various sample projects and/or demos which may make use of other development tools included with ComponentOne Studio.

Please refer to the pre-installed product samples through the following path:

Documents\ComponentOne Samples\WinForms

Click one of the following links to view a list of **C1Command** samples:

Visual Basic Samples

Sample	Description
CreateMenusInCode	Shows how to create and wire up context menus in code. Creates a **C1ContextMenu** for a text box completely in code, on a form that does not have any other **C1Command** elements. Wires up click event handlers for the menu items. Also sets up state query handlers for the commands so that their state (enabled and so on.) is kept up to date automatically by C1Command. This sample calls the C1.Win.C1Command namespace.
ProgramOutBar	This sample starts with a form containing a **C1OutBar** with two empty pages (created at design time). The form also contains an empty command holder. In the form load handler, several commands are created on the command holder. Two toolbars are also created and filled with links to the commands. The toolbars are placed on the outbar pages.
SimpleMenusInCode	This sample shows how to create menus and toolbars by customizing their appearance and attaching event handlers to them in code. The sample app is a form with a rich text editor control. The form load event handler creates **C1Command** commands to load a text file, create a new form, or exit the application. It also creates a main menu and a toolbar that allow the user to invoke those commands.
SimpleTextEditor	Shows the basic usage of **C1Command** menus and toolbars. Builds a rich text box-based text editor, with **C1Command** menus and floating toolbars. The toolbars are end user-customizable. Their layout and customizations are automatically saved by **C1Command** in the application config file. This sample uses **C1ToolBar**, **C1ContextMenu**, **C1CommandMenu**, **C1Command**, **C1MainMenu**, **C1CommandLink**, **C1CommandDock**, and **C1CommandHolder** controls.
SimpleTextEditor2	Shows how to add an arbitrary control to a toolbar item. This sample is similar to SimpleTextEditor, but additionally includes a combo box nested in a movable and dockable **C1ToolBar**, implementing a simple text search. This sample uses **C1ToolBar**, **C1CommandMenu**, **C1CommandControl**, **C1CommandDock**, **C1CommandHolder**, **C1CommandLink**, **C1MainMenu**, **C1Command**, and **C1ContextMenu** controls.

C# Samples

Sample	Description
CreateMenusInCode	Shows how to create and wire up context menus in code. Creates a **C1ContextMenu** for a text box completely in code, on a form that does not have any other **C1Command** elements. Wires up click event handlers for the menu

	items. Also sets up state query handlers for the commands so that their state (enabled and so on.) is kept up to date automatically by **C1Command**. This sample calls the C1.Win.C1Command namespace.
MdiTabs	This sample shows how to use **C1DockingTab** to create a Visual Studio-like multiple window environments.
NonMdiMenuMerge	Shows how to merge menus using methods provided by **C1Command**. This sample contains two forms, both with **C1MainMenu**'s on them. One form is created at application startup, and it is the main form of the app. It has a command to create the other form. When that form is created, its main menu is merged programmatically into the main menu of the first form, in the same way as MDI child menus are merged in Windows. This sample uses **C1CommandLink**, **C1MainMenu**, **C1Command**, **C1CommandMenu**, and **C1CommandHolder** controls.
SelectMdiChildForm	This sample shows how to provide a customized MDI child form selector window. The sample project contains an inherited form, which is based on **C1SelectMdiChildForm**. The custom selector form overrides the default colors, and in addition to the two default buttons (ok and cancel), provides a new button close, which allows the selected window to close. This sample also shows how to invoke the selector form from code.
SimpleMenusInCode	This sample shows how to create menus and toolbars by customizing their appearance and attaching event handlers to them in code. The sample app is a form with a rich text editor control. The form load event handler creates **C1Command** commands to load a text file, create a new form, or exit the application. It also creates a main menu and a toolbar that allow the user to invoke those commands.

Menus and Toolbars for WinForms Task-Based Help

The task-based help section assumes that you are familiar with programming in the Visual Studio environment, and know how to use the controls in general.

Each topic provides a solution for specific tasks using the **Menus and Toolbars for WinForms** product.

Each task-based help topic also assumes that you have created a new .NET project.

Menu Tasks

This section shows how to perform specific menu tasks.

Adding a Menu Item to MainMenu

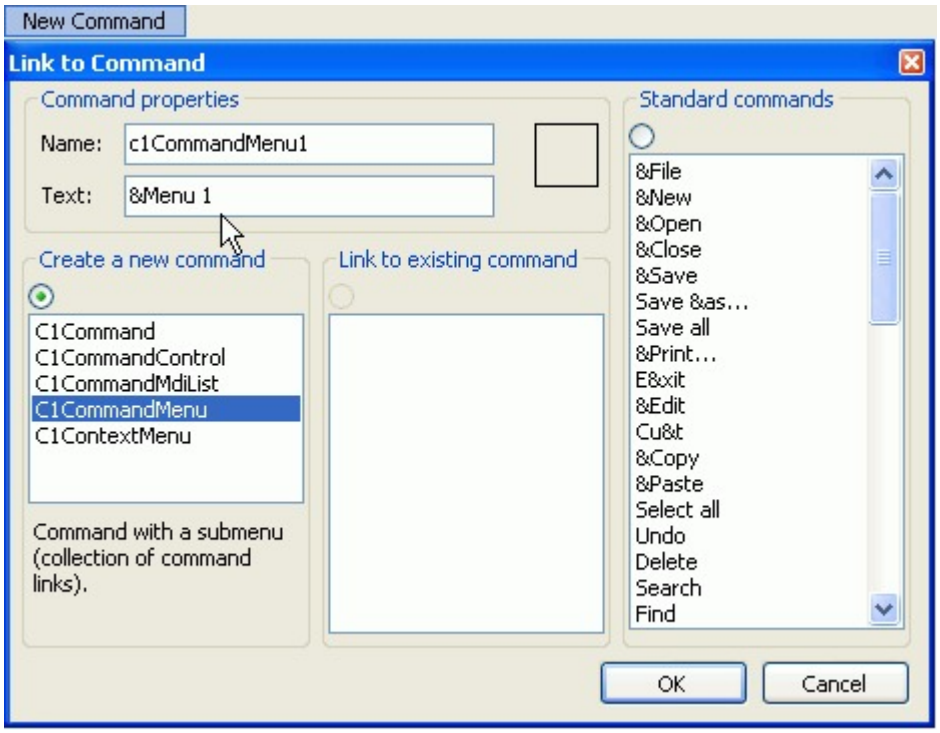
You can add a menu item to C1MainMenu at design time by adding the C1MainMenu component and then appending menu items to it using the Edit designer (Menu designer). Menus can also be added programmatically by adding C1CommandHolder object to the Windows form to hold the menus, add the C1MainMenu object, and then create the command type for the menu. This topic shows how to create a menu item, called **menu 1** that can hold future submenu items.

> **Note: C1MainMenu** is a control that represents the main menu. It contains a collection of command links that represent items of the menu. Only one main menu can be added to the form. **C1CommandMenu** is a command that is a menu.

To add a menu item to C1MainMenu at design time

To add a menu item to C1MainMenu using the **Link to Command** designer, complete the following:

1. Place a C1MainMenu on the form by performing a drag-and-drop operation. A C1CommandHolder automatically appears on the component tray below the form.
2. Right-click the text, **New Command**, and select **Edit** from its context menu. The **Link to Command** designer appears.
3. In the **Link to Command** designer, select the **Text** field and enter **&Menu 1**.



4. Select **OK**. The new menu (Menu 1) appears. Here is how the menu looks on your form at design time:

To add a menu item to C1MainMenu programmatically

To add the menu item to C1MainMenu programmatically, complete the following steps:

1. Add the **C1.Win.C1Command** namespace to your references in your project.
2. Double-click the form to create a **Form_Load** event, declare the namespace in your source file, and then add a **C1CommandHolder** to hold the menu.

To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
```

To write code in C#

```
C#
using C1.Win.C1Command;
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
```

3. Create a new main menu, then add the main menu control to your form.

To write code in Visual Basic

```
Visual Basic
Dim mm As New C1MainMenu
Me.Controls.Add(mm)
```

To write code in C#

```
C#
C1MainMenu mm = new C1MainMenu();
this.Controls.Add(mm);
```

4. Create a submenu to hold commands, then set the text property for the new menu.

To write code in Visual Basic

```
Visual Basic
Dim mmenu As C1CommandMenu = CType(ch.CreateCommand(GetType(C1CommandMenu)),
C1CommandMenu)
mmenu.Text = "&menu1"
```

To write code in C#

```
C#
C1CommandMenu mmenu = ch.CreateCommand(typeof(C1CommandMenu)) as C1CommandMenu;
mmenu.Text = "&menu1";
```

5. Add the command link to the new submenu.

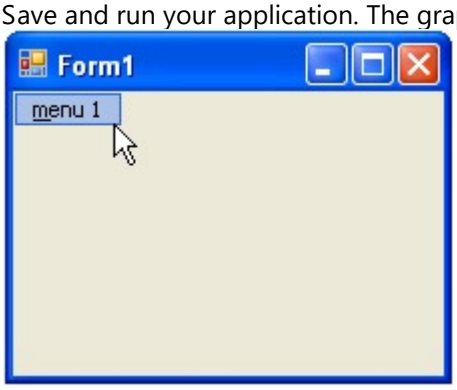
To write code in Visual Basic

```
Visual Basic
mm.CommandLinks.Add(New C1CommandLink(mmenu))
```

To write code in C#

```
C#
mm.CommandLinks.Add(new C1CommandLink(mmenu));
```

6. Save and run your application. The graphic shows your new menu item on the form at run time:



Adding an Icon to a Menu Item

You can add an icon to a menu item at design time or through code.

To add an icon to a menu item programmatically

Use the following code to add an icon to a menu:

To write code in Visual Basic

```
Visual Basic
' Create a new instance of a Bitmap and assign it to the Image property of the Command
Object
c1Command1.Image = new System.Drawing.Bitmap(@" D: \componentOne\Images\App.ico" )
```

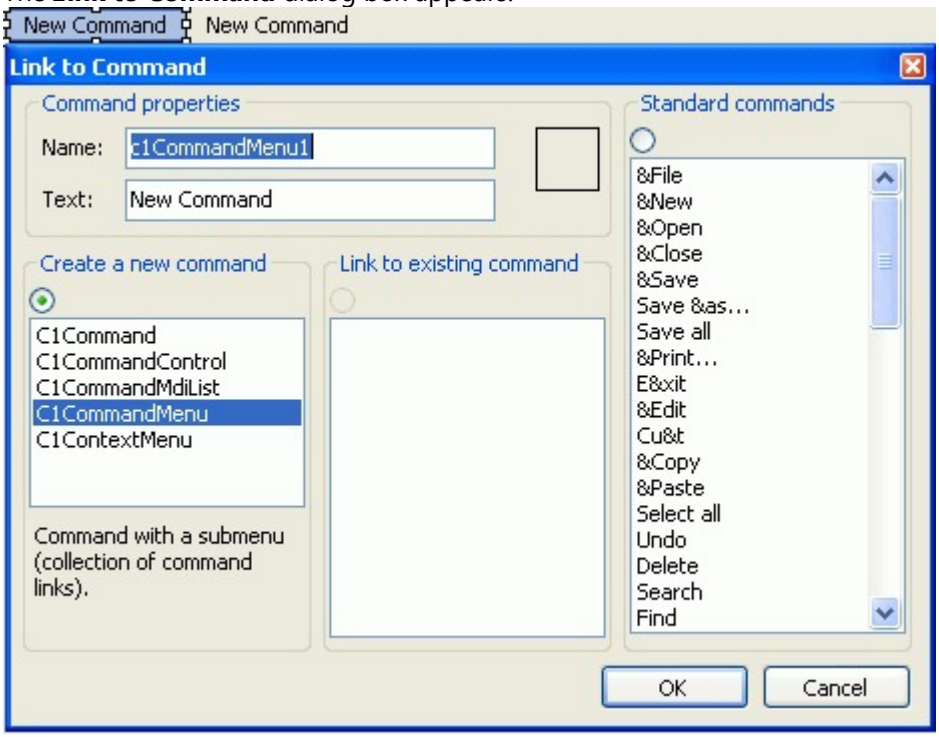
To write code in C#

```
C#
//Create a new instance of a Bitmap and assign it to the Image property of the Command
Object
c1Command1.Image = new System.Drawing.Bitmap(@" D: \componentOne\Images\App.ico" );
```

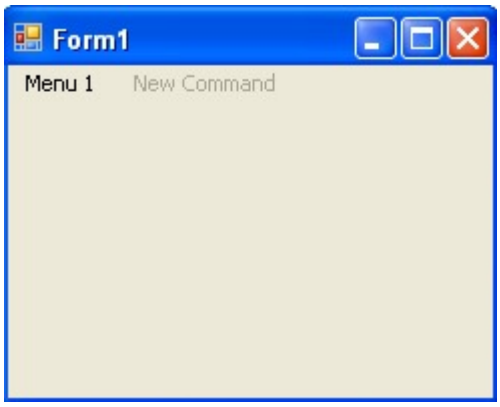
Adding a Menu Item Before the Current Menu Item

To insert a menu item at design time, select the **Insert Item** option from C1MainMenu's context menu. The **Insert Item** command inserts a new menu item before the current one. To insert a menu item at design time, complete the following steps:

1. Place the C1MainMenu control on your form using a drag-and-drop operation.
2. Right-click on C1MainMenu control and select, **Insert Item** from its context menu.
   The **Link to Command** dialog box appears:



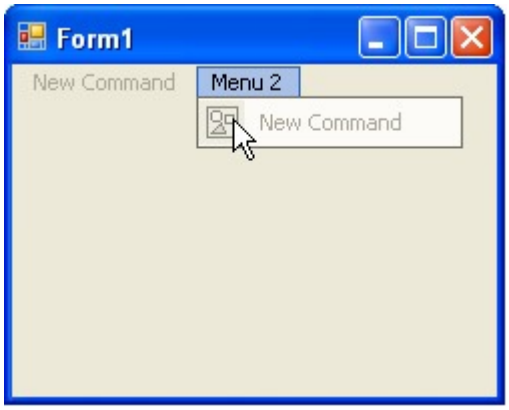
3. Enter **Menu 1** in the **Text** field and select **OK**. The graphic shows the menu item on your form at design time:



Adding a Menu Item After the Current Menu Item

To add a new menu item at design time after the **last one** in the current menu, complete the following steps:

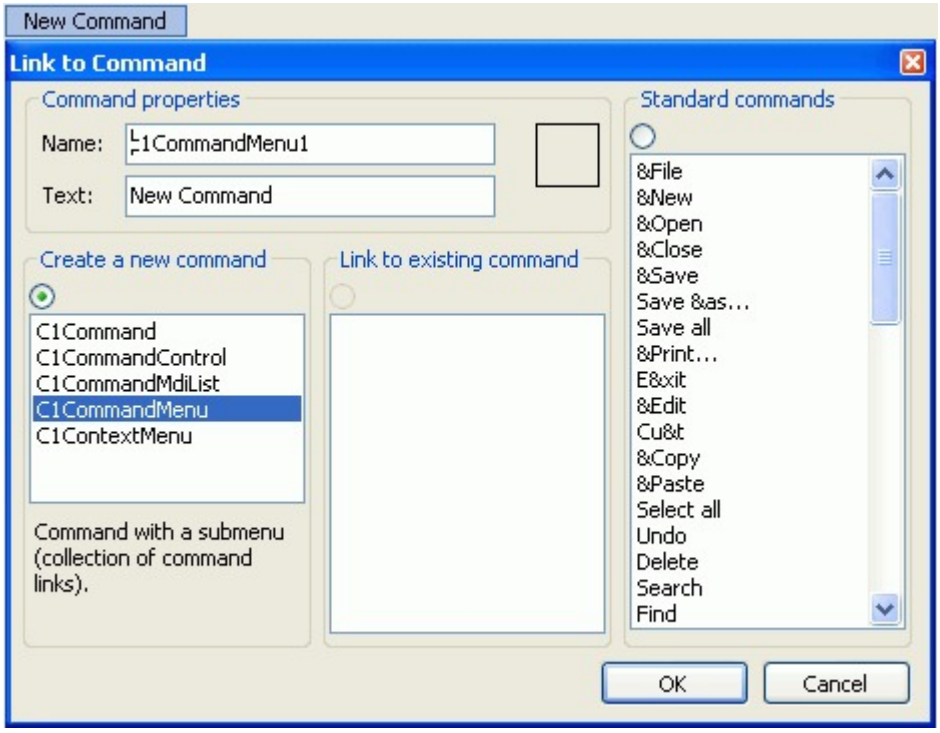
1. Place a C1MainMenu component on your form using a drag-and-drop operation.
2. Right-click on C1MainMenu and select **Append Item** from the context menu. The **Link to Command** designer appears:
3. Enter **Menu 2** in the **Text** field and select **OK**. The graphic shows the menu item on your form at design time:



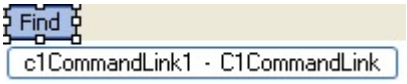
Adding a Standard Menu Item from the Link to Command Designer

To add a standard command item with a built-in image from the **Link to Command** designer, complete the following steps:

1. Click the empty command item twice from the C1MainMenu control. The **Link to Command** designer appears.



2. Select one of the standard commands from the listbox, for example, **Find**.
3. Click **OK**.
   The new command item and its built-in image appears in the C1MainMenu control on the form.



4. Select the menu, **Find**, and select the **C1CommandLink Properties** button from its toolbar. The dialog box for the C1CommandLink properties to appear.

> **Note:** The toolbar for the command item will not appear if the Smart Designer is not enabled.

5. Click on the drop-down arrow for the **Button look** drop-down box and select **TextAndImage**.
   The built-in image appears next to the text, Find.

> **Note:** The same procedure can be applied when adding a standard command item to the **C1ToolBar** control.

Adding a Submenu

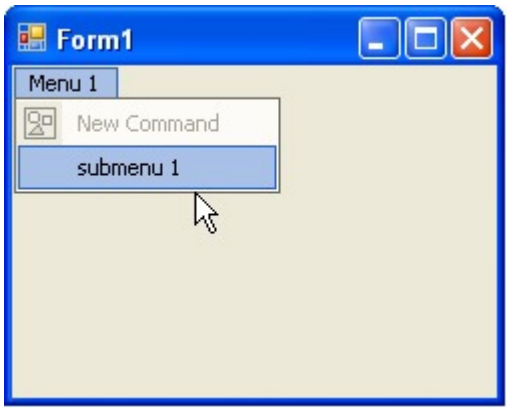
You can add a submenu through the designer or through code. Click on either of the following links to expand the steps for the designer or for the code.

To add a submenu item to C1MainMenu at design time

To add a new command link to the menu (C1CommandMenu or C1ContextMenu) linked by the currently selected command link, complete the following steps:

> **Note:** This item is disabled unless the current command link is linked to a C1CommandMenu or C1ContextMenu type command.

1. Right-click on an existing menu item in the C1MainMenu and select **Add Child Item** from the context menu. The **Link to Command** designer appears.
2. Type **submenu 1** in the **Text** textbox field and select **OK**. The menu appears like the following menu:



To add a submenu item to C1MainMenu programmatically

To programmatically add a submenu item, complete the following steps:

1. Add the C1.Win.C1Command namespace to your references in your project.
2. Declare the namespace in your source file.

To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
```

To write code in C#

```
C#
using C1.Win.C1Command;
```

3. Double-click the form to create a Form_Load event handler, then insert the following code snippets from the remaining steps into the Form_Load event handler.
4. Add a C1CommandHolder to hold the menu, then create a new main menu.

To write code in Visual Basic

```
Visual Basic
Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
Dim mm As New C1MainMenu
```

To write code in C#

```
C#
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
C1MainMenu mm = new C1MainMenu();
```

5. Add the main menu control to your form, create the main menu to hold the commands, and then set the text property for the new menu.

To write code in Visual Basic

```
Visual Basic
Me.Controls.Add(mm)
Dim mmenu As C1CommandMenu = CType(ch.CreateCommand(GetType(C1CommandMenu)),
```

```
C1CommandMenu)
mmenu.Text = "Menu 1"
```

To write code in C#

```
C#
this.Controls.Add(mm);
C1CommandMenu mmenu = ch.CreateCommand(typeof(C1CommandMenu)) as C1CommandMenu;
mmenu.Text = "Menu 1";
```

6. Add the commandlink to the new main menu, then create and set up a menu item under menu 1. Fill the menu with a command.

To write code in Visual Basic

```
Visual Basic
mm.CommandLinks.Add(New C1CommandLink(mmenu))
Dim submenu As C1Command = ch.CreateCommand()
```

To write code in C#

```
C#
mm.CommandLinks.Add(new C1CommandLink(mmenu));
C1Command submenu = ch.CreateCommand();
```

7. Add text to the new submenu item and add a new c1commandlink to the submenu item.

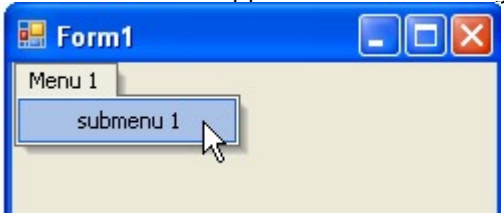
To write code in Visual Basic

```
Visual Basic
submenu.Text = "submmenu 1"
' add a new c1commandlink to the submenu item
mmenu.CommandLinks.Add(New C1CommandLink(submenu))
```

To write code in C#

```
C#
submenu.Text = "submenu 1";
//add a new c1commandlink to the submenu item
mmenu.CommandLinks.Add(new C1CommandLink(submenu));
```

Your menu should appear like the following menu:



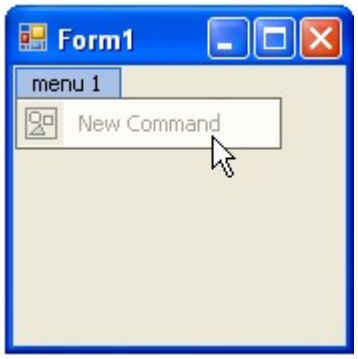
Adding Multiple SubMenus

You can add a submenu and another menu within the submenu through the designer or through code. Click on either of the following links to expand the steps for the designer or for the code.

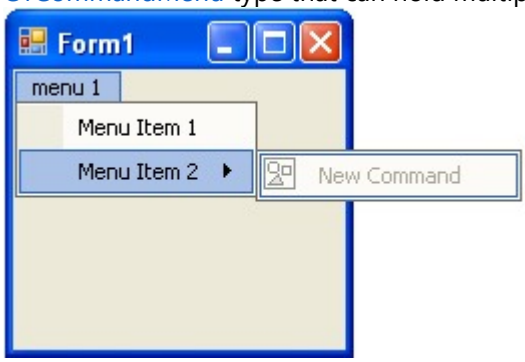
To add multiple submenu items at design time

To add a submenu and another menu within the submenu at design time, complete the following steps:

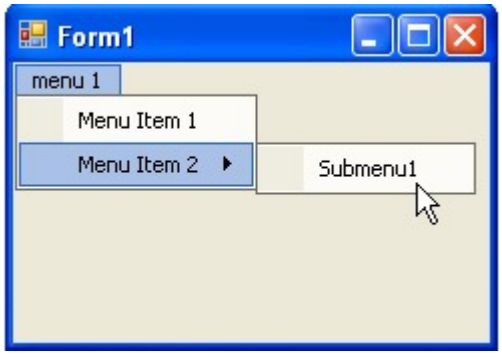
1. Place the C1MainMenu control on your form using a drag-and-drop operation.
2. Right-click on the C1MainMenu and select **Edit** from its context menu. The **Link to Command** designer appears.
3. In the **Text** textbox enter **menu 1** and click **OK**. The menu appears like the following:



4. Click on the **New Command** and select **Edit** from its context menu. In the **Text** textbox enter **Menu Item 1** and select **OK**.
5. Click on **menu 1** on your form.
6. Click on **Menu Item 1** on your form and select **Append Item** from its context menu. The **Link to Command** designer appears.
7. In the **Command Text** box enter **Menu Item 2**, and select **OK**. The menu appears like the following:
8. Click on **Menu Item 2** on your form and select **Edit** from its context menu. The **Link to Command** designer appears.
9. In the **Command Type** box select **C1CommandMenu,** and then select **OK**. The **Menu Item 2** is a C1CommandMenu type that can hold multiple menus inside it.



10. Select the **New Command** menu item and select **Edit** from its context menu.
11. In the **Text** textbox enter **Submenu1** and click **OK**. The menu appears like the following image:



To add multiple submenus programmatically

To programmatically add a submenu and another menu within the submenu, complete the following steps:

1. Add the **C1.Win.C1Command** namespace to your references in your project, and then declare the namespace in your source file.

   To write code in Visual Basic

   ```
   Visual Basic
   Imports C1.Win.C1Command
   ```

   To write code in C#

   ```
   C#
   using C1.Win.C1Command;
   ```

2. Double-click the form to create a **Form_Load** event handler, then insert the following code snippets from the remaining steps into the **Form_Load** event handler.
3. Add a C1CommandHolder to hold the menu, then create a new C1MainMenu object.

   To write code in Visual Basic

   ```
   Visual Basic
   Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
   Dim mm As New C1MainMenu
   ```

   To write code in C#

   ```
   C#
   C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
   C1MainMenu mm = new C1MainMenu();
   ```

4. Add the main menu control to your form, then create the main menu to hold commands.

   To write code in Visual Basic

   ```
   Visual Basic
   Me.Controls.Add(mm)
   Dim mmenu As C1CommandMenu = CType(ch.CreateCommand(GetType(C1CommandMenu)),
   C1CommandMenu)
   ```

   To write code in C#

   ```
   C#
   this.Controls.Add(mm);
   C1CommandMenu mmenu = ch.CreateCommand(typeof(C1CommandMenu)) as C1CommandMenu;
   ```

5. Set the text property for the new menu, then add the commandlink to the new main menu.

   To write code in Visual Basic

   ```
   Visual Basic
   ```

```
mmenu.Text = "&menu 1"
mm.CommandLinks.Add(New C1CommandLink(mmenu))
```

To write code in C#

```
C#
mmenu.Text = "&menu 1";
mm.CommandLinks.Add(new C1CommandLink(mmenu));
```

6. Create and set up a menu item under the menu (**menu 1**), then fill the menu with a command.

To write code in Visual Basic

```
Visual Basic
Dim menuitem1 As C1Command = ch.CreateCommand()
```

To write code in C#

```
C#
C1Command menuitem1 = ch.CreateCommand();
```

7. Add text to the new menu item and add a new c1commandlink to menuitem1.

To write code in Visual Basic

```
Visual Basic
menuitem1.Text = "Menu Item 1"
' add a new c1commandlink to the menuitem1
mmenu.CommandLinks.Add(New C1CommandLink(menuitem1))
```

To write code in C#

```
C#
menuitem1.Text = "Menu Item 1";
//add a new c1commandlink to the menuitem1
mmenu.CommandLinks.Add(new C1CommandLink(menuitem1));
```

8. Create a new command menu for the second menu item below the menu (**menu1**), and then add a commandlink for the new menuitem2 menu. **Menuitem2** is going to be a menu that contains submenus.

To write code in Visual Basic

```
Visual Basic
Dim menuitem2 As C1CommandMenu = New C1CommandMenu()
menuitem2.Text = "Menu Item 2"
menu.CommandLinks.Add(New C1CommandLink(menuitem2))
```

To write code in C#

```
C#
C1CommandMenu menuitem2 = new C1CommandMenu();
menuitem2.Text = "Menu Item 2";
```

```
mmenu.CommandLinks.Add(new C1CommandLink(menuitem2));
```

9. Create a submenu for the new **menuitem2** menu and call it **Submenu 1**, then add a commandlink for submenu1.

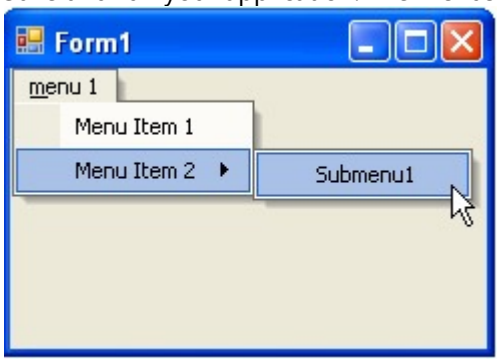
To write code in Visual Basic

```
Visual Basic
Dim submenu1 As C1Command = ch.CreateCommand()
submenu1.Text = "Submenu1"
menuitem2.CommandLinks.Add(New C1CommandLink(submenu1))
```

To write code in C#

```
C#
C1Command submenu1 = ch.CreateCommand();
submenu1.Text = "Submenu1";
menuitem2.CommandLinks.Add(new C1CommandLink(submenu1));
```

10. Save and run your application. The menus appear like the following at run time:



Applying ShortCut Keys to Menus

This topic demonstrates how to use shortcut and mnemonic keys to access a menu by the keyboard instead of the mouse. You can apply shortcut and mnemonic keys to a menu item at design time or through code.

To add a shortcut key to a menu item at design time

1. Add a C1MainMenu control to your form.
2. Right-click the C1MainMenu control, select **Edit** from its context menu, and click **Ok**. The default name for the menu is **New Command**.
3. Right-click the **New Command** item and select **Properties** from its context menu. In the Properties window for the C1CommandLink, expand the **Command** node, select the Shortcut property, and then select **F6** from the Shortcut list box.

> **Note**: The remaining steps are listed below for you to try and see how the short cut key functions.

4. Add a **PictureBox** control to your form.
5. Double-click **New Command** to create an event handler for the click event for **New Command**.

Within the event handler insert code to change the back color of the **PictureBox** to violet:

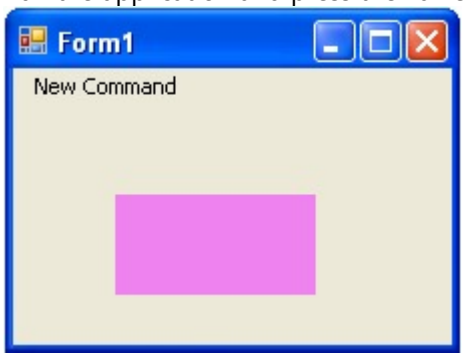
To write code in Visual Basic

```
Visual Basic
If sender Is c1CommandMenu1 Then
        Me.pictureBox1.BackColor = Color.Violet
End If
```

To write code in C#

```
C#
if (sender == c1CommandMenu1)
        {
                this.pictureBox1.BackColor = Color.Violet;
        }
```

6. Run the application and press the F6 key when the form appears. The picture box appears on the form.



To add a shortcut key to a menu item programmatically

1. In your source file locate the item in the menu where you want the shortcut key to exist.
2. Create a shortcut key for the **C1CommmandMenu1** by entering the following code:

To write code in Visual Basic

```
Visual Basic
Me.C1CommandMenu1.Shortcut = System.Windows.Forms.Shortcut.F6
```

To write code in C#

```
C#
this.C1CommandMenu1.Shortcut = System.Windows.Forms.Shortcut.F6;
```

Localizing the Text for the Shortcut Key

To localize the text for the Shortcut Key, complete the following steps:

1. Add a C1MainMenu control to your form.
2. Right-click on the control and select **Edit** from the context menu.
3. Click **OK** in the **Link to Command** dialog box.
4. Select **C1CommandLink2** from the **Properties** drop-down list.
5. Right-click on the **New Command** and select **Edit** from the context menu. Enter **File** in the text textbox and then click **OK**.

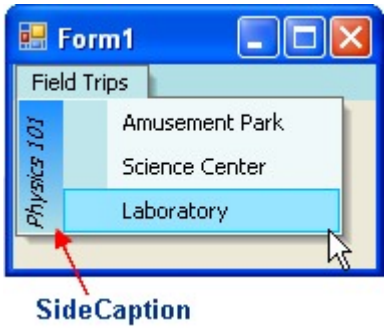
6. In the Properties window, locate and expand the **C1CommandLink2.Command** node.
7. Select the C1CommandLink2.Shortcut property and choose **F3** from the drop-down list.
8. Select the C1CommandLink2.ShortcutText property and set it to **F3**, for this topic.

The text for the shortcut will appear as in the following image:

Creating a Side Caption for a Command Menu

To use the SideCaption property at design time to display a side caption along the commands, complete the following steps:

1. Select a C1CommandMenu from the **Properties** drop-down list.
2. Locate and expand the **C1CommandMenu.SideCaption** node.
3. Select the BarGradientBegin property and select **Dodger Blue** from its **Web** tab.
4. Select the BarGradientEnd property and select **PowderBlue** from its **Web** tab.
5. Set Text property to **Physics 101**.
6. The side caption appears to the left side of the menu items. The graphic illustrates the appearance of the side caption:



> **Note:** The text displayed in the side caption represents the name of the class that participated in the field trips.

Creating a Separate Click Event for a Command Object

To assign an address of a method to the **Click** event of C1Command, with the same signature as the **ClickEventHandler** delegate, use the **AddHandler** method. To do this, use the following code:

To write code in Visual Basic

Visual Basic

```
Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
' create commands for file ops.
Dim cNew as C1Command = ch.CreateCommand()
'Use the AddHandler method to assign a delegate for the click event.
AddHandler cNew.Click, New ClickEventHandler(AddressOf cNew_Click)
```

To write code in C#

```
C#
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
//create commands for file ops.
C1Command cNew = ch.CreateCommand();
//Use the AddHandler method to assign a delegate for the click event.
cNew.Click += new C1.Win.C1Command.ClickEventHandler(cNew Click);
```

Creating a Window List for an MDI Form

C1Command has a C1CommandMdiList command type used to create a Window list for an MDI (Multiple Document Interface) form. A Window list is useful for keeping track of the various MDI child windows an application has open.

To create a Window list for an MDI form, complete the following steps:

1. In the Properties window, set the Form1.**IsMDIContainer** property to **True**.
2. In Solution Explorer, right-click the project and select **Add| Add New Item**.
3. From the dialog box, select **Windows Form**, name the form **MdiChild**, and then set its **Text** property to **MdiChild**.
4. Add the C1MainMenu component to your MDI parent form, **Form1**.
5. In the Properties window, set the **Name** property for the C1MainMenu to **C1MainMenu1**.
6. Create the **File** menu. Add a C1CommandMenu and a submenu item to the C1MainMenu component using the **Link to Command** designer.

   Set the following properties:

Command Name	Command Type	Command Text
cmdFile	C1CommandMenu	&File
cmdFileNew	C1Command	&New

7. Create the **Window** menu to store the MDI child windows. In the **Link to Command** designer, add another C1CommandMenu to the C1MainMenu component, then add a submenu of the type C1CommandMdiList to it.

   Set the following properties:

Command Name	Command Type	Command Text
cmdWindow	C1CommandMenu	&Window
c1CommandMdiList1	C1CommandMdiList	< MDI Windows List>

8. Create a procedure to display new instances of the **MdiChild** form as MDI children of **Form1**. Add the following code to your source file:

   To write code in Visual Basic

```
Visual Basic
Private Sub createNewMdiChild()
        Dim mc As New MdiChild()
        mc.MdiParent = Me
        mc.Text = String.Format("MDI Child Window {0}", Me.MdiChildren.Length)
```

```
        mc.Show()
End Sub
```

To write code in C#

```
C#
private void createNewMdiChild()
    {
         MdiChild mc = new MdiChild();
         mc.MdiParent = this;
         mc.Text = string.Format("MDI Child Window {0}", this.MdiChildren.Length);
         mc.Show();
    }
```

9. In Design view, double-click the **cmdFileNew** menu item to create a click event handler to call the **createNewMdiChild** procedure. Add the following code within the event handler:

To write code in Visual Basic

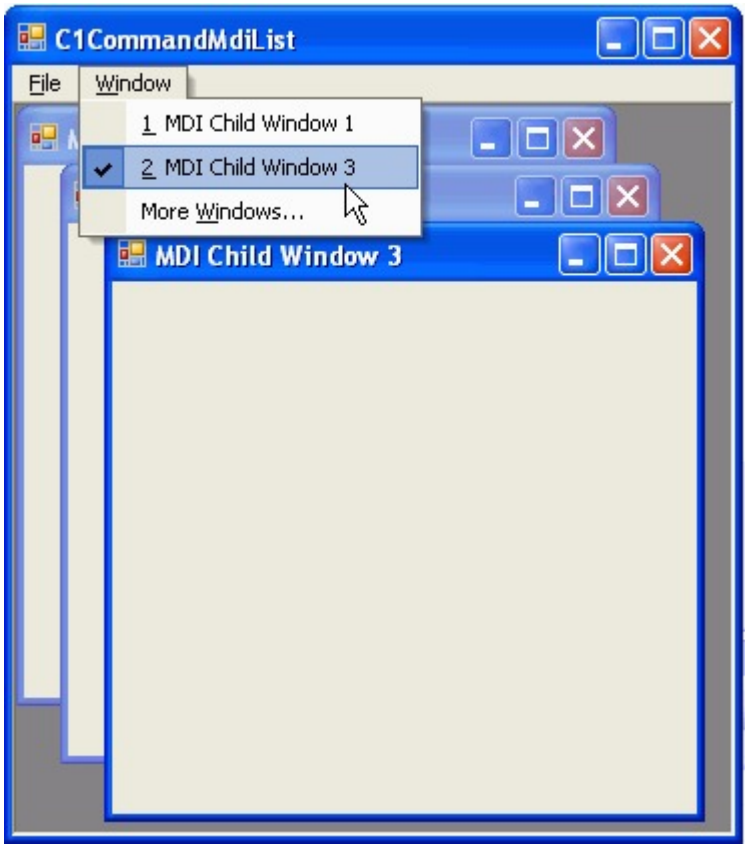
```
Visual Basic
createNewMdiChild()
```

To write code in C#

```
C#
CreateNewMdiChild();
```

10. Press F5 to run the application.
11. From the **File** menu, click **New** to create a new MDI child form.

The C1CommandMdiList expands to the list of available MDI child windows.



Note: The Window menu always displays a list of the MDI child forms open within the application with a check mark next to the MDI child that has the focus.

Deleting Menu Items

When a menu item is highlighted, and you press the DEL key or select **delete** from the context menu, either the command link or the command (simple or menu) linked by that link can be deleted, depending on which one is currently selected. (To check what is currently selected, look at the Properties window of the Visual Studio designer.)

To delete a menu item at design time

To delete the command link (this will leave the command, so that you can link to it from another command link):

1. Click once on the menu item you want to delete. Make sure that the Properties window shows the properties of the **command link** and not the command.
2. Right-click on the item to open the context menu and select **delete** or simply press the DEL key.
   To delete the command itself (this will remove the command but leave the command link so that you'll be able to link it to another command or menu):
3. Click on the menu item you want to delete. Then click on it again. This action will select the command rather than the command link. Make sure that the Properties window shows the properties of the **command** and not the command link.
4. Right-click on the item to open the context menu and select **delete**, or simply press the DEL key. The command will be deleted and the now empty command link will be left. You can re-link it to another command by right-clicking on it and selecting **edit** from the context menu.

To delete a menu item programmatically

To delete the menu, use the **Dispose** method. Use the following code to delete the menu or menu item:

To write code in Visual Basic

```
Visual Basic
' The variable name for the menu is called menu
' This deletes the menu
menu.Dispose()

' The variable name for the menu item is called menuitem1
' This deletes the menu item
menuitem1.Dispose()
```

To write code in C#

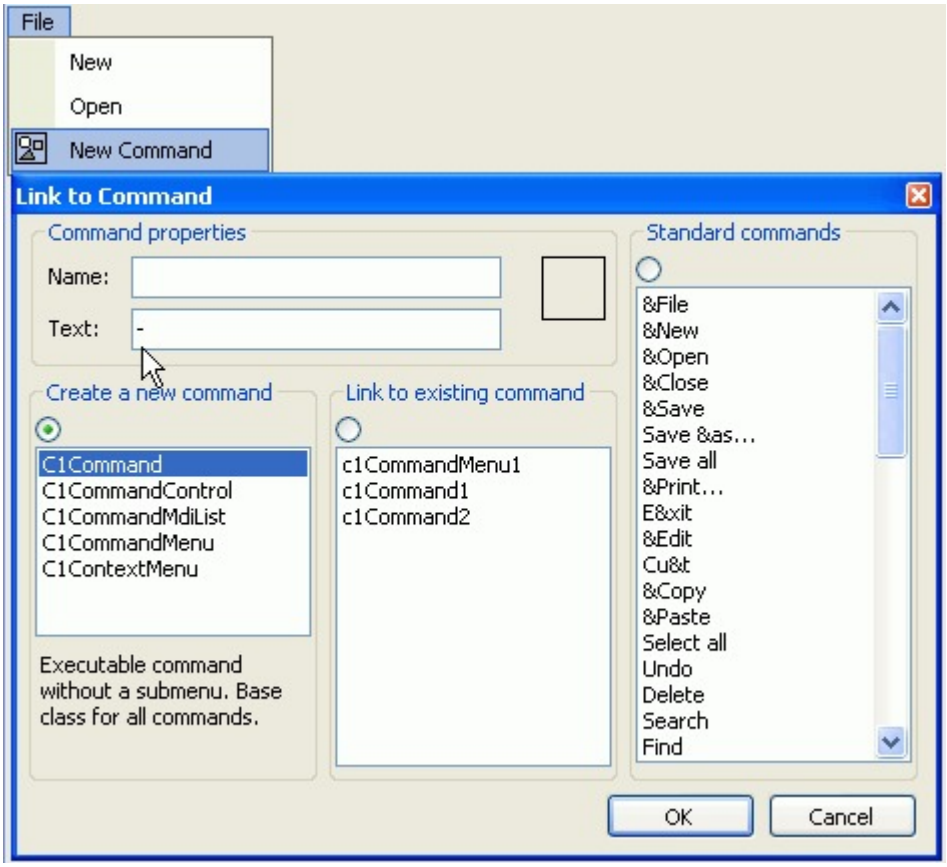
```
C#
//The variable name for the menu is called menu
//This deletes the menu
menu.Dispose();

//The variable name for the menu item is called menuitem1
//This deletes the menu item
menuitem1.Dispose();
```

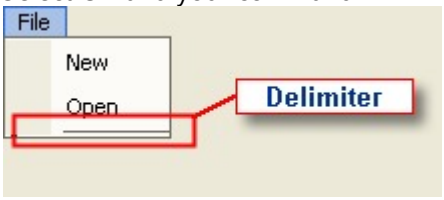
Displaying the Delimiter in Drop-Down Menus

To display a delimiter in the drop-down menu, complete the following steps:

1. Right-click a command from an existing drop-down menu and select **Append Item** from its context menu.
2. A new command will appear. In the New Command's **Link to Command to Command** designer, delete the name in the **Name** textbox. In the **Text** textbox change the name to a hyphen. The input value for the **Text** textbox and **Name** textbox fields should appear like the **Link to Command** designer shown below.



3. Select **OK** and your command link will appear as a delimiter like the one shown below.



Displaying ToolTips for Menus and Toolbars

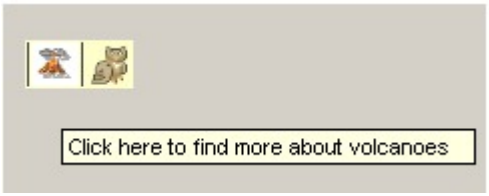
This topic demonstrates how to customize the ToolTips by creating your own ToolTips for menus and toolbars. Both the menus and toolbars have the property called ToolTipText that provides users the ability to display ToolTips when the user mouses over a menu or a toolbar.

Displaying ToolTips for Menu Items

1. Right-click on the top level menu (C1CommandMenu) in the main menu and select Properties from its context menu.
2. Select **C1CommandMenu1** from the **Properties** drop-down list and expand the Command node.
3. Set the ShowToolTips property to **True** to enable the text to appear when the user mouses over the menus.
4. On the form, select a **C1Command** menu item that you want to display ToolTips. Set the ShowTextAsToolTip to **False** so that the command's text will not appear for the selected menu item in the C1CommandMenu when the user mouses over the menus.
5. Select the ToolTipText property and enter the information in the textbox that you want to appear when the user mouses over the menu item.
6. Save and run your application. Below is what the ToolTipText will look like at run time:

Displaying ToolTips for Buttons on the Toolbar

1. Select the toolbar button from the C1ToolBar control on your form.
2. The command link's properties for the C1ToolBar appear in the Properties Toolbox on the right-pane. Locate the **C1CommandLinks** properties and expand the **Command** properties.
3. Set the ShowTextAsToolTip to **False**.
4. Select the ToolTipText property and enter the information in the textbox that you want to appear when the user mouses over the toolbar button.
5. Save and run your application. Here is what the ToolTip text will look like for the toolbar button when you mouse over the volcano:



Note: If you leave the ShowTextAsToolTip property to its default value, **True**, then the toolbar button's text will be displayed when the user mouses over the toolbar button rather than the ToolTip's text. Also, delete the information that you entered for the ToolTipText property in the toolbox. The toolbar appears like the following image:

Displaying ToolTips Text for Buttons on the Outbar

You can follow the same procedure listed above to display ToolTips for buttons on the outbar.

Hiding Rarely Used Menu Items

To hide menu items that have not been used for a long time, use the RecentLinksThreshold property of the C1CommandHolder object to enable this feature.

To turn on the feature, set this property to a value between 0 and 100. A good starting point is 50.

Merging Menu Items

To merge the links from the current menu with the links in the child form's menu, use the MergeCommandLinks method:

To write code in Visual Basic

```
Visual Basic
Me.c1CommandHolder1.MergeCommandLinks(Me.c1MainMenu1.CommandLinks,
Me.c1MainMenu1.CommandLinks,
_form2.c1MainMenu1.CommandLinks)
```

To write code in C#

```
C#
this.c1CommandHolder1.MergeCommandLinks(this.c1MainMenu1.CommandLinks,
this.c1MainMenu1.CommandLinks,
_form2.c1MainMenu1.CommandLinks);
```

Modifying the Appearance of the Menus

To modify C1MainMenus properties, use the property editor at design time.

To customize each menu item, use the associated properties as demonstrated in the following steps:

1. Right-click on the C1MainMenu control. Select **Menu Properties** in the context menu.

   Note: You can also view **C1MainMenu**'s properties in the Properties window.
2. Select **C1MainMenu1** from the Properties drop-down box and set the related **Font** properties:
   - **Font** = **Verdana**
   - **Font Size** = **11pt**
3. Select **C1MainMenu1** control from the Properties drop-down box and set the following properties:
   - BackColor = Select the **Web** tab and select **Alice Blue**.
   - BackHiColor= **#66CCFF**
   - ForeColor = Select the **Web** tab and select **Navy**.
   - ForeHiColor = **Black**
4. Build and run the Web application.

This topic illustrates the following:

- Unless otherwise modified, the submenu items inherit formatting from the parent Menu.
- You can modify the individual items as necessary.

The appearance of the C1MainMenu looks the picture:

Note: This graphic illustrates the appearance of the C1MainMenu with content that was not added in this topic.

Setting the Width of the Image/Checkmarks Bar

To set the image/checkmark's bar in a C1CommandMenu, use the ImageBarWidth property.

Set the ImageBarWidth property of **C1CommandMenu** to a value greater than zero.

Showing a Dialog Form when a Message Filter is not Installed

C1Command's Menus and Toolbars rely on installing a message filter (implementing the IMessageFilter interface) to implement main menu and some other functionality. In some cases (for example, when C1Command is used in a component's designer, and is run in Visual Studio's design time), installing a message filter does not work. In such cases, C1Command can still be used.

The following code fragment demonstrates how to show a dialog box when a message filter could not be installed. You can use this approach, for example, if you want to show a dialog box in your component's designer.

To write code in Visual Basic

Visual Basic

```
Imports C1.Win.C1Command;
    C1CommandHolder.UninstallMessageFilter()
    ' Create the C1CommandMsgHook
    Dim hook As New C1CommandMsgHook()
    hook.Install()
    Try
        result = dialog.ShowDialog()
    Finally
                Hook.Uninstall();
    End Try
```

To write code in C#

C#

```
using C1.Win.C1Command;
        ...
        C1CommandHolder.UninstallMessageFilter();
        C1CommandMsgHook hook = new C1CommandMsgHook();
        hook.Install();
        try
        {
          result = dialog.ShowDialog();
        }
        finally
        {
          hook.Uninstall();
        }
```

Wrapping Items at the End of the Menu

To wrap the items at the end of the menu, use the Wrap property of C1MainMenu.

If **True** (default), the menu is wrapped when the window is not wide enough. If **False**, the menu is not wrapped, and the extension menu is added at the end instead.

ToolBar Tasks

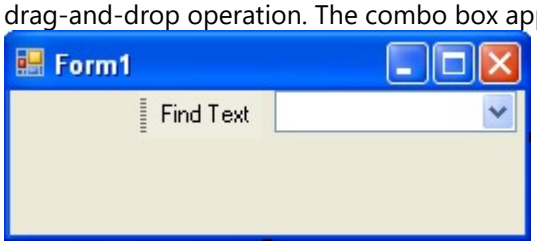
This section shows how to perform specific toolbar tasks.

Adding an Arbitrary Control to the Toolbar

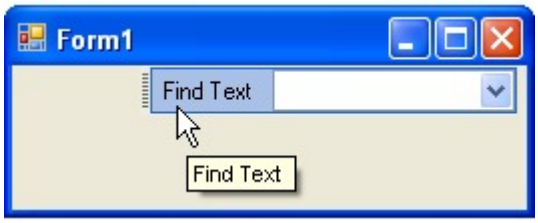
To add an arbitrary control to your toolbar, complete the following steps:

1. Add the C1CommandDock control to your form.
2. Place the C1ToolBar control onto the C1CommandDock using a drag-and-drop operation.
3. Right-click on the C1ToolBar located on your form. Select **Edit** from the context menu. The **Link to Command** designer appears. Set the following fields in the **Link to Command** designer:
   - **Text** textbox to **Find text:**
   - **Name** to **c1CommandControl1**
   - Command Type to **C1CommandControl**

   Press the **OK** button in the **Edit** dialog box.
4. Select the **C1CommandControl** from the Create a new command list box.
5. Select **c1CommandLink1** from the Properties drop-down list, then set the ButtonLook property to **Text** . The toolbar button appears as text.
6. Select the Windows form tab and place the **ComboBox** control to the right side of the **C1ToolBar** using a drag-and-drop operation. The combo box appears like the following:



7. Select **c1CommandControl1** from the Properties drop-down list, then select the Control property, and select **comboBox1** from its drop-down list.
8. Build and run the application. Your toolbar will appear like this at run time:



Adding an Image to the Toolbar Button

This topic assumes you have a toolbar button created. To add an image to your toolbar button in code, complete the following steps:

1. Locate the command in your source file that you want to add an image to.
2. Enter the following code to add an image to your toolbar button:

   To write code in Visual Basic

```
Visual Basic
```

```
cNew.Image = System.Drawing.Image.FromFile("C:\bitmap\New.bmp")
```

To write code in C#

```
C#
cNew.Image = System.Drawing.Image.FromFile("C:\\bitmap\\New.bmp");
```

Adding Separators Between the Buttons

To add separators between the buttons, complete the following steps:

1. Right-click the second toolbar button and select **Properties** from its context menu.
2. Locate the appearance properties and set the Delimiter property to **True**.
3. Save and run your application. The button separator appears like the following:

Changing the Position of the Toolbar from Horizontal to Vertical

To change the position of the toolbars from horizontal to vertical, use the Horizontal property. To do this, complete the following steps:

1. Create a toolbar.
2. Use the following code to make the toolbar appear vertical:

To write code in Visual Basic

```
Visual Basic
toolbar.Horizontal = False
```

To write code in C#

```
C#
toolbar.Horizontal = False;
```

Creating a Toolbar

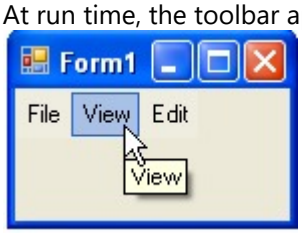
You can create a toolbar at design time or through code. Click on either of the following links to expand the steps for the designer or for the code.

To create a toolbar at design time

To create a C1ToolBar using its **Link to Command** designer, complete the following steps;.

1. Place a **C1ToolBar** control on the form, then right-click the **C1ToolBar** control and select **Edit** from its context menu. The **Link to Command** designer for the selected toolbar item appears.
2. Enter **File** in the **Text** textbox, and then click **OK**.
3. Select **c1CommandLink1** from the Properties drop-down list. Set the CommandLink's ButtonLook property field for the File toolbar button to **Text**. The File toolbar button appears as text.
4. Right-click on the C1ToolBar control and select **Append Item** from the context menu. The new command link will be added after the current one. The **Link to Command** designer appears.
5. Enter **Edit** in the **Text** textbox and press the **OK** button.
6. Select **c1CommandLink2** from the **Properties** drop-down list box. Set the CommandLink's ButtonLook property field for the **Edit** toolbar button to **Text**.
7. Right-click on the Edit toolbar button and select **Insert Item** from its context menu. The new command link will be added before the current one. The **Link to Command** designer.
8. Enter **View** in the **Text** textbox then click **OK**.
9. Select **c1CommandLink3** from the Properties drop-down list. Set the CommandLink's ButtonLook property field for the View toolbar button to **Text**.
10. Build and run the Windows application.

    At run time, the toolbar appears like the following image:



To create a toolbar programmatically

To programmatically create a C1ToolBar with text buttons, complete the following steps:

1. Add the C1.Win.C1Command namespace to your references in your project.
2. Declare the namespace in your source file, then add a **C1CommandHolder** to hold the toolbar.

   To write code in Visual Basic

   Visual Basic

```
Imports C1.Win.C1Command
Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
```

   To write code in C#

   C#

```
using C1.Win.C1Command;
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
```

3. Create a new C1ToolBar, then add the C1ToolBar on your form.

   To write code in Visual Basic

   Visual Basic

```
Dim tb As New C1ToolBar()
Me.Controls.Add(tb)
```

   To write code in C#

```
C#
C1ToolBar tb = new C1ToolBar();
this.Controls.Add(tb);
```

4. Assign the C1CommandHolder to the C1ToolBar, then create a new command for the toolbar. The name for the new command will be called **File**.

To write code in Visual Basic

```
Visual Basic
tb.CommandHolder = ch
Dim cFile As New C1Command()
cFile.Text = "File"
```

To write code in C#

```
C#
tb.CommandHolder = ch;
C1Command cFile = new C1Command();
cFile.Text = "File";
```

5. Create a new commandlink for the new command in the toolbar, then add the new commandlink to the toolbar.

To write code in Visual Basic

```
Visual Basic
Dim cl As C1CommandLink
cl = New C1CommandLink(cFile)
tb.CommandLinks.Add(cl)
```

To write code in C#

```
C#
C1CommandLink cl = new C1CommandLink(cFile);
tb.CommandLinks.Add(cl);
```

6. Make the commandlink appear as text, then create another command for the toolbar and call it **View**.

To write code in Visual Basic

```
Visual Basic
cl.ButtonLook = ButtonLookFlags.Text
Dim cView As New C1Command()
cView.Text = "View"
```

To write code in C#

```
C#
cl.ButtonLook = ButtonLookFlags.Text;
C1Command cView = new C1Command();
cView.Text = "View";
```

7. Create a new commandlink for the new command, **View**, then add it to the toolbar.

To write code in Visual Basic

```
Visual Basic
cl = New C1CommandLink(cView)
tb.CommandLinks.Add(cl)
```

To write code in C#

```
C#
cl = new C1CommandLink(cView);
tb.CommandLinks.Add(cl);
```

8. Make the commandlink for **View** appear as text, then create another command and call it **Edit**.

To write code in Visual Basic

```
Visual Basic
cl.ButtonLook = ButtonLookFlags.Text
Dim mEdit As New C1Command()
mEdit.Text = "Edit"
```

To write code in C#

```
C#
cl.ButtonLook = ButtonLookFlags.Text;
C1Command mEdit = new C1Command();
mEdit.Text = "Edit";
```

9. Create a new commandlink for the new command, **Edit**, then add the commandlink to the toolbar.

To write code in Visual Basic

```
Visual Basic
cl = New C1CommandLink(mEdit)
tb.CommandLinks.Add(cl)
```

To write code in C#

```
C#
cl = new C1CommandLink(mEdit);
tb.CommandLinks.Add(cl);
```

10. Make the command link for the edit toolbar button to appear as text.

To write code in Visual Basic

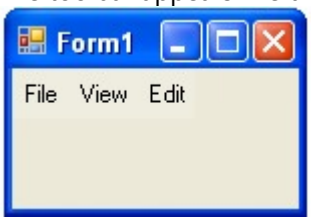
```
Visual Basic
cl.ButtonLook = ButtonLookFlags.Text
```

To write code in C#

```
C#
cl.ButtonLook = ButtonLookFlags.Text;
```

11. Save and run your application.

    The toolbar appears like the following:



Docking a Toolbar Programmatically

To make a C1ToolBar dockable by using the C1CommandDock class, complete the following steps:

> **Note:** This topic assumes you have a C1ToolBar created in code.

1. Create a new C1CommandDock and call it dock.

   To write code in Visual Basic

```
Visual Basic
Dim dock As New C1CommandDock()
```

   To write code in C#

```
C#
C1CommandDock dock = new C1ComandDock();
```

2. Add the C1CommandDock to your control so it will appear on the form.

   To write code in Visual Basic

```
Visual Basic
Me.Controls.Add(dock)
```

   To write code in C#

```
C#
this.Controls.Add(dock);
```

Increasing the Image Size in the Toolbar

To display larger icons/bitmaps you need to increase the size of the button in the Toolbar. This will in turn increase the size of the image. You can use the MinButtonSize property of the toolbar to achieve this behavior. The default size for the MinButtonSize property is 24 pixels.

To increase the size of the button in the toolbar at design time, complete the following task:

- Open the **C1ToolBar Tasks** menu and enter **50 pixels** in the C1ToolBar.MinButtonSize text box.

OR

- Set C1ToolBar.MinButtonSize property to **40 pixels** through its Properties window.

The following toolbar image had a minimum button size that has been increased to 40 pixels:

Modifying the Appearance of the Toolbar

To modify the appearance of the toolbar, complete the following steps:

1. Select the C1ToolBar drop-down arrow in the Properties window.
2. Expand the Font properties of the C1ToolBar component. Set the following font properties:
   Font.Name = **Arial**
   Font.Size = **9**
3. Set the following C1ToolBar properties:
   BackColor = **#0066CC**
   BackHiColor = **Pale Turquoise**
   ForeColor = **White**
   ForeHicolor = **#003399**
4. Expand the C1ToolBar.**Border** properties node. Set the following C1ToolBar properties:
   Border.Light Color = **Pale Turquoise**
   Border.Style = **Outset**
   Border.Width = **3**
   The toolbar appears like the following at run time:

Making the ToolBar Appear Like the Default Toolbar in Internet Explorer(IE)

This topic demonstrates how to make the C1ToolBar appear like the default toolbar in IE by using the **ButtonLookFlags** enumeration. The **ButtonLookFlags** enumeration contains the parameters: *Text*, *TextAndImage*, *Image*, and *Default*. These parameters give you the ability to modify your toolbar button to show text, text and an image, or just an image.

The following code demonstrates how you can make the C1ToolBar appear like the default toolbar in IE. The following example uses all of the parameters (*TextAndImage*, *Image*, *Default*, and *Text*) contained in the **ButtonLookFlags** enumeration to make the C1ToolBar appear similar to the IE toolbar:

1. Create the first toolbar button and make it appear as an image. The following code shows you how to use the **ButtonLookFlags** enumeration to make the toolbar button appear as an image:

   To write code in Visual Basic

```
Visual Basic
Dim ch As C1CommandHolder = C1CommandHolder.CreateCommandHolder(Me)
Dim tb As New C1ToolBar()
```

```
Me.Controls.Add(tb)
tb.CommandHolder = ch
Dim cNew As New C1Command()
Dim cl As C1CommandLink
cNew.Text = "New"
cNew.Image = System.Drawing.Image.FromFile("C:\Images\New.bmp")
cl = New C1CommandLink(cNew)
tb.CommandLinks.Add(cl)
'Use the ButtonLookFlags enumeration to make the toolbar button appear as an image
cl.ButtonLook = ButtonLookFlags.Image
```

To write code in C#

C#

```
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
C1ToolBar tb = new C1ToolBar();
this.Controls.Add(tb);
tb.CommandHolder = ch;
C1Command cNew = new C1Command();
cNew.Text = " New ";
cl = new C1CommandLink(cNew);
tb.Commandlinks.Add(cl);
//Use the ButtonLookFlags enumeration to make the toolbar button appear as an image
cl.ButtonLook = ButtonLookFlags.Image;
```

2. Create a second toolbar button and make it appear as text and image. The following code shows you how to use the **ButtonLookFlags** enumeration to make the toolbar button appear as text and an image:

To write code in Visual Basic

Visual Basic

```
Dim cOpen As New C1Command()
cOpen.Text = "Open"
cl = New C1CommandLink(cOpen)
cOpen.Image =  System.Drawing.Image.FromFile("C:\Images\FileOpen.bmp")
tb.CommandLinks.Add(cl)
'Use the ButtonLookFlags enumeration to make the toolbar button appear as text and an
image
cl.ButtonLook = ButtonLookFlags.TextAndImage
```

To write code in C#

C#

```
C1Command cOpen = new C1Command();
cOpen.Text = "Open";
cl = new C1CommandLink(cOpen);
cOpen.Image = System.Drawing.Image.FromFile("C:\Images\FileOpen.bmp");
tb.CommandLinks.Add(cl);
//Use the ButtonLookFlags enumeration to make the toolbar button appear as text and
an image
cl.ButtonLook = ButtonLookFlags.TextAndImage;
```

3. Create a third toolbar button and make it appear as the default appearance. The following code shows you how to use the **ButtonLookFlags** enumeration to make the toolbar button appear as the default appearance:

To write code in Visual Basic

```
Visual Basic
Dim cSave As New C1Command()
cSave.Text = "Save"
cl = New C1CommandLink(cSave)
tb.CommandLinks.Add(cl)
cSave.Image = System.Drawing.Image.FromFile("C:\Images\FileSave.bmp")
'Use the ButtonLookFlags enumeration to make the toolbar button appear as default
cl.ButtonLook = ButtonLookFlags.Default
```

To write code in C#

```
C#
C1Command cSave = new C1Command();
cSave.Text = "Save";
cl = new C1CommandLink(cSave);
tb.CommandLinks.Add(cl);
cSave.Image = System.Drawing.Image.FromFile("C:\Images\FileSave.bmp")
//Use the ButtonLookFlags enumeration to make the toolbar button appear as default
cl.ButtonLook = ButtonLookFlags.Default;
```

4. Create a fourth toolbar button and make it appear as text. The following code shows you how to use the **ButtonLookFlags** enumeration to make the toolbar button appear as text:

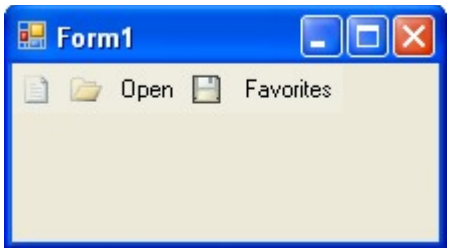
To write code in Visual Basic

```
Visual Basic
Dim cFavorites As New C1Command()
cFavorites.Text = "Favorites"
cl = New C1CommandLink(cFavorites)
tb.CommandLinks.Add(cl)
'Use the ButtonLookFlags enumeration to make the toolbar button appear as text
cl.ButtonLook = ButtonLookFlags.Text
```

To write code in C#

```
C#
C1Command cFavorites = new C1Command();
cFavorites.Text = "Save";
cl = new C1CommandLink(cFavorites);
tb.CommandLinks.Add(cl);
//Use the ButtonLookFlags enumeration to make the toolbar button appear as text
cl.ButtonLook = ButtonLookFlags.Text;
```

5. Save and run your application. Your C1ToolBar will appear similar to the following toolbar:



Note: Your toolbar images will appear different from the toolbar images in this image. The first, second, third, and fourth toolbar buttons are shown as an image, text and image, default, and text, respectively.

Making the Image in the Toolbar Button Appear More Vibrant

The SmoothImages property is enabled by default to draw smooth images for unselected items. You can set this property to **False** to make the unselected images appear more vibrant.

The following table illustrates the difference between the SmoothImages property enabled (**True**) and disabled (**False**):

Property	Toolbar Images
False	
True	

Specifying a Docking/Floating Position

This topic demonstrates how to specify a position for your C1CommandDock in code.

To dock your toolbar to the top, enter the following code:

To write code in Visual Basic

```
Visual Basic
dock.Dock = DockStyle.Top
```

To write code in C#

```
C#
dock.Dock = DockStyle.Top;
```

Note: If you want to dock your toolbar to the bottom, left, or right, change the *Top* parameter to its desired position: *Bottom*, *Left* or *Right*.

Turning on the Customization Feature

Setting the CustomizeButton property to **True** can turn on the customization feature, which enables the user to customize the toolbars at run time. For more information about this feature, see Run Time Customization for ToolBars.

Wrapping Text in a ToolBar

To wrap the text in a C1ToolBar, use the WrapText property. To do this, complete the following steps:

1. Set the ButtonWidth property to a value greater than zero
2. Set the WrapText property to **True**.

Context Menu Tasks

This section shows how to perform specific context menu tasks.

Adding a ContextMenu to a Control

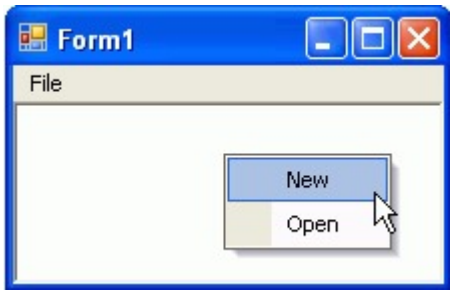
You can add a C1ContextMenu to a control at design time or through code. Click on either of the following links to expand the steps for the designer or for the code.

To add a C1ContextMenu to a Control at design time

To create a context menu and associate it with a menu item, complete the following tasks:

> **Note:** In this example, a C1ContextMenu is associated with a menu item.

1. Place a C1MainMenu on the form, right-click **New Command**, and then select **Edit** from its context menu. The **Link to Command** designer appears.
2. In the **Link to Command** designer, change the following command properties.
    - Text textbox to **File**
    - Name textbox to **MenuFile**
3. Select **ContextMenu** from the **Create a new command** listbox. This will create a command with a submenu which can be used as a context menu. Select **OK**, in the **Link to Command** dialog box. The new **C1MainMenu**, **File** will appear.
4. Right-click on the **New Command** item in the **File** menu and select **Edit** from its context menu. Set the properties in the **Link to Command** designer to the following:
    - **Text** to **New**
    - **Name** to **cmdFileNew**
5. Select **C1Command** from the **Create a new command** listbox.
6. Click **OK**.
7. Right-click the **New** menu, select **Append Item** from its context menu, and then set its properties in the **Link to Command** designer to the following:
    - **Text** to Open
    - **Name** to cmdFileOpen
8. Select **C1Command** from the Create a new command listbox.
9. Click **OK**.
10. Select the **Windows Form** tab from the Toolbox and place the **RichTextBox** control onto your form using a drag-and-drop operation.
11. Select the **richTextBox1** control from the **Properties** drop-down list box then set its **Dock** property to **Fill**.
12. Select the **MenuFile** from the Properties drop-down list, then select the **Category** property and enter **File** in its box.
13. Select **richTextBox1** from the Properties drop-down list, then select the **C1ContextMenu on C1CommandHolder** property, and then select **MenuFile**.
14. Run the application and then right-click your mouse anywhere in the rich text box. The context menu for the **File** menu appears like the following image.



To add a C1ContextMenu to a control programmatically

To add a C1ContextMenu to a control, complete the following steps:

1. Attach the **C1.Win.C1Command** to your reference project located in the solution explorer, and then add the **C1.Win.C1Command** namespace to your source file.
2. Place the **TextBox** control onto your form using a drag-and-drop operation.
3. To create a C1CommandHolder so it will hold the command, double-click on the form control to create a **Form_Load** event handler and add the following code:

> **Note:** Use the try and catch method if you want to create more than one command holder for a form. This will catch and ignore the exception when the second attempt to create another commandholder fails.

To write code in Visual Basic

```
Visual Basic
Dim ch As C1.Win.C1Command.C1CommandHolder
ch = C1CommandHolder.CreateCommandHolder(Me)
```

To write code in C#

```
C#
C1CommandHolder ch = C1CommandHolder.CreateCommandHolder(this);
```

4. Create and set up a copy command, then use the Click event to copy the command when you click on the menu item. Also set up the query handler for the commands so their command is kept up to date automatically by c1command. Add the following code within the form load event handler:

To write code in Visual Basic

```
Visual Basic
' Create and set up the Copy command
Dim cmdCopy As C1Command = ch.CreateCommand()
cmdCopy.Text = "&Copy"
AddHandler cmdCopy.Click, AddressOf clickCopy
AddHandler cmdCopy.CommandStateQuery, AddressOf queryCopy
```

To write code in C#

```
C#
// Create and set up the Copy command
C1Command cmdCopy = ch.CreateCommand();
cmdCopy.Text = "&Copy";
```

```
cmdCopy.Click += new C1.Win.C1Command.ClickEventHandler(clickCopy);
cmdCopy.CommandStateQuery += new
C1.Win.C1Command.CommandStateQueryEventHandler(queryCopy);
```

5. Create a context menu to hold the copy command, then assign the context menu to the text box control. In order to create a context menu you must create a command in the C1CommandHolder and assign it to the context menu. Use the **C1CommandHolder.CreateCommand** and **C1CommandHolder.SetC1ContextMenu** methods from the C1CommandHolder class. Add the following code within the **Form_Load** event handler:

To write code in Visual Basic

Visual Basic

```
Dim cm As C1ContextMenu = Ctype(ch.CreateCommand(GetType(C1ContextMenu)),
C1ContextMenu)
' Fill it with the links to the commands
cm.CommandLinks.Add(New C1CommandLink (cmdCopy))
ch.SetC1ContextMenu(TextBox1, cm)
```

To write code in C#

C#

```
C1ContextMenu cm = ch.CreateCommand(typeof(C1ContextMenu)) as C1ContextMenu;
// Fill it with the links to the commands
cm.CommandLinks.Add(new C1CommandLink(cmdCopy));
ch.SetC1ContextMenu(textBox1, cm);
```

6. Invoke the **clickCopy** method to handle the copy command action. Use the **queryCopy** method to provide the current state of the copy command. When you click the copy command from the context menu, the current text will be copied into the textbox. You can achieve this by using the following code:

To write code in Visual Basic

Visual Basic

```
Private Sub clickCopy(ByVal sender As Object, ByVal e As
C1.Win.C1Command.ClickEventArgs)
   Me.textBox1.Copy()
End Sub

 ' provides the current state of the copy command

Private Sub queryCopy(ByVal sender As Object, ByVal e As
C1.Win.C1Command.CommandStateQueryEventArgs)
   e.Enabled = Me.textBox1.SelectionLength > 0
End Sub
```

To write code in C#

C#

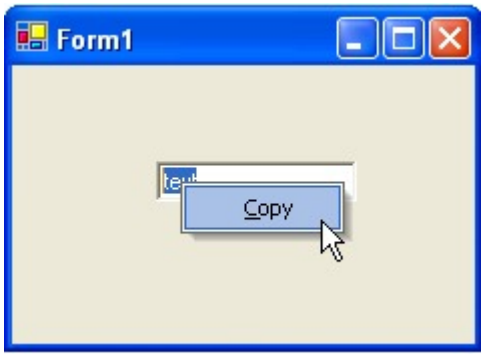
```
private void clickCopy(object sender, C1.Win.C1Command.ClickEventArgs e)
    {
        this.textBox1.Copy();
```

```
    }

//provides the current state of the copy command

private void queryCopy(object sender, C1.Win.C1Command.CommandStateQueryEventArgs e)
    {
        e.Enabled = this.textBox1.SelectionLength > 0;
    }
```

7. Save and run the application. Enter some text into the text box, then right-click the text to make the context menu appear. The following image shows how the context menu appears next to the text box control at run time:



Retrieving the ContextMenu Control Attached to the TextBox

Use the GetC1ContextMenu method of C1CommandHolder class to determine which C1ContextMenu is attached to a control. The GetC1ContextMenu method returns the context menu attached to a specific control.

To retrieve the name of the **C1ContextMenu** control attached to the **C1TextBox1**, use the following code:

To write code in Visual Basic

Visual Basic

```
' retrieves the contextmenu attached to the C1TextBox control
Dim contextMenu As C1.Win.C1Command.C1ContextMenu
contextMenu = C1CommandHolder1.GetC1ContextMenu(C1TextBox1)
MessageBox.Show(ContextMenu.Name)
```

To write code in C#

C#

```
//retrieves the contextmenu attached to the C1TextBox control
C1.Win.C1Command.C1ContextMenu contextMenu;
contextMenu = C1CommandHolder1.GetC1ContextMenu(C1TextBox1);
MessageBox.Show(ContextMenu.Name);
```

Linking the Context Menu to a NotifyIcon Control

C1ContextMenu supports linking to the standard **NotifyIcon** Control.

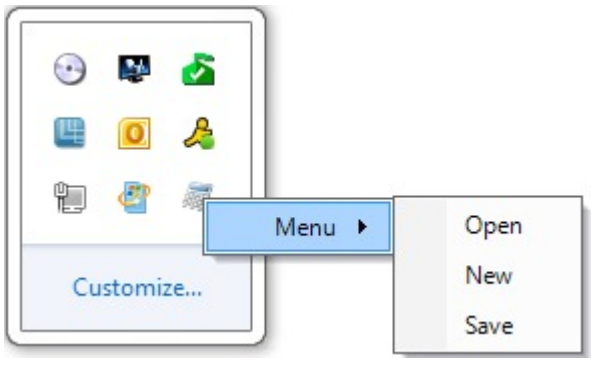
To link a C1ContextMenu to a **NotifyIcon** Control at design time, follow these steps:

1. Double-click on the C1ContextMenu control to add it to the component tray. This will also add a

C1ComponentHolder control to the component tray.
2. Right-click on the C1ContextMenu control and select **Edit** from its context menu. A **New Command** item will appear on the form.
3. Right-click the **New Command** item and select **Edit** from its context menu to open the **Link to Command** designer.
4. Change the following command properties in the **Link to Command** designer:
    - Change the **Name** textbox text to **MenuFile**.
    - Change the **Text** textbox text to **Menu**.
5. Select C1CommandMenu from the Create a new command listbox.
6. Select **OK** in the **Link to Command** designer and the new menu will appear on the form.
7. Right-click the **New Command** item in the Menu and select **Edit** from its context menu to open the **Link to Command** designer.
8. Change the following properties in the **Link to Command** designer:
    - Change the **Name** textbox text to **OpenFile**.
    - Change the **Text** textbox tect to **Open**.
9. Select **View | Properties** from the Visual Studio toolbar. Select **C1ContextMenu1** from the drop-down list at the top of the Properties window.
10. Set the C1ContextMenu property to **C1ContextMenu1**.
11. Double-click the **NotifyIcon** component in the Windows Forms Toolbox to add the component to the component tray.
12. Right-click on the component and select **Choose an icon** from its context menu. Choose an icon to represent the component at run time.
13. Select **View | Properties** from the Visual Studio toolbar. Select **notifyicon1** from the drop-down list at the top of the Properties window.
14. Set the C1ContextMenu property to **C1ContextMenu1** to link the two components.
15. Run your application. The icon you chose to represent the **NotifyIcon** component will appear in the System Tray. Note that when you right-click the icon, the context menu opens.

This topic illustrates

Linking a C1ContextMenu to a standard Windows Forms control.



Adding a ContextMenu to a DockingTab

Complete the following steps to add a C1ContextMenu control to a C1DockingTab control.

1. Locate the C1ContextMenu control in your Toolbox and double-click the control to add it to your Component Tray. A C1CommandHolder will also be added to the Component Tray.
2. Use the C1ContextMenu smart tag to open the C1ContextMenu **Tasks Menu**. Select **Add Item** from the **Tasks Menu** to add an item to the C1ContextMenu. Add two more items to the menu.
3. Place a C1DockingTab control on the form and open the C1DockingTab Context Menu. Select **Add Page**

from the context menu. Add several pages to the C1DockingTab.
Select the C1DockingTab control on your form to view the properties. Click the Events button and locate the **MouseClick** event. Insert **c1DockingTab1_MouseClick** to create the **MouseClick** event.

4. Right-click on the form and select **View Code** from the list. Insert the following code after the **InitializeComponent()** method:

To write code in Visual Basic

Visual Basic

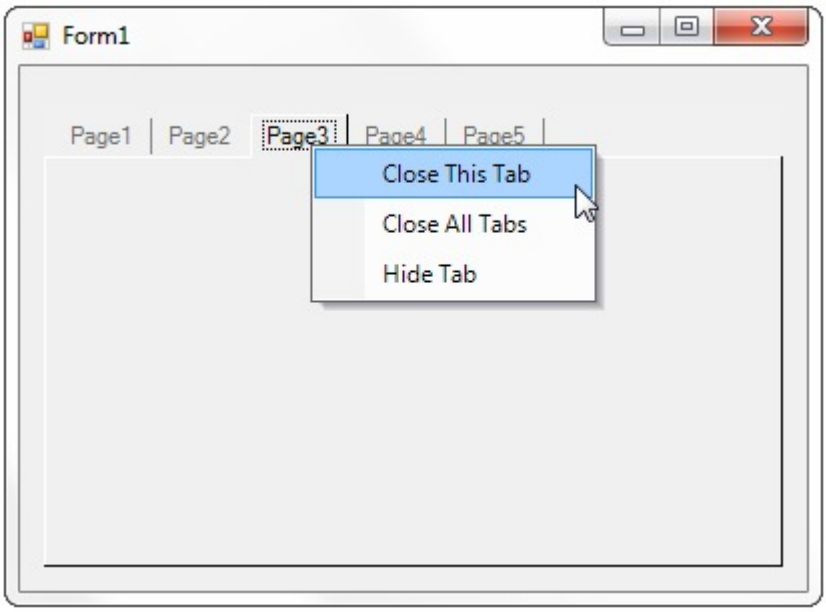
```
Private Sub c1DockingTab1_MouseClick(ByVal sender As Object, ByVal e As
MouseEventArgs)
    If (e.Button = System.Windows.Forms.MouseButtons.Left) Then
        If (e.X > Me.c1DockingTabPage1.Location.X) Then
            c1ContextMenu1.ShowContextMenu(Me.c1DockingTab1, New Point(e.X, e.Y))
        Else
            Me.c1DockingTab1.ContextMenu = Nothing
        End If
    End If
End Sub
```

To write code in C#

C#

```
private void c1DockingTab1_MouseClick(object sender, MouseEventArgs e)
    {
        if (e.Button == System.Windows.Forms.MouseButtons.Left)
        {
            if (e.X > this.c1DockingTabPage1.Location.X)
            {
                c1ContextMenu1.ShowContextMenu(this.c1DockingTab1, new Point(e.X,
e.Y));
            }
            else
                this.c1DockingTab1.ContextMenu = null;
        }
    }
```

5. Press F5 to run your application. Note that when you click on a tab, the C1ContextMenu opens:



DockingTab Tasks

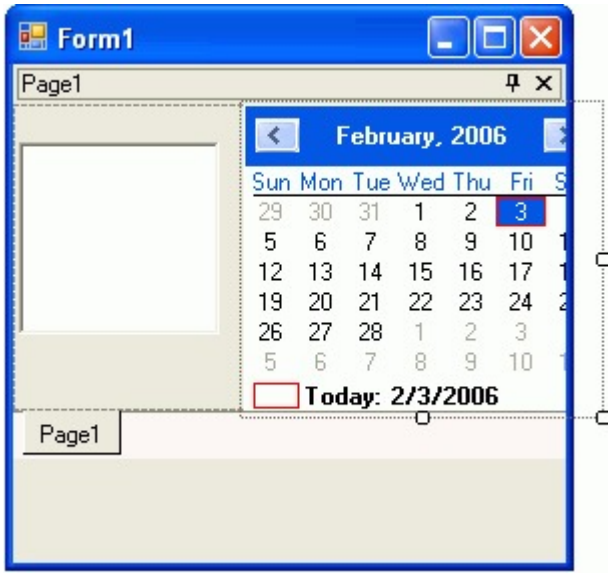
This section shows how to perform specific docking tab tasks.

Adding a Scrollbar to a DockingTab

To add a scrollbar to a C1DockingTab, complete the following steps:

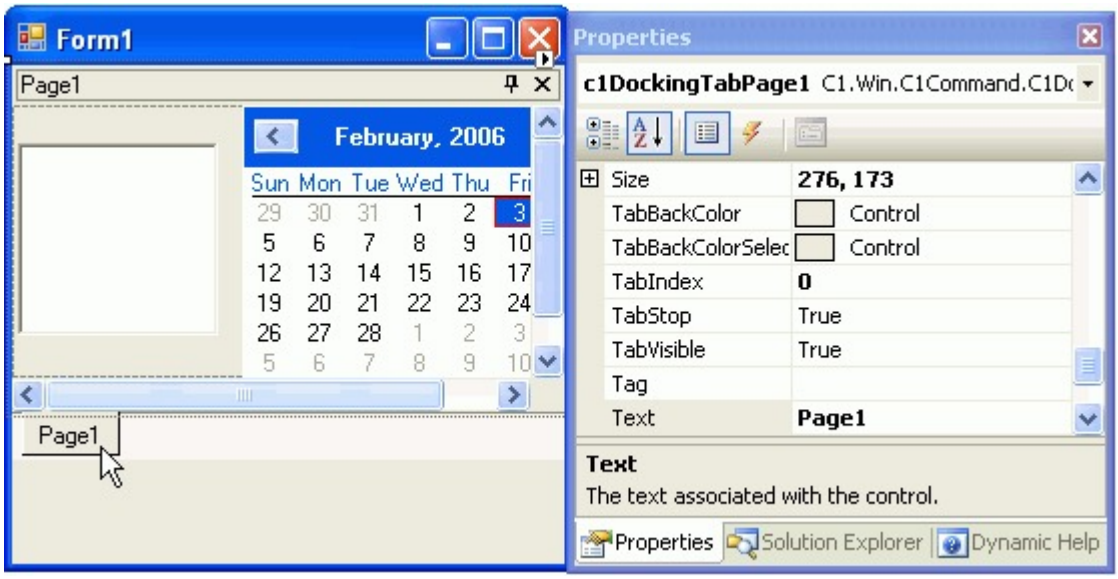
> **Note:** The C1DockingTab does not have its own scrollbar.

1. Place a C1CommandDock control on the form, and then set its **Dock** property to **Fill**.
2. Add a C1DockingTab inside the C1CommandDock.
3. Add a **Panel** control inside the C1DockingTabPage, and then set the Panel's **Dock** property to **Fill**.
4. Place a few Windows Form controls inside Panel1 of the C1DockingTabPage.



5. Set **Panel1**'s AutoScroll property to **True**.

The scrollbars appear for the C1DockingTab.



Closing a DockingTabPage

You can close the C1DockingTabPage in code by using the TabVisible property of the C1DockingTabPage. The following code can be used for closing the first page:

To write code in Visual Basic

```
Visual Basic
Me.C1DockingTab1.TabPages(0).TabVisible = False
```

To write code in C#

```
C#
this.C1DockingTab1.TabPages(0).TabVisible = False;
```

Determining if the DockingTab is Floating

To find out if the docking tab is currently Floating, use the Floating (run time) only property of the C1DockingTab. This syntax of the property is as following:

To write code in Visual Basic

```
Visual Basic
Public Floating As Boolean
```

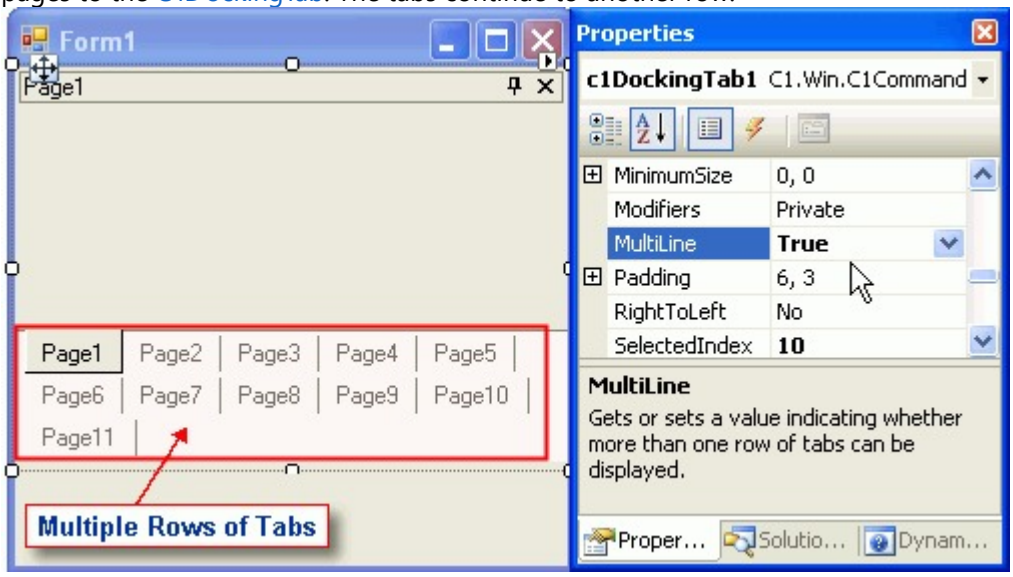
To write code in C#

```
C#
Public bool Floating {get;}
```

Displaying Multiple Tab Rows

To display more than one row of tab in a C1DockingTab, set the MultiLine property of the C1DockingTab class to **True**. To do this, complete the following tasks:

1. Set the MultiLine property of the C1DockingTab class to **True**.
2. Right-click on **Page1** of the C1DockingTabPage and select **Add Page** from its context menu. Add several pages to the C1DockingTab. The tabs continue to another row.



Displaying the Same Set of Controls on each DockingTabPage

To display the first set of controls on C1DockingTabPage for the rest of the C1DockingTabPages without duplicating them, perform the following steps:

1. Add a panel to the first C1DockingTabPage and then set its **Dock** property to **Fill** so it spans the whole C1DockingTabPage.
2. Add the controls on the panel.
3. In the **SelectedIndexChanging** event handler move the panel from the previous docking tab page to the new one.

To write code in Visual Basic

```
Visual Basic
Me.dockingTab.SelectedTab.Controls.Add (myPanel)
```

To write code in C#

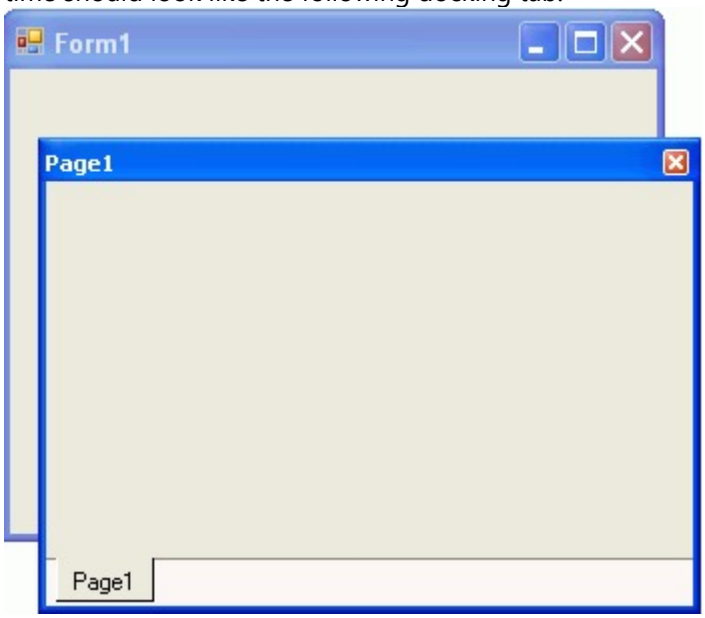
```
C#
this.dockingTab.SelectedTab.Controls.Add (myPanel);
```

Enabling DockingTab Docking and Floating

To add a C1DockingTab to your form, complete the following basic operations:

1. Place the C1CommandDock control onto your form using a drag-and-drop operation.
2. The C1CommandDock will dock to the left side of the form. Select the drop-down arrow in the **C1CommandDock.Dock** property and click the top rectangle. This will dock the **C1CommandDock** control to the top of the form.
3. Place the C1DockingTab control inside the C1CommandDock control using a drag-and-drop operation. It will appear like this on your form:

4. Build and run the application. Select **Page1** with your mouse and drag it downward. Your docking tab at run time should look like the following docking tab:



Note: You can use the C1CommandDock property FloatHide to control how the C1DockingTabPage behaves at run-time. This property allows you to choose to keep focus on the tab pages when the application loses focus. There are three possible settings for C1CommandDock.FloatHide: **Default**, **Never**, or **FocusLost**.

Enabling or Disabling Focus Cues

You can easily enable or disable focus cues for the C1DockingTab using the C1DockingTab.TabsShowFocusCues property. By default, this property is set to **true**. This topic will cover setting this property to false in design time and in code.

In Design Time

In the Properties window, set the C1DockingTab.TabsShowFocusCues to **false**.

In Code

To write code in Visual Basic

```
Visual Basic
c1DockingTab1.TabsShowFocusCues = false
```

To write code in C#

```
C#
c1DockingTab1.TabsShowFocusCues = false;
```

Loading and Saving the Layout of the DockingTab

You can save and load the layout of the C1DockingTab by using the SaveLayout and RestoreLayout methods. The syntax for the methods is as follows:

To write code in Visual Basic

```
Visual Basic
' Saves the current layout of the tabs on the form to the specified file.
Shared Sub SaveLayout(form As Form, filename As String)

'Restores the previously saved layout of the tabs on the form from the specified file
Sub RestoreLayout(form As Form, filename As String)
```

To write code in C#

```
C#
//Saves the current layout of the tabs on the form to the specified file.
static void SaveLayout(Form form, string filename);

//Restores the previously saved layout of the tabs on the form from the specified file
Static void RestoreLayout(Form form, string filename);
```

The following code is an example of how these methods can be applied:

To write code in Visual Basic

```
Visual Basic
//Saves the current layout of the tabs on the form to the specified file.
C1DockingTab.SaveLayout(myForm, "myLayoutFile.xml")

'Restores the previously saved layout of the tabs on the form from the specified file
C1DockingTab.RestoreLayout(myForm, "myLayoutFile.xml")
```

To write code in C#

```
C#
//Saves the current layout of the tabs on the form to the specified file.
C1DockingTab.SaveLayout (myForm, "myLayoutFile.xml");

//Restores the previously saved layout of the tabs on the form from the specified file
C1DockingTab.RestoreLayout(myForm, "myLayoutFile.xml");
```

Moving Tab Pages at Run Time

To move tabs in different positions, use the CanMoveTabs property.

In the properties toolbox set the CanMoveTabs to **True**.

Pinning the DockingTab

To pin the C1DockingTab programmatically, set the AutoHiding property of the C1DockingTab to **False**. Use the following code:

To write code in Visual Basic

```
Visual Basic
Me.C1DockingTab1.AutoHiding = False
```

To write code in C#

```
C#
this.C1DockingTab1.AutoHiding = False;
```

Note: To correctly pin and unpin the C1DockingTab, it must be placed in a C1CommandDock control.

Preventing the Tabs from Receiving Focus on Mouse Click

To prevent the tabs from receiving focus, use the TabsCanFocus property. Setting this property to **False** will prevent the tabs from receiving focus on Mouse click.

Restricting the Usage of Specific Tabs

You can add a handler to the SelectedIndexChanging event to test whether the index of the page is the page that you don't want the user to switch to. If so, e.Cancel would be set to **True**. For example, the following code shows how to add a handler to the SelectedIndexChanging event:

To write code in Visual Basic

```
Visual Basic
Private Sub c1DockingTab1_SelectedIndexChanging(sender As Object, e As
C1.Win.C1Command.SelectedIndexChangingEventArgs)
   If e.NewIndex = 1 And e.CanCancel Then
      e.Cancel = True
```

```
   End If
End Sub
```

To write code in C#

C#

```
private void c1DockingTab1_SelectedIndexChanging(object sender,
C1.Win.C1Command.SelectedIndexChangingEventArgs e)
{
   if(e.NewIndex == 1 && e.CanCancel)
      e.Cancel = true;
}
```

NavBar Tasks

This section shows how to perform specific navigation bar tasks.

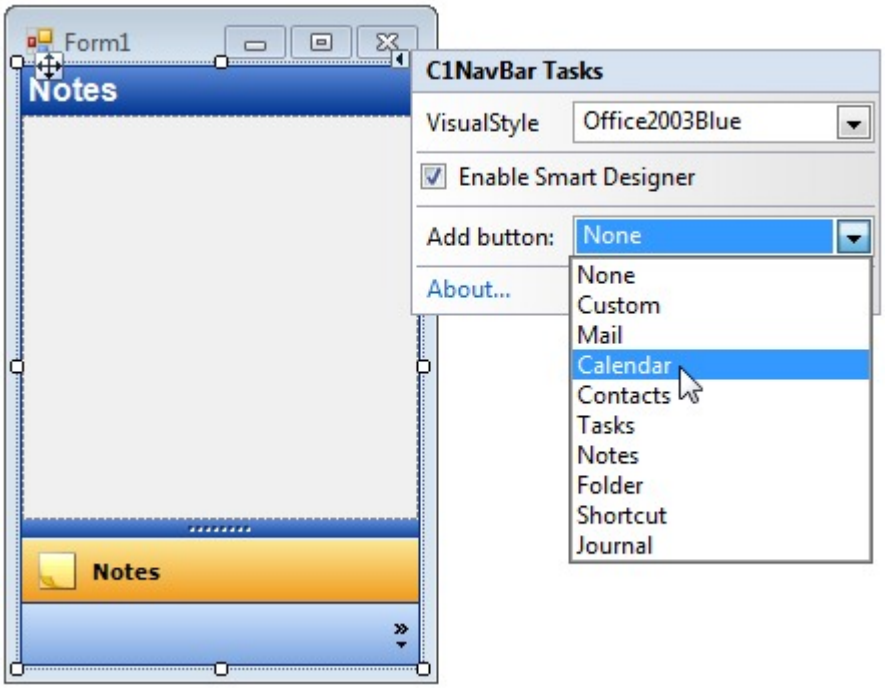
Adding a Panel

In this topic, you will add a panel to the C1NavBar control using the smart tag and the floating toolbar.

Using the Smart Tag

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1NavBar icon. The C1NavBar control is added to the form. Observe that one panel, named **Notes**, appears on the control by default.
2. Click C1NavBar's smart tag (▶) to open the **C1NavBar Tasks** menu.
3. On the **C1NavBar Tasks** menu, click the **Add button** drop-down button and select one of the panel types from the list. For this example, select **Calendar**.

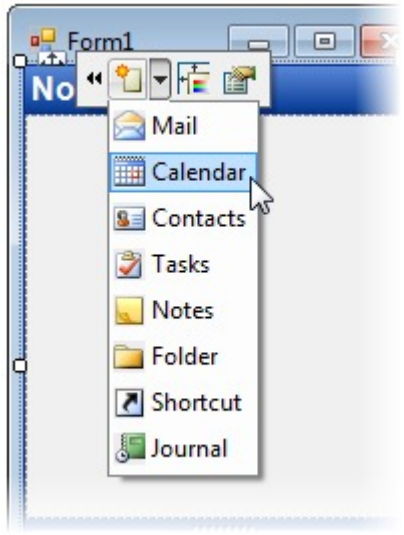


Using the Floating Toolbar

Complete the following steps:

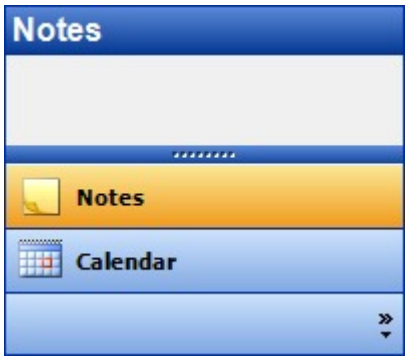
1. Navigate to the Toolbox and double-click the C1NavBar icon. The C1NavBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Hover your cursor over the control to activate the floating toolbar. The floating toolbar will appear on the page as follows:

3. From the **Adding button and corresponding panel** drop-down list, select a panel type. For this example, select **Calendar**.



This topic illustrates the following:

The result of this topic resembles the following:



Creating a Panel Header

In this topic, you will learn how to add a header to a panel using the smart tag and the floating toolbar.

Using the Smart Tag

Complete the following steps:

1. Select the panel you would like to add the header to and click its smart tag (). The **C1NavBarPanel Tasks** menu opens.
2. From the **C1NavBarPanel Tasks** menu, select Add section header.
3. Select the header, **c1NavBarSectionHeader1,** and in the **Properties** window, set its **Text** property to a string. For this example, set it to "Hello World".

Using the Floating Toolbar

Complete the following steps:

1. Hover over the panel you wish to add the panel to until its floating toolbar appears. The floating toolbar will appear as follows:

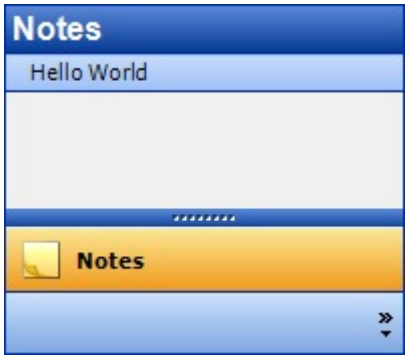
   

   The C1NavBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. From the floating toolbar, select the **Add section header** button.

   
3. Select the header, **c1NavBarSectionHeader1** and, in the **Properties** window, set its **Text** property to a string. For this example, set it to "Hello World".

This topic illustrates the following:

The result of this topic resembles the following:



Using Vertical Text for Collapsed Panels

You can force the C1NavBar control to display vertical text when a panel is collapsed. The vertical text that appears is determined by the **NavBarCollapsedBarText** UIString. To utilize this feature, you will also need to set the ShowVerticalTextOnCollapse property to **True**.

Complete the following steps:

1. Right-click the C1NavBar control to open its context menu and then select Properties. The Properties window opens.
2. In the Properties window, complete the following:

- Set the AllowCollapse property to **True**. This will allow you to collapse the control at run time so you can see the vertical text on a collapsed panel.
- Set the ShowVerticalTextOnCollapse property to **True**.
- Set the **UIStrings.NavBarCollapsedBarText** enumeration to a string by expanding the UIStrings node and entering text into the **NavBarCollapsedBarText** text box.

3. Press F5 to run the project.

This topic illustrates the following:

While the project is running, click the expand/collapse button to collapse the control. The text on the collapsed panel will resemble the following:

OutBar Tasks

This section shows how to perform specific out bar tasks.

Customizing the Titles of OutPages

In this topic, you will learn how to customize the title area of a C1OutBar control's pages. You will create a C1OutBar with three C1OutPages, set a few properties, and then add code to the project that will paint custom colors to each title.

Complete the following steps:

1. Add a C1OutBar control to your form.
2. Add three C1OutPage components to the C1OutBar control. (See Adding a C1OutPage to the C1OutBar.)
3. Set the following properties:
   - Set **c1OutBar1**'s VisualStyle property to **Classic**. If you want, you can also choose **Custom**; the rest of the visual styles will not work for custom title drawing.
   - Set **c1OutPage1**'s OwnerDraw property to **True**.
   - Set **c1OutPage2**'s OwnerDraw property to **True**.
   - Set **c1OutPage3**'s OwnerDraw property to **True**.
4. In the **Properties** window, select **c1OutBar1** from the drop-down list, click the **Events** button, and then double-click the DrawPage event to add the DrawPage event handler to the project.

5. Import the following namespace to the project:

To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
```

To write code in C#

```
C#
using C1.Win.C1Command;
```

6. Add the following code to the DrawPage event handler:

To write code in Visual Basic

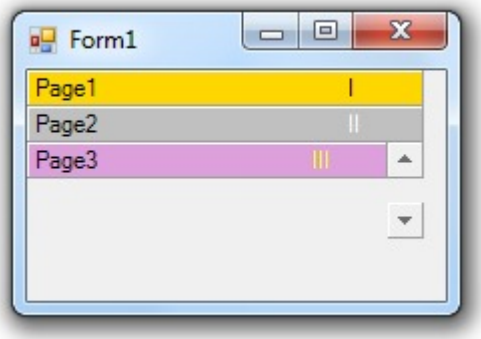
```
Visual Basic
' e.page parameter determines the page
If e.Page Is c1OutPage1 Then
   e.Graphics.FillRectangle(Brushes.Gold, e.Bounds)
   e.Graphics.DrawString("I", c1OutBar1.Font, Brushes.Black, New
PointF(e.Bounds.Right - 40, e.Bounds.Top + 2))
ElseIf e.Page Is c1OutPage2 Then
   e.Graphics.FillRectangle(Brushes.Silver, e.Bounds)
   e.Graphics.DrawString("II", c1OutBar1.Font, Brushes.White, New
PointF(e.Bounds.Right - 40, e.Bounds.Top + 2))
ElseIf e.Page Is c1OutPage3 Then
   e.Graphics.FillRectangle(Brushes.Plum, e.Bounds)
   e.Graphics.DrawString("III", c1OutBar1.Font, Brushes.Yellow, New
PointF(e.Bounds.Right - 40, e.Bounds.Top + 2))
End If
```

To write code in C#

```
C#
\\e.page determines the page
If (e.Page == c1OutPage1)
{
    e.Graphics.FillRectangle(Brushes.Gold, e.Bounds);
    e.Graphics.DrawString("I", c1OutBar1.Font, Brushes.Black, new
PointF(e.Bounds.Right - 40, e.Bounds.Top + 2));
}
else if (e.Page == c1OutPage2)
{
    e.Graphics.FillRectangle(Brushes.Silver, e.Bounds);
    e.Graphics.DrawString("II", c1OutBar1.Font, Brushes.White, new
PointF(e.Bounds.Right -40, e.Bounds.Top + 2));
}
else if (e.Page == c1OutPage3)
{
    e.Graphics.FillRectangle(Brushes.Plum, e.Bounds);
```

```
    e.Graphics.DrawString("III", c1OutBar1.Font, Brushes.Yellow, new
PointF(e.Bounds.Right - 40, e.Bounds.Top + 2));
}
```

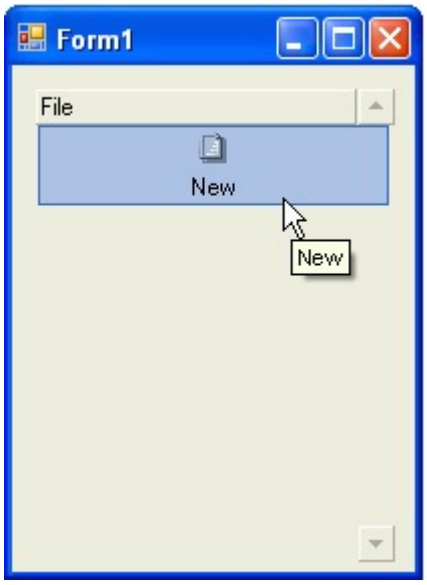
7. Press F5 to run the project and observe that the titles are customized. The final product appears as follows:



Creating and Configuring the OutBar Control

To create a C1OutBar at design time, complete the following steps:

1. Place the C1OutBar control to your form using a drag-and-drop operation. The newly created C1OutBar will initially contain a single page with a C1ToolBar control on it (C1OutBar pages can contain either C1ToolBar controls which are specially treated in that case, or arbitrary other controls, such as pages of a tab control). Also, a C1CommandHolder will be automatically created and placed on the component's tray.
2. Select **C1OutPage1** from the Properties window drop-down list. Change its **Text** property from Page1 to **File**.
3. Right-click on the (only) item in the C1ToolBar, and select **Append Item** from the context menu. The **Link to Command** dialog box appears.
4. In the **Link to Command** designer set the following command properties:
    - **Text** to New
    - **Name** to cmdFileNew
5. Select **C1Command** from the **Create a new command** listbox.
6. Select **OK**.
7. Select the **C1CommandLink1** from the Properties window drop-down list and set the **ButtonLook** property to **TextAndImage**.
8. Select the **cmdFileNew** and locate its image property. Click on the ellipsis button  and locate the desired image.
9. Select the image and click **OK** in the **Select Resource** dialog box. The new image appears above **C1CommandLink1**'s text.
10. Build and run the application. It will look similar to the following image:



Adding a OutPage to the OutBar

To programmatically add a new **C1OutPage** to the **C1OutBar**, complete the following steps:

1. Add the C1OutBar control to the form.
2. Import the **C1.Win.C1Command** namespace. The code below imports the **C1.Win.C1Command** namespace.

   To write code in Visual Basic

   ```
   Visual Basic
   Imports C1.Win.C1Command
   ```

   To write code in C#

   ```
   C#
   using C1.Win.C1Command;
   ```

3. Add a new C1OutPage to the C1OutBar. The last line of code uses the **Add** method to add the new outpage1 to the **C1OutBar1**. Enter the following code within the **Form_Load** event:

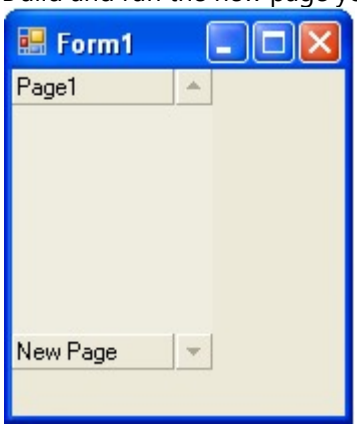
   To write code in Visual Basic

   ```
   Visual Basic
   Dim outpage1 As New C1.Win.C1Command.C1OutPage()
   Outpage1.Text = "New Page"
   Me.c1OutBar1.Pages.Add(outpage1)
   ```

   To write code in C#

   ```
   C#
   C1.Win.C1Command.C1OutPage outpage1 = new C1.Win.C1Command.C1OutPage();
   outpage1.Text = "New Page";
   this.c1OutBar1.Pages.Add(outpage1);
   ```

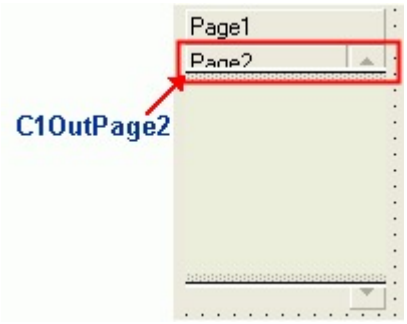
4. Build and run the new page you created for C1OutBar. The new out page appears like the following image.



Adding Multiple OutPages to OutBar

To add a new C1OutPage to a new C1OutBar at design time, complete the following steps:

1. Place the C1OutBar component from the toolbox to your form using a drag-and-drop operation. The C1OutBar consists of a C1OutPage and a C1ToolBar.
2. Right-click **C1OutPage1** and select **Add Page with ToolBar** from its context menu.
3. The new **C1OutPage2** appears similar to the picture below:



Note that you can create several **C1OutPages** by right-clicking on the **C1OutPage** and selecting **Add Page with Toolbar** from its context menu.

Modifying the Appearance of the OutBar

To modify the appearance of the C1OutBar at design time, complete the following steps:

1. Place the C1OutBar component from the toolbox to your form using a drag-and-drop operation. The default C1OutBar control contains a C1OutPage with a C1ToolBar control inside it.
2. In the Properties window for the C1OutBar control, select **C1OutPage1** from its Properties window drop-down list.
3. Select the **Text** property and change it from "Page1" to "Going Places".
4. Right-click the C1ToolBar control on the form and select **Append Item** from its context menu. A new command and the **Link to Command** designer appears.
5. In the **Link to Command** designer set the following properties:
   - **Text** to "Air Tickets"
   - **Name** to "cmdGPAirTicket"
6. Select **C1Command** from the **Create a new command** listbox and click OK to close the dialog box.

Adding a text and image to the command link

1. Select the **C1CommandLink1** from the Properties window drop-down list and set its ButtonLook property to **TextAndImage**.
2. In the **C1CommandLink1**'s Properties window, expand the Command properties node and click on the **ellipses** button in the image properties field. The **Open** dialog box appears.
3. Browse for an image to add to the Air tickets command link. The new image appears in the Air tickets command link.

Adding a new command link

1. Right-click the Air tickets commandlink on the toolbar and select **Append Item** from its context menu. A new commandlink appears in the toolbar.
2. In the **Link to Command** designer set the following properties:
    - Text to **City Guides**
    - Name to **cmdGPCityGuides**
    - Command Type in the create a new command listbox to **C1Command**
3. Select **OK** to apply the changes and close the **Link to Command** designer.

Adding a text and image to the command link

1. Select the **C1CommandLink2**, **City Guides**, on the toolbar and set its ButtonLook property to **TextAndImage**.
2. Expand the Command properties node in **CommandLink2**'s Properties window and click on the **ellipses** button in the image properties field. Select the desired image and click on the **Open** button in the **Open** dialog box. The new image will appear above **C1CommandLink2**'s text.

Modifying the Appearance properties for C1OutPage1 and C1ToolBar1

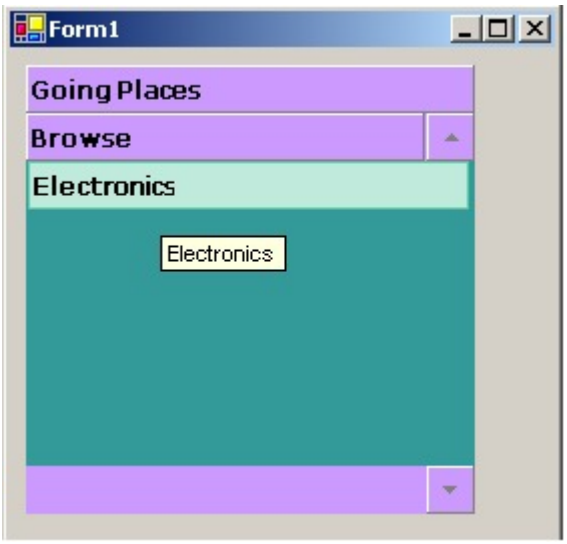
1. Select **C1OutPage1** from the Properties drop-down list and modify its properties to the following:
    - Expand the **Font** property and set **Bold** to **True**.
    - Select the **BorderStyle** property and select **FixedSingle** from its drop-down list.
2. Select the **C1ToolBar1** on the form and set its properties to the following:
    - BackColor to **White**
    - BackHiColor to **SkyBlue**
3. Select **C1OutBar1**from the Properties drop-down list and set its properties to the following:
    - BackColor to **#CC99FF**
    - Font.Size to **9**
    - Bold to **True**

Adding a new C1OutPage

1. Right-click on **Going Places** and select **Add Page with Toolbar** from its context menu. A new **C1OutPage2** appears below the **C1OutPage1**, **Going Places.**
2. Select **C1OutPage2** from the drop-down list in the Properties window and set its **Text** property to **Browse**.
3. Right-click in the **C1ToolBar2** on the form and select **Append Item** from its context menu. The **Link to Command** designer appears.
4. In the **Link to Command** designer set the following properties:
    - **Text** to Electronics
    - **Name** to cmdBrowseElectronics
5. Select C1Command from the Create a new command link listbox and click **OK** to close the designer
6. Select the **C1CommandLink3**, Electronics, on the toolbar and set its ButtonLook property to **Text**.

7. Select **C1ToolBar2** from the Properties window drop-down list and set its properties to the following:
    - **BackColor** to **Teal**
    - **BackHiColor** to **MediumAquamarine**
    - **ButtonAlign** to **Near**
8. Build and the run the application.

The **C1OutBar**'s Browse out page at run time appears like following image:



TopicBar Tasks

This section shows how to perform specific topic bar tasks.

Adding and Removing TopicBar Items

The following topics illustrate how to add and remove topic pages and topic links from the C1TopicBar control.

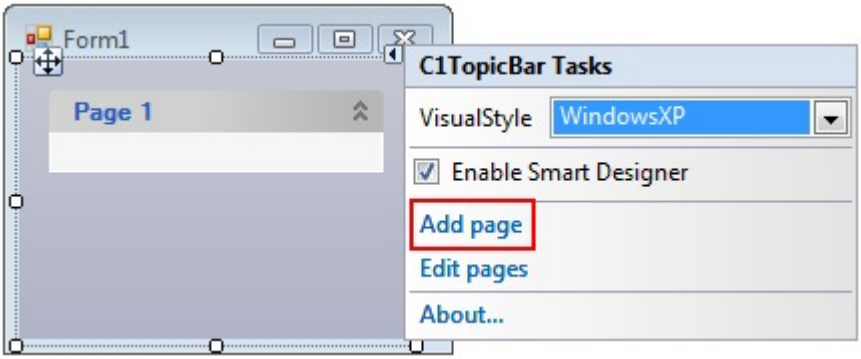
Adding Topic Pages to the TopicBar

There are five ways to add a page to the topic bar: you can use the smart tag, the floating toolbar, the context menu, the collection editor, or code. In this topic, you will learn how to add pages to the topic bar using each of these five methods.

Using the Smart Tag

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click C1TopicBars smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Add Page**.

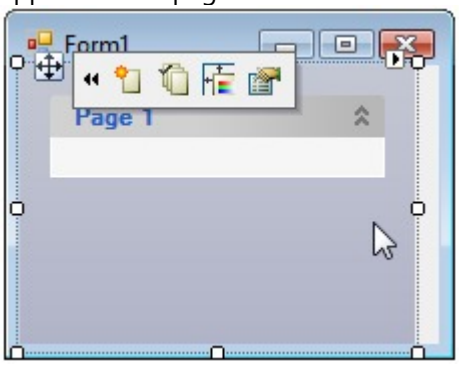


Page 2 is added to the C1TopicBar control.

Using the Floating Toolbar

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click the C1TopicBar control's chevron button to activate the floating toolbar. The floating toolbar will appear on the page as follows:



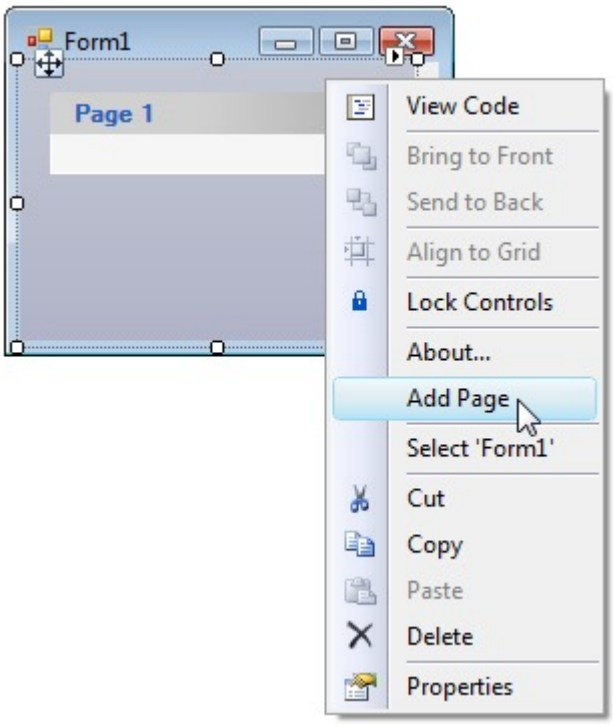
3. On the floating toolbar, select the **Add topic page** button .

   Page 2 is added to the C1TopicBar control.

Using the Context Menu

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Right-click on the C1TopicBar control to open its context menu.
3. From the context menu, select **Add Page**.

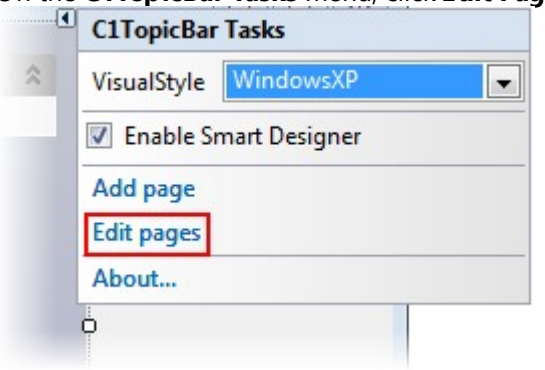


Page 2 is added to the C1TopicBar control.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

4. Click **Add** to add a page to the collection.
5. Click **OK** to close the **C1TopicPage Collection Editor**.

Page 2 is added to the C1TopicBar control.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form.

Observe that one page, named **Page 1**, appears on the control by default.

2. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
3. Import the following namespace into the project:

To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
```

To write code in C#

```
C#
using C1.Win.C1Command;
```

4. Add the following code, which creates the new topic page and adds it to the topic bar, to the **Form_Load** event:

To write code in Visual Basic

```
Visual Basic
' Create new topic page object named "Page 2"
Dim c1TopicPage2 As New C1TopicPage("Page 2")
' Add new topic page to topic
c1TopicBar1.Pages.Add(c1TopicPage2)
```

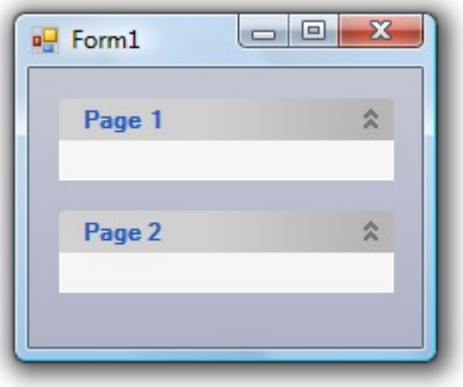
To write code in C#

```
C#
//Create new topic page object named "Page 2"
C1TopicPage c1TopicPage2 = new C1TopicPage("Page 2");
//Add new topic page to topic
c1TopicBar1.Pages.Add(c1TopicPage2);
```

5. Press F5 to build the project and observe that a new page, named **Page 2**, appears on the control.

This topic illustrates the following:

In this topic, you have learned to add a page to the C1TopicBar control using five separate methods. No matter which method you used, the final result of this topic will appear as follows:



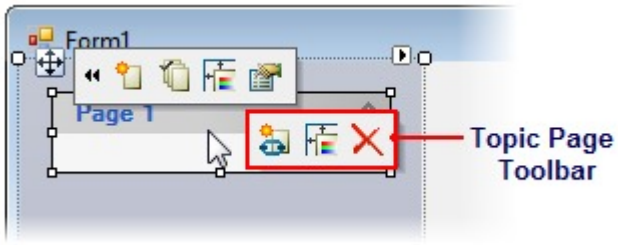
Removing a Topic Page from the TopicBar

There are three ways to remove a page from the topic bar: you can use the floating toolbar, the collection editor, or code. In this topic, you will learn how to remove pages from the topic bar using each of these three methods.

Using the Floating Toolbar

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Hover over **Page 1** with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:



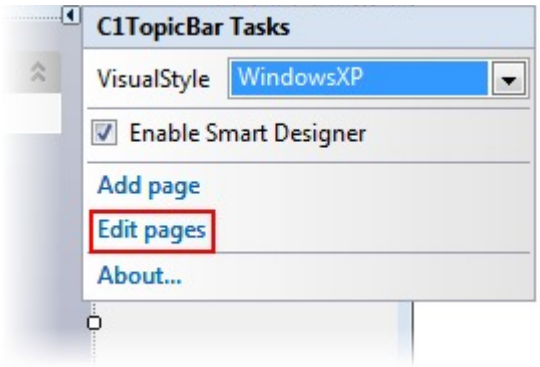
3. Click the **Delete topic page** button  .

The topic page is removed from the control.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag () to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

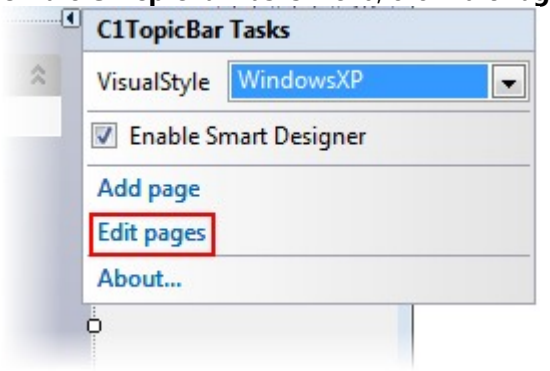
4. In the Members pane, select the page you wish to remove.
5. Click **Remove** to remove the page.
6. Click **OK** to close the **C1TopicPage Collection Editor**.

The page is removed from the control.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

4. Select the page you wish to remove and then set its **Tag** property to "Tag1". Adding this tag gives the page a unique indicator that will allow you to find it later using the FindPageByTag method.
5. Click **OK** to close the **C1TopicPage Collection Editor**.
6. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
7. Add the following code, which finds the page and then removes it, to the **Form_Load** event:

To write code in Visual Basic

Visual Basic

```
' Find the page and assign it to a variable
Dim Page1 = c1TopicBar1.FindPageByTag("Tag1")
' Remove the specified page
c1TopicBar1.Pages.Remove(Page1)
```

To write code in C#

```
C#
//Find the page and assign it to a variable
var Page1 = c1TopicBar1.FindPageByTag("Tag1");
//Remove the specified page
c1TopicBar1.Pages.Remove(Page1);
```

8. Press F5 to build the project and observe that the page has been removed.

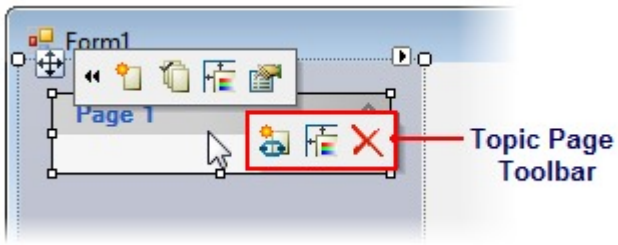
Adding Topic Links to Topic Pages

There are three ways to add topic links to the topic pages: you can use the floating toolbar, the collection editor, or code. In this topic, you will learn how to add links to topic pages using each of these three methods.

Using the Floating Toolbar

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Hover over **Page 1** with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:



3. Click the **Add topic link** button

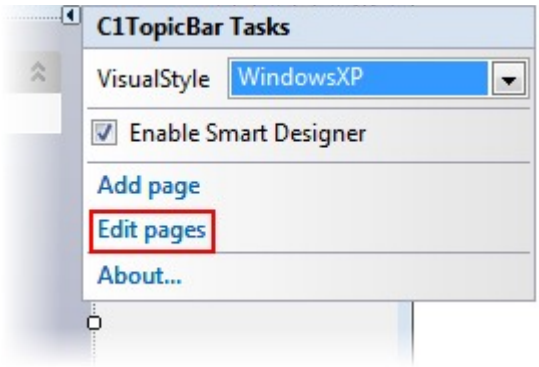
.

The topic link, **Link 1**, is added to the topic page.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

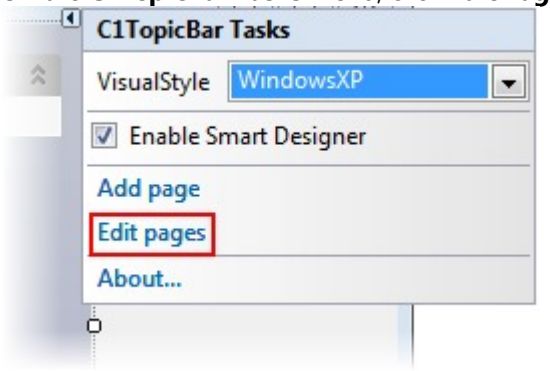
4. In the Members pane, select a page.
5. In the Properties grid, locate the **Links** property and click the ellipsis button . The **C1TopicLink Collection Editor** opens.
6. Click **Add** to add a topic link to the topic page.
7. Click **Close** to close the **C1TopicLink Collection Editor**.
8. Click **Close** to close the **C1TopicPage Collection Editor**.

The topic link, **Link 1**, is added to the topic page.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag () to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

4. Select the page you wish to remove and then set its **Tag** property to "Tag1". Adding this tag gives the page a unique indicator that will allow you to find it later using the FindPageByTag method.
5. Click **OK** to close the **C1TopicPage Collection Editor**.
6. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
7. Import the following namespace into the project:

To write code in Visual Basic

Visual Basic
`Imports C1.Win.C1Command`

To write code in C#

```
C#
using C1.Win.C1Command;
```

8. Add the following code to the **Form_Load** event. This code will find the page and assign it to a variable, create a new topic link object, and then add the topic link object to the topic page.

To write code in Visual Basic

```
Visual Basic
' Find the topic page and assign it to a variable
Dim c1TopicPage1 = c1TopicBar1.FindPageByTag("Tag1")
' Create a new topic link and assign it a name
Dim c1TopicLink1As New C1TopicLink("Link 1")
' Add the new topic link to the topic page
c1TopicPage1.Links.Add(c1TopicLink1)
```

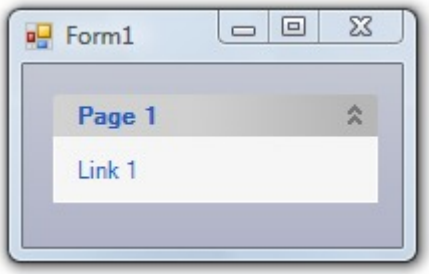
To write code in C#

```
C#
//Find the topic page and assign it to a variable
var c1TopicPage1 = c1TopicBar1.FindPageByTag("Tag1");
//Create a new topic link and assign it a name
C1TopicLink c1TopicLink1 = new C1TopicLink("Link 1");
//Add the new topic link to the topic page
c1TopicPage1.Links.Add(c1TopicLink1);
```

9. Press F5 to build the project and observe that the link has been added to the page.

This topic illustrates the following:

In this topic, you learned how to add topic links to topic pages using three different methods. The result of this topic will look as follows:



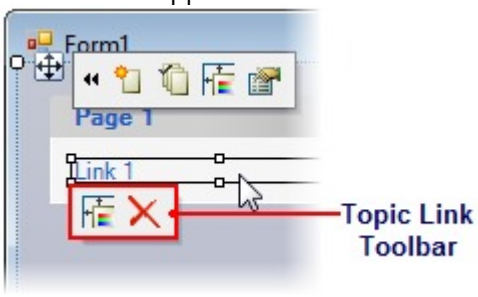
Removing Topic Links from Topic Pages

You can remove topic links from topic pages using the floating toolbar, the collection editor, and code. In this topic, you will learn how to remove topic links using each of the aforementioned methods. This topic assumes that you have a C1TopicBar control containing at least one topic link (see Adding Topic Links to Topic Pages) on your page.

Using the Floating Toolbar

Complete the following steps:

1. Using your cursor, hover over the topic link you wish to remove until its floating toolbar appears. The topic link's toolbar appears similar to the following:



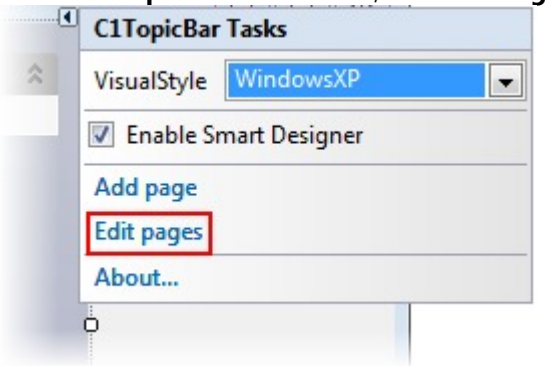
2. Click the **Delete topic link** button.

The topic link is removed from the topic page.

Using the Collection Editor

Complete the following steps:

1. Click C1TopicBar's smart tag to open the **C1TopicBar Tasks** menu.
2. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



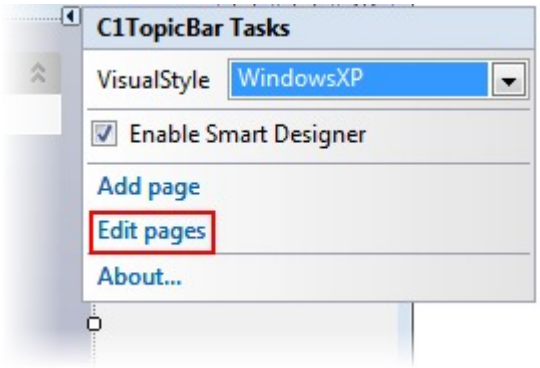
The **C1TopicPage Collection Editor** opens.

3. In the Members pane, select a page.
4. In the Properties grid, locate the **Links** property and click the ellipsis button. The **C1TopicLink Collection Editor** opens.
5. In the Members pane, select the link you wish to remove.
6. Click **Remove** to remove the link.
7. Click **OK** to close the **C1TopicPage Collection Editor**.
8. Click **OK** to close the **C1TopicLink Collection Editor**. The topic link is removed from the topic page.

Using Code

Complete the following steps:

1. Click C1TopicBar's smart tag to open the **C1TopicBar Tasks** menu.
2. On the C1TopicBar Tasks menu, click Edit Pages.



The **C1TopicPage Collection Editor** opens.

3. In the Members pane, select the page that holds the link you wish to remove.
4. In the Properties grid, set the page's **Tag** property to "PageWithLink". This will allow you to find the page in the code by using the FindPageByTag method.
5. In the Properties grid, locate the **Links** property and click the ellipsis button. The **C1TopicLink Collection Editor** opens.
6. Select the link you wish to remove in code and, in the Properties grid, set the link's Tag property to "LinkToRemove". This will give the link a unique indicator, which will allow you to find it in code using the FindLinkByTag method.
7. Click **OK** to close the **C1TopicPage Collection Editor**.
8. Click **OK** to close the **C1TopicLink Collection Editor**.
9. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
10. Add the following code to the **Form_Load** event. This code will find the page and link, assign them to variables, and then will remove the link from the page.

To write code in Visual Basic

Visual Basic

```
' Find page and assign to variable
Dim c1TopicPage1 = c1TopicBar1.FindPageByTag("PageWithLink")
' Find link and assign to variable
Dim c1TopicLink1 = c1TopicPage1.FindLinkByTag("LinkToRemove")
' Remove link from page
c1TopicPage1.Links.Remove(c1TopicLink1)
```

To write code in C#

C#

```
//Find page and assign to variable
var c1TopicPage1 = c1TopicBar1.FindPageByTag("PageWithLink");
//Find link and assign to variable
var c1TopicLink1 = c1TopicPage1.FindLinkByTag("LinkToRemove");
//Remove link from page
c1TopicPage1.Links.Remove(c1TopicLink1);
```

11. Press F5 to build the project.

Customizing the Appearance

The following topics illustrate how to modify the appearance of the C1TopicBar control.

Adding a Background Image

You can add a background image to the C1TopicBar control using the BackgroundImage property. In this topic, you will learn to set this property using the Properties window and code.

Using the Properties Window

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon to add the C1TopicBar control to your form.
2. Right-click the C1TopicBar control to open its context menu and then select **Properties**. The Properties window opens with the C1TopicBar control's properties in focus.
3. Locate the BackgroundImage property and click its ellipsis button  to open the **Select Resource** dialog box.
4. Select the **Local resource** radio button and then click **Import**. The **Open** dialog box opens.
5. Navigate to the folder holding your background image, select the image, and then click **Open** to import the image.
6. The **Open** dialog box closes, returning you to the **Select Resource** dialog box.
7. Click **OK** to close the **Select Resource** dialog box.

Your background image is added to the C1TopicBar control.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon to add the C1TopicBar control to your form.
2. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
3. Set the background image by adding the following code (replacing **C:\YourImage.jpg** with your own path and image name) to the **Form_Load** event:

   To write code in Visual Basic

   Visual Basic

   ```
   c1TopicBar1.BackgroundImage = System.Drawing.Image.FromFile("C:\YourImage.jpg")
   ```

   To write code in C#

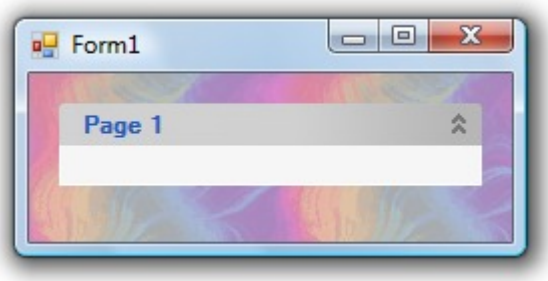
   C#

   ```
   c1TopicBar1.BackgroundImage = System.Drawing.Image.FromFile(@"C:\YourImage.jpg");
   ```

4. Press F5 to build the project.

This topic illustrates the following:

In this topic, you learned how to add a background image using the Properties window and code. The following image depicts a C1TopicBar control with a custom background image.

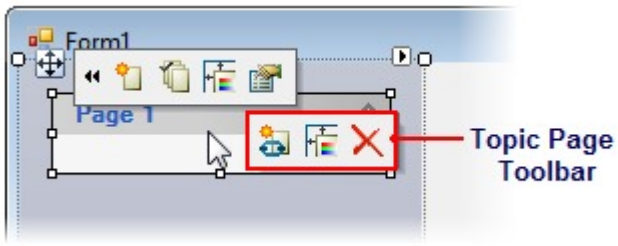


Adding an Icon to a Topic Page

In this topic, you will create an image list and then an image in that list to a topic page.

Complete the following steps:

1. In the Toolbox, double-click the C1TopicBar icon to add the C1TopicBar control to your project.
2. In the Toolbox, double click the **Image List** icon to add the **Image List** component to your project.
3. Click the **ImageList** control's smart tag (▶) to open the **Image List Tasks** menu.
4. Select **Choose Images** to open the **Images Collection Editor**.
5. Click **Add** to open the **Open** dialog box and complete the following:
    1. Navigate to the image you wish to use as an icon.
    2. Select the image.
    3. Press **OK** to close the **Open** dialog box and to return to the **Images Collection Editor**. Observe that the image is numbered "0".
6. Press **OK** to close the **Images Collection Editor**.
7. Right-click the C1TopicBar control to open its context menu and then select **Properties** from the list. The Properties window opens with the C1TopicBar control's properties in focus.
8. Locate the ImageList property, click its drop-down arrow, and select **imageList1** from the list. This loads the image list into the control so that the control's topic pages can pull images from the list.
9. Hover over **Page 1** with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:



10. Click the **Edit topic page appearance** button  to open the **C1TopicPage Properties** editor.
11. Click the **Image Index** drop-down arrow and select **0** from the list.

The icon is added to **Page 1**.

This topic illustrates the following:

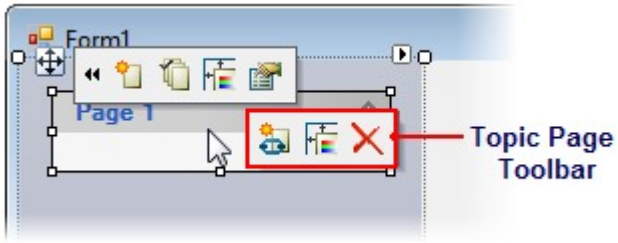
In this topic, you added an icon to a topic page. The image below depicts a page with an icon.

Adding an Icon to a Topic Link

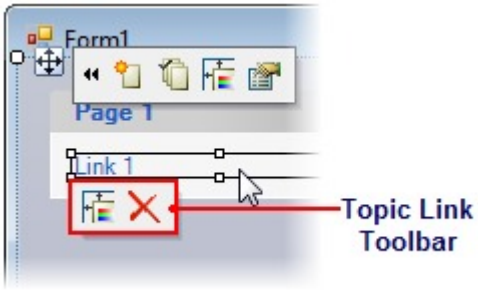
In this topic, you will create an image list and then add an image in that list to a topic link.

Complete the following steps:

1. In the Toolbox, double-click the C1TopicBar icon to add the C1TopicBar control to your page.
2. In the Toolbox, double click the **Image List** icon to add the **Image List** component to your page.
3. Click the **ImageList** control's smart tag (▶) to open the **Image List Tasks** menu.
4. Select **Choose Images** to open the **Images Collection Editor**.
5. Click **Add** to open the **Open** dialog box and complete the following:
    1. Navigate to the image you wish to use as an icon.
    2. Select the image.
    3. Press **OK** to close the **Open** dialog box and to return to the **Images Collection Editor**. Observe that the image is numbered "0".
6. Press **OK** to close the **Images Collection Editor**.
7. Hover over **Page 1** with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:



8. Click the **Add topic link** button  . **Link 1** is added underneath **Page 1**.
9. On the topic page toolbar, click the **Edit topic page appearance** button  to open the **C1TopicPage Properties** editor.
10. Click the **Image List** drop-down arrow and select **imageList1** from the list. This will load the image list so that topic page's links can pull images from the list.
11. Hover over **Link 1** with your cursor until the floating toolbar appears. The topic link's toolbar appears similar to the following:



12. Click the **Edit topic link appearance** button  to open the **C1TopicLink Properties** editor.

13. Click the **Image Index** drop-down arrow and select **0** from the list.

The icon is added to **Link 1**.

This topic illustrates the following:

In this topic, you added an icon to a link page. The image below depicts a topic link with an icon.

Changing the Visual Style

The C1TopicBar control carries several visual styles that can be added to the control by setting the VisualStyle property. This topic illustrates how change the visual style using the smart tag, the Properties window, and code.

Using the Smart Tag

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon to add the control to your page.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. Click the **VisualStyle** drop-down arrow and select a style from the list. For this example, select **Office2003Olive**.

The selected visual style is applied to the control.

Using the Properties Window

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon to add the control to your page.
2. Right-click the C1TopicBar control to open its context menu and then select **Properties**. The Properties window opens with the C1TopicBar control's properties in focus.
3. Locate the VisualStyle property, click its drop-down arrow, and select a visual style. For this example, select **Office2003Olive**.

The selected visual style is applied to the control.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon.
2. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.

3. Import the following namespace into the project:

To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
```

To write code in C#

```
C#
using C1.Win.C1Command;
```

4. To set the visual style, add the following code, which sets the visual style to **Office2003Olive**, to the **Form_Load** event:

To write code in Visual Basic

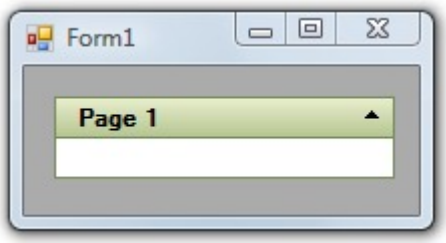
```
Visual Basic
c1TopicBar1.VisualStyle = VisualStyle.Office2003Olive
```

To write code in C#

```
C#
c1TopicBar1.VisualStyle = VisualStyle.Office2003Olive;
```

This topic illustrates the following:

In this topic, you learned how to change the visual style using three different methods. The result of this topic will look as follows:



Customizing the Expand/Collapse Behaviors

The topics in this section illustrate how to alter the expand/collapse behaviors for C1TopicBar pages.

Changing the Expand / Collapse Animation

By default, the animation for the expand/collapse behavior of the C1TopicBar control is set to **System**, meaning that the behavior follows the settings of a user's operating system. If you'd rather have control over this, you can turn the animation on by setting to Animation property to **On**, or you can turn the animation off by setting the Animation to **Off**.

Using the Properties Window

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Right-click the C1TopicBar control to open its context menu and then select **Properties**.
3. The Properties window opens with the C1TopicBar control's properties in focus.
4. Locate the Animation property, click its drop-down arrow, and select a setting from the list.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
3. Import the following namespace into the project:

   To write code in Visual Basic

   ```
   Visual Basic
   Imports C1.Win.C1Command
   ```

   To write code in C#

   ```
   C#
   using C1.Win.C1Command;
   ```

4. Complete ONE of the following:
   - To turn the animation on, add the following code to the **Form_Load** event

     To write code in Visual Basic

     ```
     Visual Basic
     c1TopicBar1.Animation = C1AnimationEnum.On
     ```

     To write code in C#

     ```
     C#
     c1TopicBar1.Animation = C1AnimationEnum.On
     ```

   - To turn the animation off, add the following code to the **Form_Load** event

     To write code in Visual Basic

     ```
     Visual Basic
     c1TopicBar1.Animation = C1AnimationEnum.Off
     ```

To write code in C#

```
C#
c1TopicBar1.Animation = C1AnimationEnum.Off;
```

5. Press F5 to build the project.

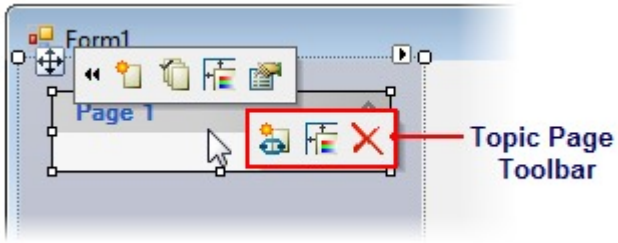
Creating a Collapsed Topic Page

By default, a page added to the C1TopicBar control will be expanded. You can create a collapsed page by setting the Collapsed property to **True**. In this topic, you will learn how to set the Collapsed property using the floating toolbar, the collection editor and code.

Using the Floating Toolbar

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Hover over **Page1** (or another page of your choice) with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:

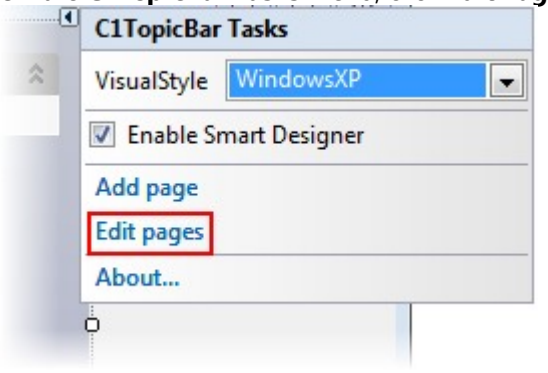


3. Click the **Edit topic page appearance** button  to open the **C1TopicPage Properties** editor.
4. Select the **Collapsed** check box and observe that the page is now collapsed.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBars smart tag () to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



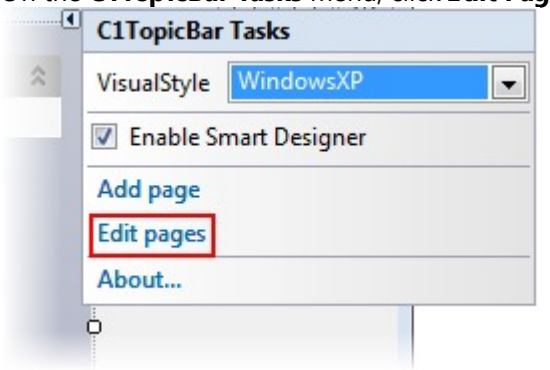
The **C1TopicPage Collection Editor** opens.

4. In the Members pane, select the page you wish to have collapsed.
5. In the Properties grid, set the Collapsed property to **True**.
6. Press **OK** to close the **C1TopicPage Collection Editor** and observe that the topic page is collapsed.

In Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

4. In the Members pane, select the page you wish to have collapsed.
5. In the Properties grid, set the **Tag** property to "PageToCollapse". This tag is a unique indicator that will allow you to find the appropriate page in code using the FindPageByTag method.
6. Click **OK** to close the **C1TopicPage Collection Editor**.
7. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
8. Add the following code to the **Form_Load** event. This code will find the page, assign it to a variable, and then set the page's Collapsed property to **True**.

To write code in Visual Basic

```
Visual Basic
Dim c1TopicPage1 = c1TopicBar1.FindPageByTag("PageToCollapse")
c1TopicPage1.Collapsed = True
```

To write code in C#

```
C#
var c1TopicPage1 = c1TopicBar1.FindPageByTag("PageToCollapse");
c1TopicPage1.Collapsed = true;
```

9. Press F5 to build the project.

Using Topic Bar ToolTips

The topics in this section teach you how to use and manipulate C1TopicBar ToolTips. You will learn how to create ToolTips for topic pages and topic links, as well as learn how to disable all ToolTips for the control.

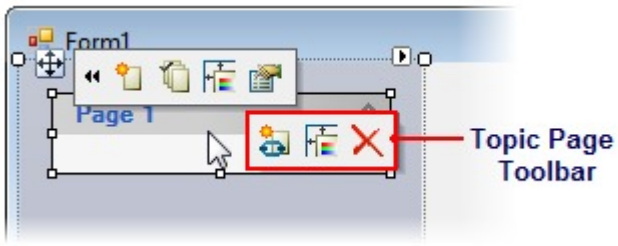
Adding ToolTips to Topic Pages

You can add ToolTips to topic pages using the floating toolbar, the collection editor, and code.

Using the Floating Toolbar

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Hover over **Page1** (or another page of your choice) with your cursor until the floating toolbar appears. The topic page's toolbar appears as follows:

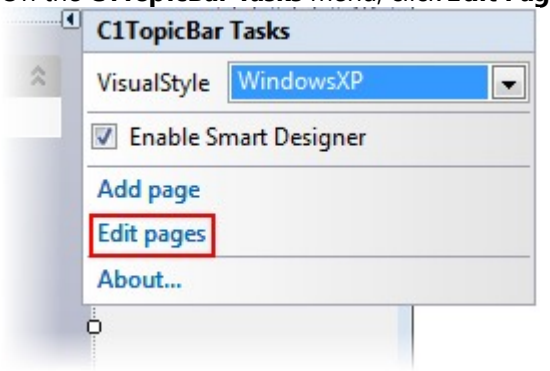


3. Click the Edit topic page appearance button  to open the **C1TopicPage Properties** editor.
4. In the **Tooltip** text box, enter "I am a topic page ToolTip!".
5. Press F5 to build the project.
6. Hover over the page you added the ToolTip to and observe that a ToolTip appears.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



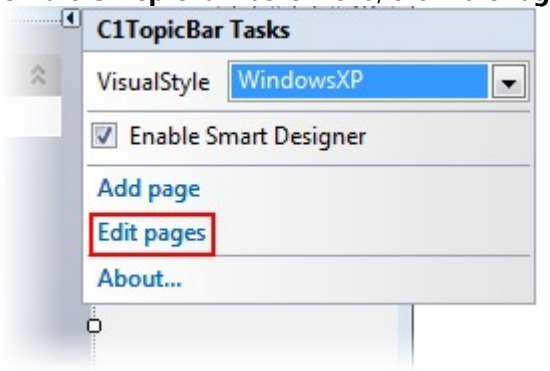
The **C1TopicPage Collection Editor** opens.

4. In the Members pane, select the page you wish to add the ToolTip to.
5. In the Properties grid, set the ToolTipText property to "I am a topic page ToolTip!".
6. Click **OK** to close the **C1TopicPage Collection Editor**.
7. Press F5 to build the project.
8. Hover over the page you added the ToolTip to and observe that a ToolTip appears.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default. If you'd like to add more pages to the control, see Adding Topic Pages to the TopicBar.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



   The **C1TopicPage Collection Editor** opens.
4. In the Members pane, select the page you wish to dynamically add the ToolTip to.
5. In the Properties grid, set the Tag property to "PageWithToolTip". In a later step, you will use this tag to find the topic page.
6. Click **OK** to close the **C1TopicPage Collection Editor**.
7. Double-click the empty portion of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
8. Import the following namespace into the project:

   To write code in Visual Basic

```
Visual Basic
Imports C1.Win.C1Command
```

   To write code in C#

```
C#
using C1.Win.C1Command;
```

9. Add the following code to the **Form_Load** event. This code will find the page, assign it to a variable, and then set the page's ToolTipText property.

   To write code in Visual Basic

```
Visual Basic
Dim c1TopicPage1 = c1TopicBar1.FindPageByTag("PageWithToolTip")
c1TopicPage1.ToolTipText = "I am a topic page ToolTip!"
```

   To write code in C#

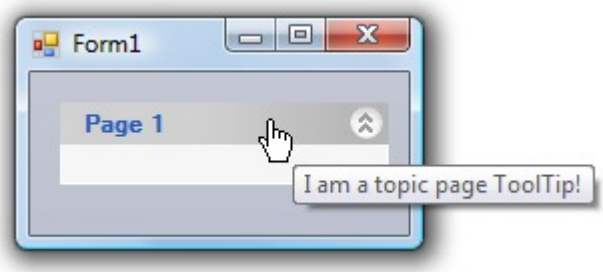
```
C#
var c1TopicPage1 = c1TopicBar1.FindPageByTag("PageWithToolTip");
```

```
c1TopicPage1.ToolTipText = "I am a topic page ToolTip!";
```

10. Press F5 to build the project.
11. Hover over the page you added the ToolTip to and observe that a ToolTip appears.

This topic illustrates the following:

In this topic, you learned how to add a ToolTip to a topic page using the floating toolbar, the collection editor, and code. No matter which method you used in this topic, the result will resemble the following:



Adding ToolTips to Link Pages

You can add ToolTips to topic links using the floating toolbar, the collection editor, and code.

Using the Floating Toolbar

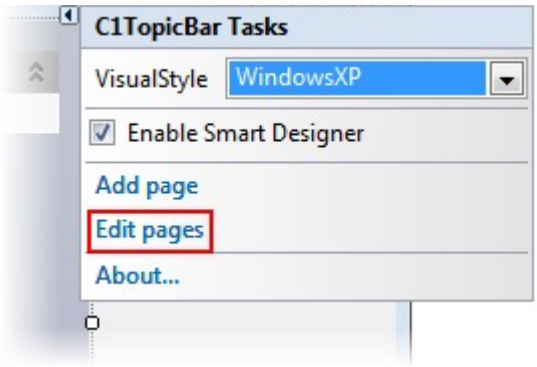
Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Add a topic link to **Page 1** (see Adding Topic Links to Topic Pages).
3. Hover over the new link until its floating toolbar appears and then click the **Edit topic link appearance** button  .
   The **C1TopicLink Properties** editor opens.
4. In the Tooltip text box, enter "I am a topic link ToolTip!".
5. Press F5 to build the project.
6. Hover over the link you added the ToolTip to and observe that a ToolTip appears.

Using the Collection Editor

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click C1TopicBar's smart tag (▶) to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



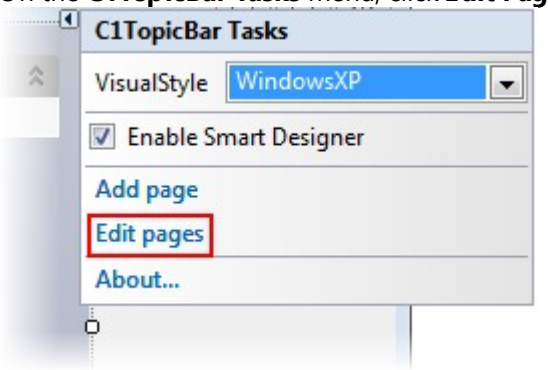
The **C1TopicPage Collection Editor** opens.

4. In the Properties grid, locate the **Links** property and click the ellipsis button .
   The **C1TopicLink Collection Editor** opens.
5. In the Members pane, select the link you wish to add the ToolTip to.
6. In the Properties grid, set the ToolTipText property to "I am a topic link ToolTip!".
7. Click **OK** to close the **C1TopicLink Collection Editor**.
8. Click **OK** to close the **C1TopicPage Collection Editor**.
9. Press F5 to build the project.
10. Hover over the link you added the ToolTip to and observe that a ToolTip appears.

Using Code

Complete the following steps:

1. Navigate to the Toolbox and double-click the C1TopicBar icon. The C1TopicBar control is added to the form. Observe that one page, named **Page 1**, appears on the control by default.
2. Click C1TopicBar's smart tag () to open the **C1TopicBar Tasks** menu.
3. On the **C1TopicBar Tasks** menu, click **Edit Pages**.



The **C1TopicPage Collection Editor** opens.

4. In the Members pane, select a page.
5. In the Properties grid, locate the **Links** property and click the ellipsis button . The **C1TopicLink Collection Editor** opens.
6. In the Members pane, select the link you wish to add the ToolTip to.
7. In the Properties grid, set the Tag property to "LinkToolTip". In a later step, you will use this tag to find the topic link.
8. Click **OK** to close the **C1TopicLink Collection Editor**.
9. Click **OK** to close the **C1TopicPage Collection Editor**.
10. Double-click the empty part of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
11. Add the following code to the **Form_Load** event. This code will find the page, assign it to a variable, and then set the page's ToolTipText property.

To write code in Visual Basic

```
Visual Basic
Dim c1TopicLink1 = c1TopicBar1.FindLinkByTag("LinkToolTip")
c1TopicLink1.ToolTipText = "I am a topic link ToolTip!"
```

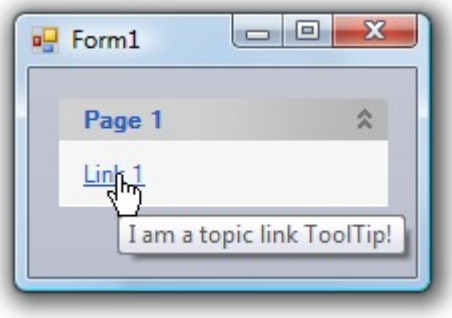
To write code in C#

```
C#
var c1TopicLink1 = c1TopicBar1.FindLinkByTag("LinkToolTip");
c1TopicLink1.ToolTipText = "I am a topic link ToolTip!";
```

12. Press F5 to build the project.
13. Hover over the link you added the ToolTip to and observe that a ToolTip appears.

This topic illustrates the following:

In this topic, you learned how to add a ToolTip to a topic page using the floating toolbar, the collection editor, and code. No matter which method you used in this topic, the result will resemble the following:



Disabling ToolTips

You can disable all ToolTips by setting the ShowToolTips property to **False**.

Using the Properties Window

Complete the following steps:

1. Right-click the C1TopicBar control to open its context menu.
2. Select **Properties** to open the Properties window.
3. Locate the ShowToolTips property, click its drop-down arrow, and select **False**.

In Code

Complete the following steps:

1. Double-click in the empty part of the form to open Code view. Notice that a **Form_Load** event handler has been added to Code view.
2. To set the ShowToolTips property to **False**, add the following code to the **Form_Load** event:

To write code in Visual Basic

```
Visual Basic
C1TopicBar1.ShowToolTips = False
```

To write code in C#

```
C#
c1TopicBar1.ShowToolTips = false;
```

3. Press F5 to build the project.