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 UCMessageHistory : UserControl

{

public UCMessageHistory()

{

InitializeComponent();

}

private string \_message;

public string Message

{

get { return \_message; }

set { \_message = value;

this.lblMessage.Text = \_message;

}

}

private DateTime \_time;

public DateTime Time

{

get { return \_time; }

set { \_time = value;

}

}

private string \_username;

public string Username

{

get { return \_username; }

set { \_username = value; }

}

private int \_ucid;

public int Ucid

{

get { return \_ucid; }

set { \_ucid = value; }

}

private bool \_me;

public bool Me

{

get { return \_me; }

set { \_me = value; }

}

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

{

if (Me )

{

this.lblTime.ForeColor = Color.Blue;

this.lblTime.Text = this.\_username + " " + this.\_time.ToString();

}

else

{

this.lblTime.ForeColor = Color.Red;

this.lblTime.Text = this.\_username + " " + this.\_time.ToString();

}

}

}

}