using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Drawing;

using System.Data;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace CSLG.CTalk.UI

{

public partial class UCFriendInfo : UserControl

{

public UCFriendInfo()

{

InitializeComponent();

}

private Model.userInfo \_user;

private FrmMain \_frm;

public UCFriendInfo(Model.userInfo user,FrmMain frm)

{

InitializeComponent();

this.\_user = user;

this.\_frm = frm;

}

public delegate void delDBClick(object sender, EventArgs e);

private int \_headImageLeft;

private int \_headImageTop;

public event delDBClick myDBClick;

private void UCFriendInfo\_Load(object sender, EventArgs e)

{

this.BackColor = Color.Beige;

\_headImageLeft = this.UCpcb.Left ;

\_headImageTop = this.UCpcb.Top;

}

private Image \_headImage;

private string \_userName;

private string \_userShuoshuo;

private int \_userID;

private int \_fID;

public int FID

{

get { return \_fID; }

set { \_fID = value; }

}

public int UserID

{

get { return \_userID; }

set { \_userID = value; }

}

public string UserShuoshuo

{

get { return \_userShuoshuo; }

set

{

\_userShuoshuo = value;

this.uclblshuoshuo.Text = \_userShuoshuo;

}

}

public string UserName

{

get { return \_userName; }

set {

\_userName = value;

this.uclblname.Text = \_userName;

}

}

public Image HeadImage

{

get { return \_headImage; }

set {

\_headImage = value;

this.UCpcb.Image = \_headImage;

}

}

private int flag=0;

public void ImageJump()

{

int temp = flag % 4;

if (temp==0)

{

this.UCpcb.Left = \_headImageLeft - 2;

this.UCpcb.Top = \_headImageTop + 3;

}

if (temp==1)

{

this.UCpcb.Left = \_headImageLeft;

this.UCpcb.Top = \_headImageTop;

}

if (temp==2)

{

this.UCpcb.Left = \_headImageLeft + 2;

this.UCpcb.Top = \_headImageTop + 3;

}

if (temp == 3)

{

this.UCpcb.Left = \_headImageLeft;

this.UCpcb.Top = \_headImageTop;

}

flag++;

}

private void UCFriendInfo\_MouseEnter(object sender, EventArgs e)

{

this.BackColor = Color.Bisque;

}

private void UCFriendInfo\_MouseLeave(object sender, EventArgs e)

{

this.BackColor = Color.Beige;

}

private void UCFriendInfo\_Click(object sender, EventArgs e)

{

}

private void UCpcb\_DoubleClick(object sender, EventArgs e)

{

this.myDBClick(this,e);

}

private void uclblname\_DoubleClick(object sender, EventArgs e)

{

this.myDBClick(this, e);

}

private void uclblshuoshuo\_DoubleClick(object sender, EventArgs e)

{

this.myDBClick(this, e);

}

private void UCFriendInfo\_DoubleClick(object sender, EventArgs e)

{

this.myDBClick(this,e);

}

private void uclblname\_MouseEnter(object sender, EventArgs e)

{

this.BackColor = Color.Bisque;

}

private void uclblshuoshuo\_MouseEnter(object sender, EventArgs e)

{

this.BackColor = Color.Bisque;

}

private void UCpcb\_MouseEnter(object sender, EventArgs e)

{

this.BackColor = Color.Bisque;

}

private Model.userInfo \_friendInfo;

public Model.userInfo FriendInfo

{

get { return \_friendInfo; }

set { \_friendInfo = value; }

}

private string \_nickName;

public string NickName

{

get { return \_nickName; }

set { \_nickName = value; }

}

public void tmJump\_Tick(object sender, EventArgs e)

{

}

}

}