private Color \_Color1 = Color.Gainsboro;

//private Color \_Color1 = Color.LightSteelBlue;

private Color \_Color2 = Color.White;

private float \_ColorAngle = 30f;

protected override void OnPaintBackground(PaintEventArgs pevent)

{

// Getting the graphics object

Graphics g = pevent.Graphics;

// Creating the rectangle for the gradient

Rectangle rBackground = new Rectangle(0, 0,

this.Width, this.Height);

// Creating the lineargradient

System.Drawing.Drawing2D.LinearGradientBrush bBackground

= new System.Drawing.Drawing2D.LinearGradientBrush(rBackground,

\_Color1, \_Color2, \_ColorAngle);

// Draw the gradient onto the form

g.FillRectangle(bBackground, rBackground);

// Disposing of the resources held by the brush

bBackground.Dispose();

}