

***ComboPro<sup>®</sup> ActiveX Controls Suite***  
***Operation Manual***

***Version 1.0.0.1***

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## **1. General**

ComboPro ActiveX Controls Suite is an ActiveX controls suite based on standard Combo box for all software developers.

ComboPro ActiveX Controls Suite is a comprehensive controls group ideal for picking Picture, Color, Font name, GDI pen and brush, offers powerful items data management capabilities such as add, insert, delete, find, move, get/set information, item type can be General, Default, Browse and Separate style, every type has own properties, methods and events, all processing is easy to complete.

As a developer, you can predefine or customize all items of these controls at runtime, item type, item string, item font, item height, item shadow, item fore color, back color, and many other properties are completely customizable to suit your preferences. All items data is released automatically before the control is destroyed.

ComboPro ActiveX Controls support most standard combo box methods and events, also full support XP theme with a .NET development, and even you can owned drawn the control all items based on inner laid data, all is done besides you invoke some properties, methods and events simply.

ComboPro ActiveX Controls is a smart, powerful, professional, and easy-to-use combo box controls suite that every developer from novices to professionals can use and enjoy them, you can check the related documents of this software for more details.

### **I. Installation**

ActiveX Control's installation only can be copying the control to any directory simply, but it commends that you install it into system directory, that will registry self by Windows Register Server. This controls suite has a standard installation package file, and a NON end user (Developer) can run the setup file to extract all files to a specified location.

See the *ComboPro ActiveX Controls Suite Installation Manual* for more details.

### **II. Registry controls**

Any ActiveX control must make a registry in current system before using it. You must register this control with Microsoft® Register Server (REGSVR32.EXE), the register server is located at system directory, your control file ComoboPro.dll can be placed at any directory, the register command likes following:

**C: \WINNT\system32\REGSVR32.EXE <path>\ComboPro.dll**

After the registration, you can found this control in any environment which can hold ActiveX control, for example, VB, VC++, HTML, Office Documents and other any application which can handle COM technologies. These applications can create multiple

instances to any control, user can specify any supported properties value through modifying the control's property sheet, and enjoy the control's power features using given methods and events.

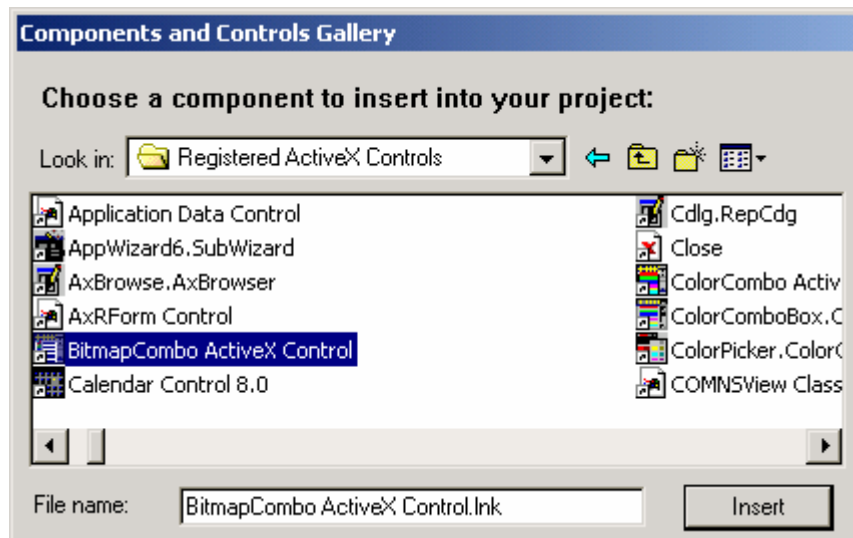
### **III. Add these controls into your project**

After a registry to the control, to use these control, at first developer should add or import them into your project, create a control instance or generate the control wrapper class(es), done these steps, developer can modify this control properties value, handle this control methods and handle events manual or programming.

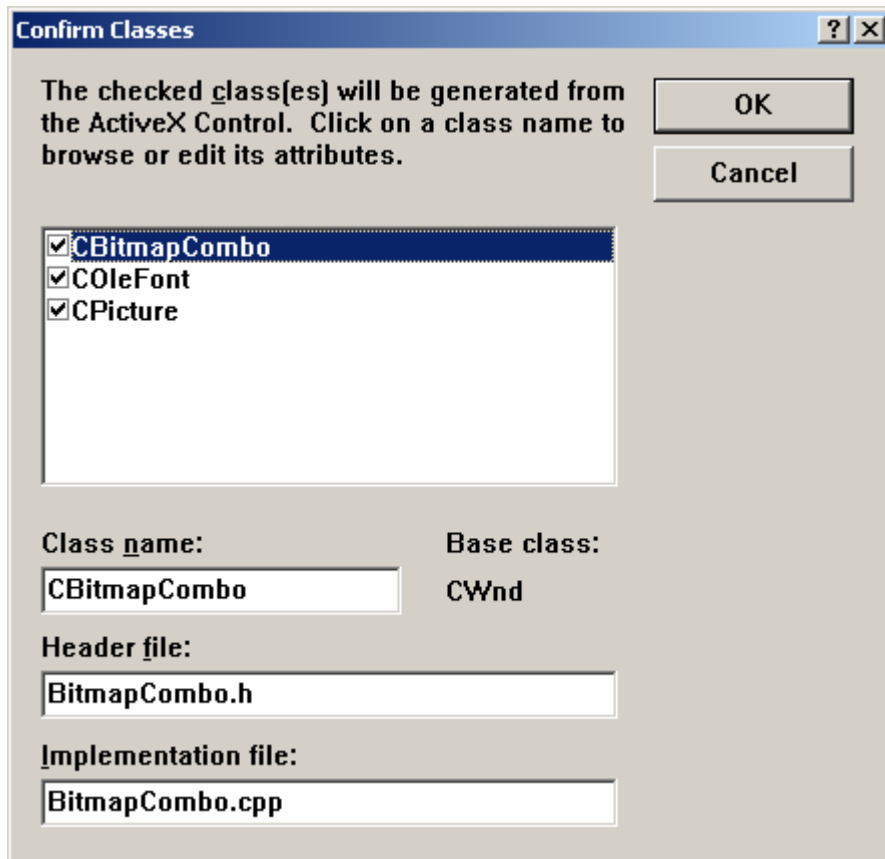
- **Browse these controls from Components list**

***In Visual C++:***

Select "Project"->"Add to Project"->"Components and Controls..."



Select a ComboPro suite member and click "Insert" button.

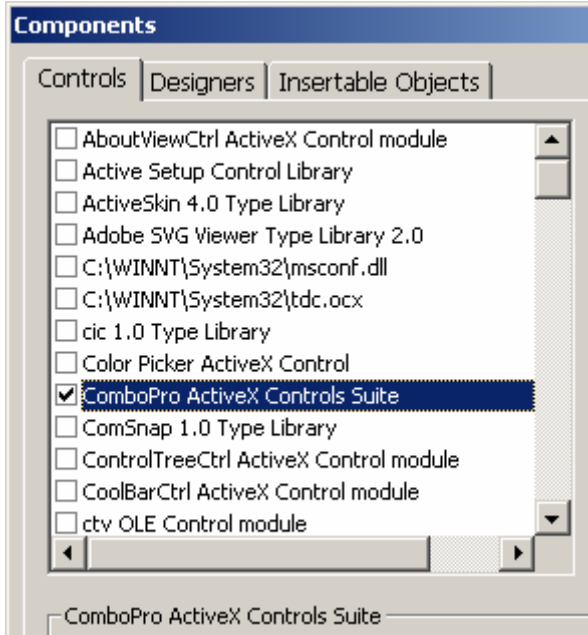


There are three classes in the ActiveX Control Confirm Classes dialog, you must select the first wrapper class(es) **CBitmapCombo** generated from the ActiveX Control, It's a requisite. **COleFont** class and **CPicture** class are two OLE dispatch driver wrapper classes, they can implement exchange between general windows Font/Picture objects and OLE Font/Picture object, if you hope these classes become intermediates, you can add them into your application. If you are familiar with **IFont** COM font object, which is an object wrapper around a Windows font object, and **IPicture** COM picture object, which is an object wrapper around a Windows picture object, then you can replace them with MFC wrapper classes **CFontHolder** and **CPictureHolder**.

Developer can modify these classes' names as any fair-sounding names.

***In Visual Basic:***

Select "Project"->"Components..."

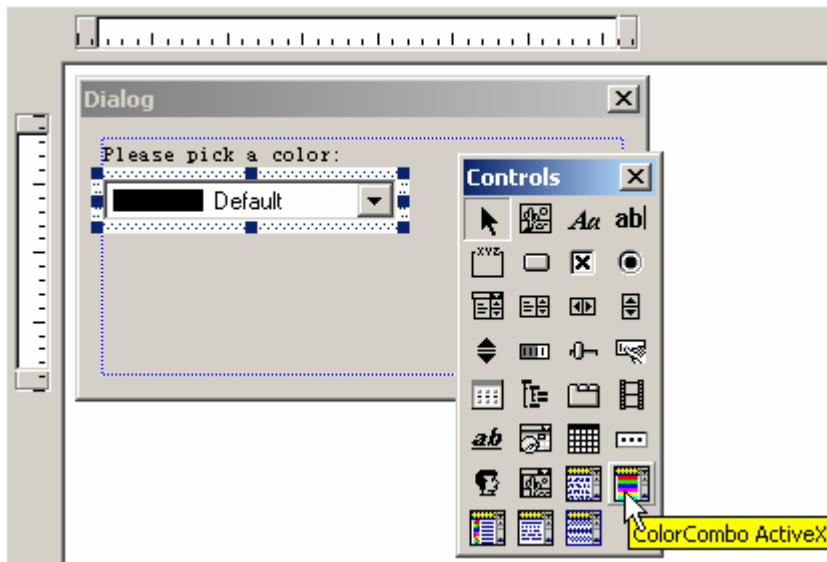


You can pick a ComboPro suite member in the components list box, and click OK to add it into your project workspace.

- **Add the control into project**

- In Visual C++***

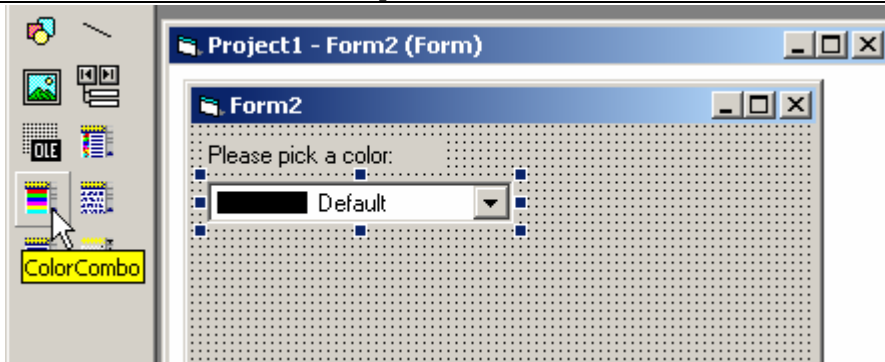
There are two methods to add a control into a project, the first is picking a control, drag&drop it and placed it on a dialog from Controls toolbar directly, as following:



The second method to add a control into a project is to create an instance through programming, not need any integration with user interface directly. You can map a ComboPro suite member through Class Wizard's help, and it is the same way that initializing a ComboPro suite member pointer, and new a control object before processing it.

- In Visual Basic***

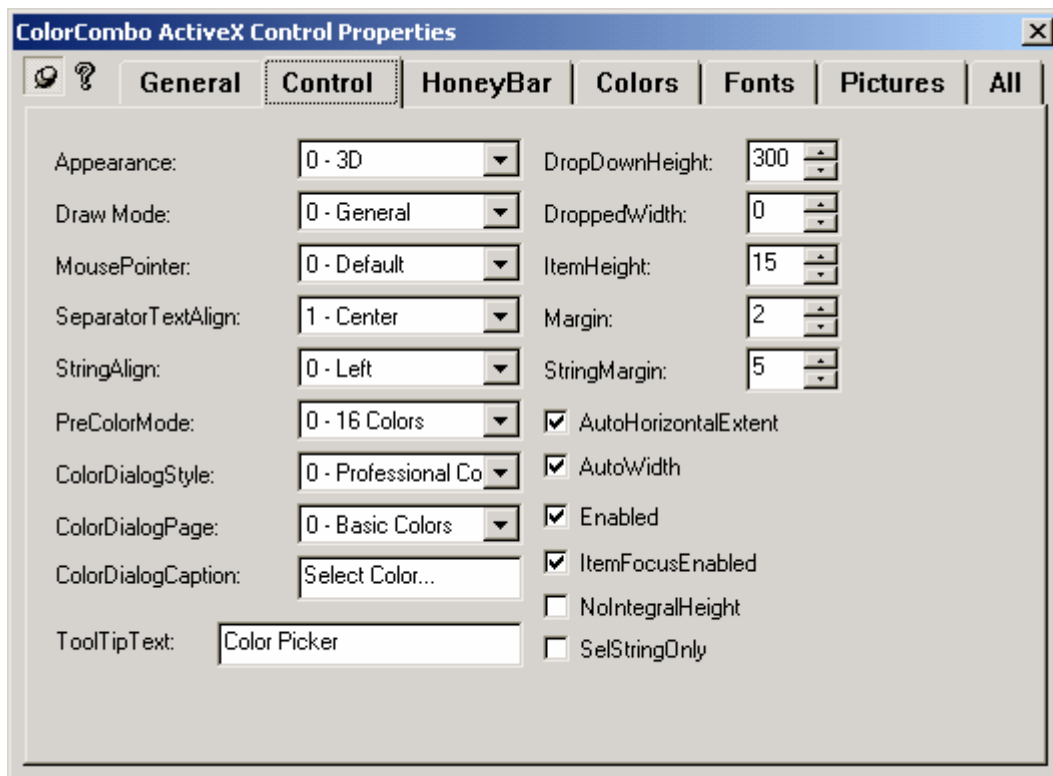
In Visual Basic all handling to a ComboPro suite member is easy, you can pick any control from Toolbox toolbar and place it on a Form, as following:



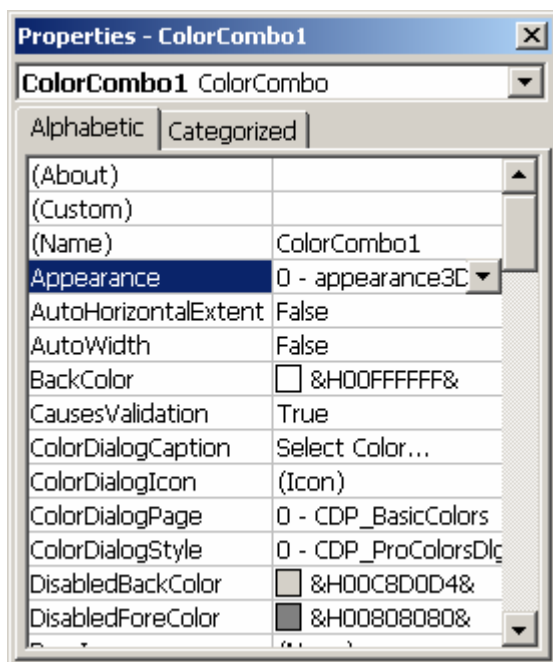
Once one control is added into the form, the component will be a global object, you can use it at anywhere within the project, generally it is named as ColorCombo1.

#### IV. Set Properties in Properties Browser at Design Mode

ActiveX control's one of important character is can specify and modify properties at design mode directly in Properties Browser dialog, it must be any environment which can host an ActiveX control. In Visual C++, this Properties Browser looks like following:



In Visual Basic, this Properties Browser likes following:



You can specify and modify all properties according to this browser's list. All specified properties value will be stored in the current dialog resource statically.

## V. Handle Properties by programming

Handling properties of the application at runtime is more important to a developer, programming with these properties can apply all features of these controls to satisfy your application's requirements, the properties operations should be bounded under the control's generated interfaces, especially in data structure, data type and exception. Every development platform's data type definition is not the same to same exception, You should reference current development platform language and see the control's programmer's guide for more information.

## VI. Handle Methods by programming

The Control method is an important character to a control. Like control properties, these methods can provide lots of operations to the control, and many methods also return a value, developer can judge next handling through it. Generally, these methods have some different data type parameters, to handle these methods must follow the generated interface definition. Developer can reference current development platform language and see the control's programmer's guide for more information.

## VII. Handle Events by programming

Control event is an interaction interface between the control's inner message handling and user's outer input/output interruption for input device. Although all events is predefined in control, but there is different executive result when firing this event, so developer can add more features to handle the issues to satisfy user's requirements. Like properties and methods, these events also have predefined function prototypes, developer must follow these data type to transfer data. The details of the control events can be found at the control's programmer's guide.

## **VIII. Some support before running your application**

One of important job is that sure the combined control has been registered before an application is running. If an inner control has not registered, the application will appear a warning or error asserts, even it will do nothing besides quitting this program.

## **IX. Unregistered controls**

If user hopes a control become unavailable, then deregister it. Deregistering a control just can be to clean all information in registry database and it will not appear in all registered ActiveX controls list anymore, of course this control file still stay at your system, you can register it again.

If you hope deregister a control, you can use following command:

```
C:\WINNT\system32\REGSVR32.EXE -u <path>\ComboPro.dll
```

After unregistered the control, you can not found and use this control anymore, if you hope reuse this control, you must register this control again follow above steps.

In addition, ComboPro is a combined ActiveX controls group, many features implemented with the same functions and variables, so maybe it will be the same time with instance, registration and deregistration.

## **X. Uninstall these controls**

If you not need this control anymore, you can uninstall these controls, to run the product setup file, follows the installation wizard, you can uninstall this control. All files related to these controls will be removed from your system, and you will never found and use it at anywhere.

## **XI. Distribute Application combined this product**

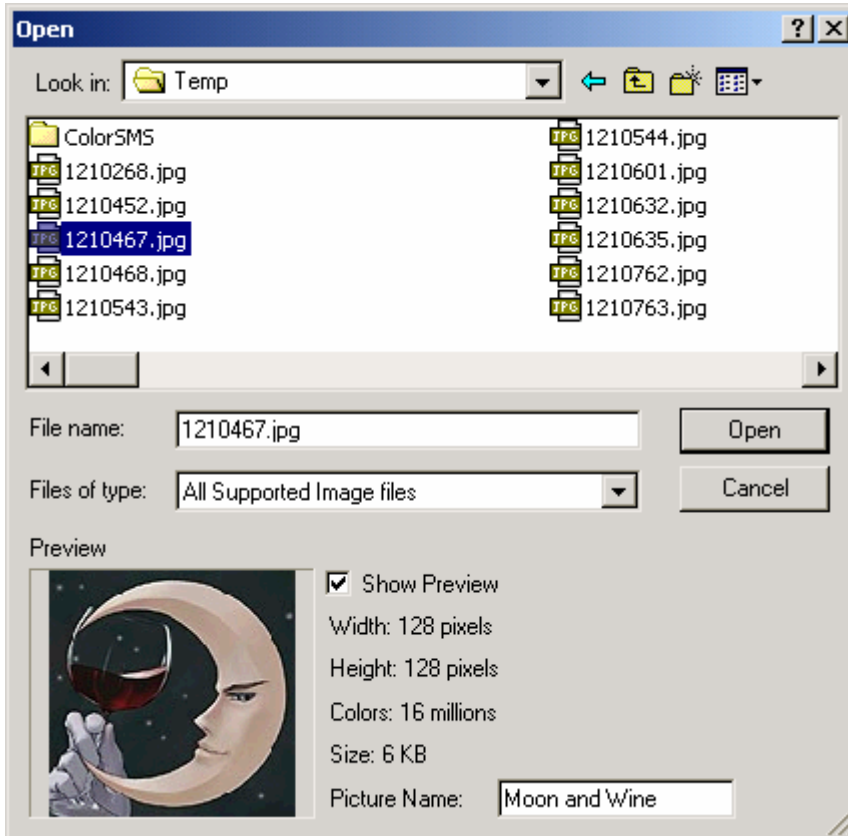
Any application combined an ActiveX control should contains this control while distributing your application, and this control must self-registry when it is copied to end user system, this operation can be done through your installer application, Like InstallShield, WiseInstaller, etc. you can see these product's Operation Manual for more details while making an application installation archive. Of course this operation also can be done manually after the installation is finished.

Anyway, the control file can be release to any end user specified directory. Just need a successful register, it's a key that insure your application can smooth running.

## 2. Bitmap Combo ActiveX Control

### Picture Dialog Operation

Bitmap Combo ActiveX Control custom type item can bring a picture open dialog:



This picture open dialog is an enhanced common open file dialog, it can preview supported pictures before selected a picture. These supported pictures type is BMP, DIB, JPG, GIF, ICO, CUR, WMF and EMF, and there also supply this picture information in the preview area.

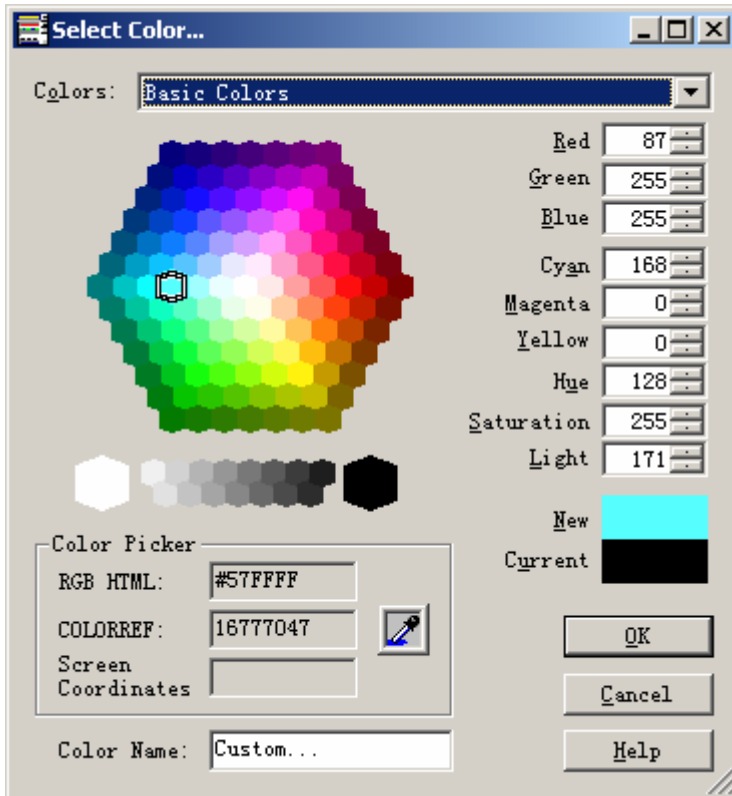
Finally, user can specify and modify the current custom item picture display name in edit control of preview area, if a picture was selected and the dialog is closed, the edited picture display name would be updated.

Any not displayed picture maybe is a not supported picture type, select it then the preview feature will be unavailable, and this operation maybe can bring a crash error.

### 3. Color Combo ActiveX Control


#### Color Dialog Operation

Clicking Color Combo ActiveX Control custom type item can bring a color dialog for a professional and solid model colors to satisfy user's requirement, as following:



This color dialog has fifteen styles color models, and user can pick any colors at any color models according to different requirements, of course it is easy to input some value to specify a color in right edits control.



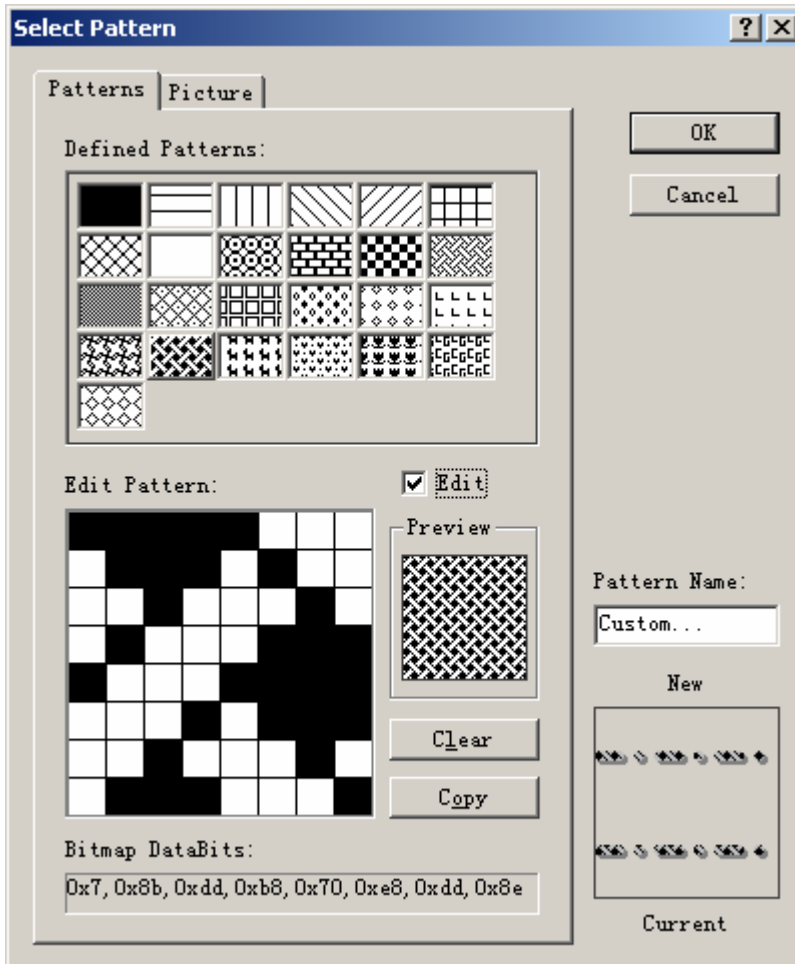
is a color picker assistant, You can drag the  to anywhere in your screen to pick a color.

Color Name edit control can let user modify and specify current color display name, once color was selected and the color dialog was closed, the color name would has an updates.

## 4. Line Combo ActiveX Control

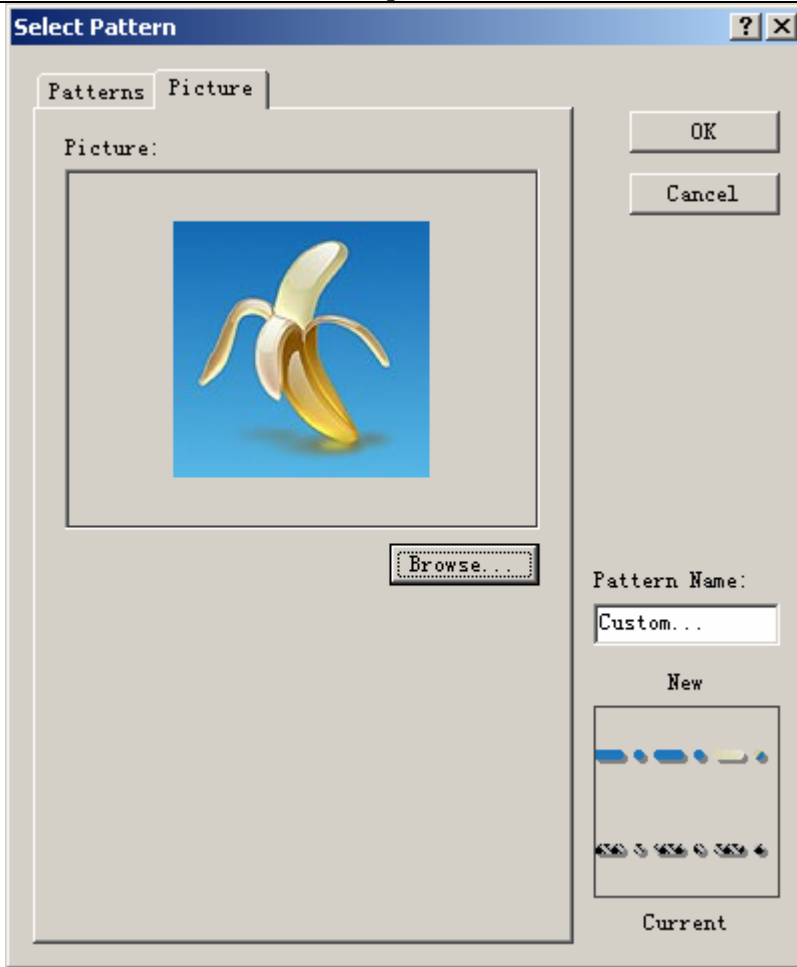
### Line Pattern Dialog Operation

Line Combo ActiveX Control can pick or make a line pattern through a pattern dialog, this line pattern dialog as following:



You can pick a predefined bits bitmap to specify this current line pattern from defined patterns, also can make a new pattern at editable pattern area, Editing pattern operation is easy, click at grid area to switch a block status, it indicates a 0 or 1 in bitmap data bits, you can preview the current effect in preview area, and can also clear or copy current bitmap data bits through "Clear" and "Copy" buttons.

You can switch current tab and Picture page to pick a picture as a bitmap data bits, as following:



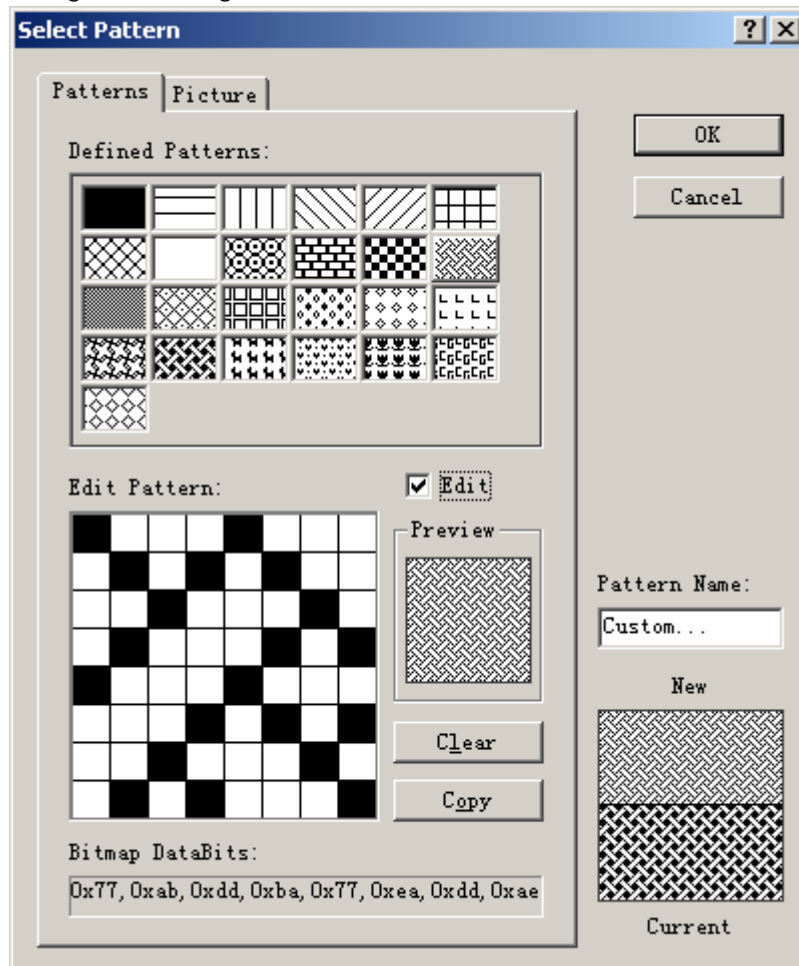
Browse a picture and look about the line pattern effect on the right preview area, of course you can switch to standard patterns page to reselect a pattern.

User can modify and update the current pattern display name in right editable edit control.

## 5. Pattern Combo ActiveX Control

### Pattern Dialog Operation

Pattern Combo ActiveX Control likes Line Combo ActiveX Control, they use the same pattern dialog, and it can pick or make a pattern through the pattern dialog, this pattern dialog as following:



The pattern operation methods is the same with a line pattern dialog, please look above section for more operation information.