


Color Picker ActiveX Control

Operation Manual

Version 2.0.1

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General

Thanks for choosing Color Picker ActiveX control. We hope you think it is useful and powerful, it can stand in .NET, Visual Basic, Visual C++, Visual FoxPro, HTML, Office documents and any environment that can hold ActiveX controls.

Color Picker is a smart ramp and true color choosing ActiveX control. It is very simply and you can pick any color you want. It will give you the magic power of application programming.

Everyone has used the color picker of the Appearance page of Windows Display Properties dialog, Color Picker ActiveX Control not only have all appearances and features of those but also lots of other extended features. For example, it supports XP theme, Microsoft Office series color picker style, a cells popup window which is changeable to cells dimensions and size features, window shadow, color cell tooltips, default color, custom color and Glass button effects with all buttons area, it can also loads or customizes a ramp palette file (.pal) at design mode and runtime. Otherwise, it attached a valuable Ramp Palette Editor to create ramp palette file (.pal) for the control using.

What's New (Version 2.0.1)

1. Windows XP/VISTA standard button, toolbar button, dropdown button, extend button styles and effects, can also translates specified style automatically when system can't support the visual style;
2. Office 2000, 2003, 2007 color picker styles and effects;
3. Switchable from standard button to dropdown button;
4. Dropdown color popup window border style;
5. Default color item all features and can switch on/off;
6. Dropdown popup window color cells resize feature smartly;
7. Color indicator icon/bitmap features;
8. Color indicator text/caption features;
9. Control and dropdown color popup window shadow features;
10. Custom button icon/bitmap features;
11. Control, default item, custom item, all color cells tooltips features;
12. Control, default item, custom item full GLASS button effects features;
13. Add, edit, clear ramp color nodes and generate palette dynamically and optionally in dropdown color popup window;
14. A 'Click' event interface with handle user mouse click processing;
15. A 'ShowCustomColorDialog' event interface with supporting user custom color dialog;
16. A new 'Color' property is the same with 'Value' interface.

The control and all related documents has been packed into a full features installation archive which contains uninstall, demonstration and help documents, it will be one of best choice preferred above others of the same kind color pickers and can satisfy various development demands.

You can download this control and resources to evaluate all features from our website, and also can reference the related documents of this control for more details.

Product Homepage: <http://www.nicefeather.com/en/ColorPicker/colopick.asp>

Download Link: <http://www.nicefeather.com/en/colorpicker/trial/bin/ColoPick.exe>

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 control 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.

II. Registry control

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 ColoPick.ocx can be placed at any directory, the register command likes following:

C: \WINNT\system32\REGSVR32.EXE <path> \ColoPick.ocx

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.

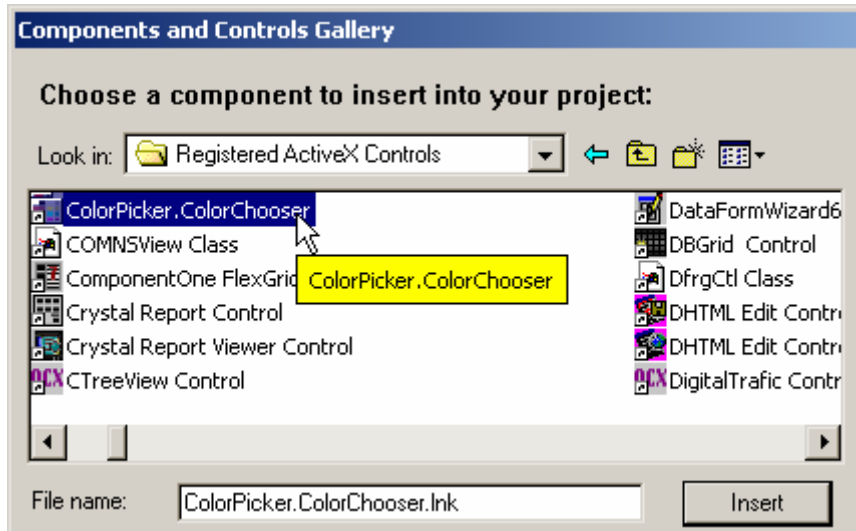
III. Add the control into your project

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 the control properties value, perform this control methods and handle events manual or programming.

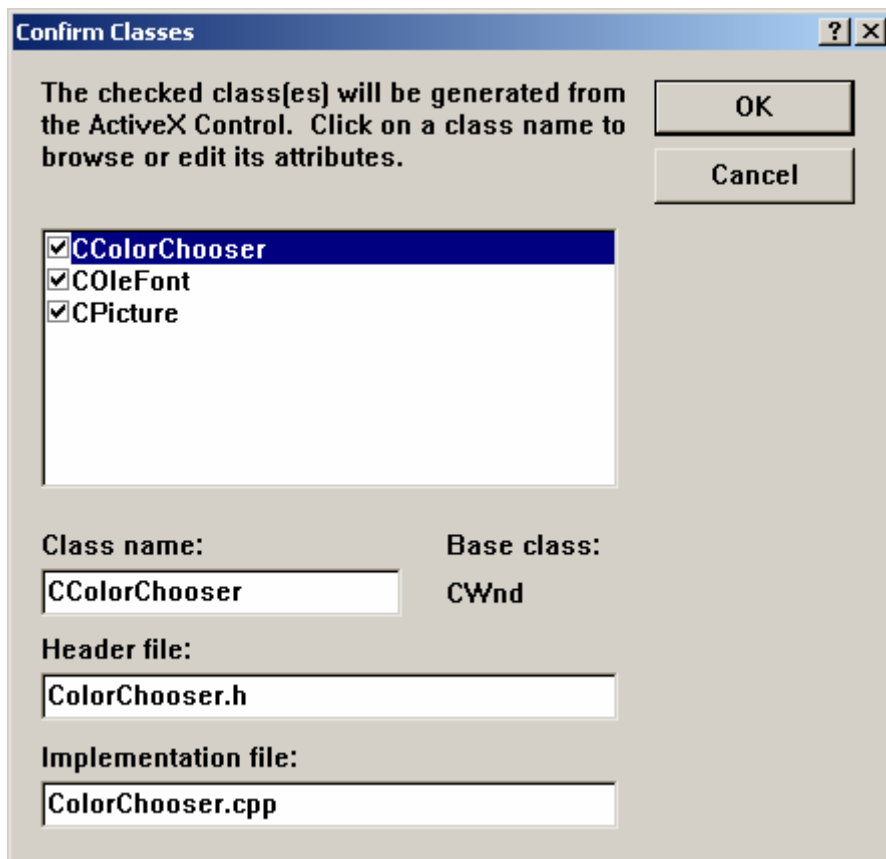
- **Browse this control from Components list**

In Visual C++:

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



Select Color Picker control and click "Insert" button.

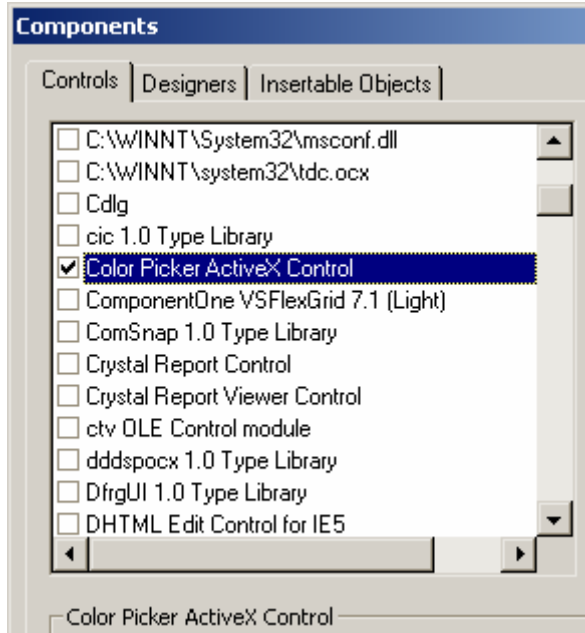


There are three classes in the ActiveX Control Confirm Classes dialog, you must select the first wrapper class(es) **CColorChooser** generated from the ActiveX Control, It's a requisite. **COleFont** class and **CPicture** class are two OLE dispatch driver wrapper classes, they can implement exchange between general windows Font/Picture objects and OLE Font/Picture objects, 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..."

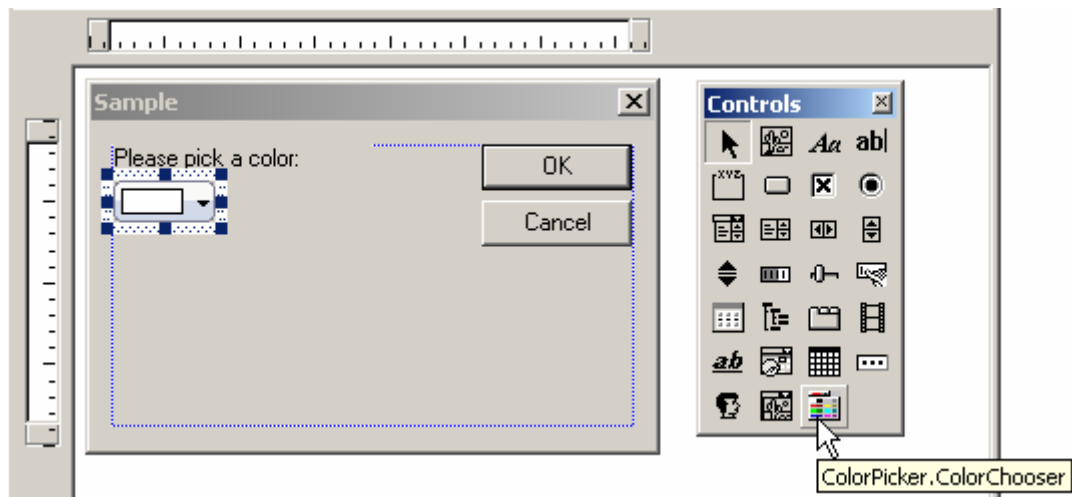


You can pick the control in the components list box, and click OK to add it into your project workspace.

● **Add the control into project**

In Visual C++

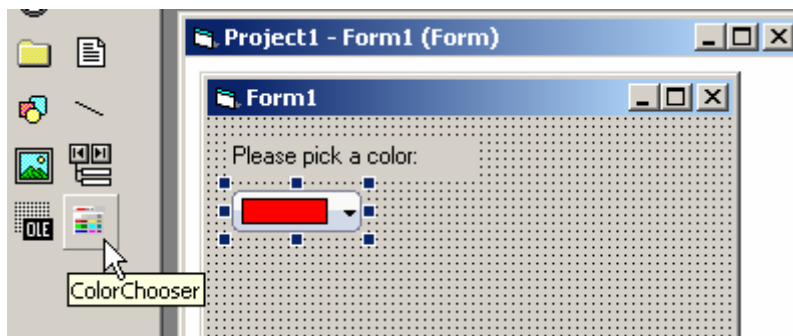
There are two methods to add a control into a project, the first is picking a control, drag&drop it and placed it on a dialog from Controls toolbar directly, as following:



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 Color Picker control member through Class Wizard's help, and it is the same way that initializing a Color Picker control member pointer, and new a control object before processing it.

In Visual Basic

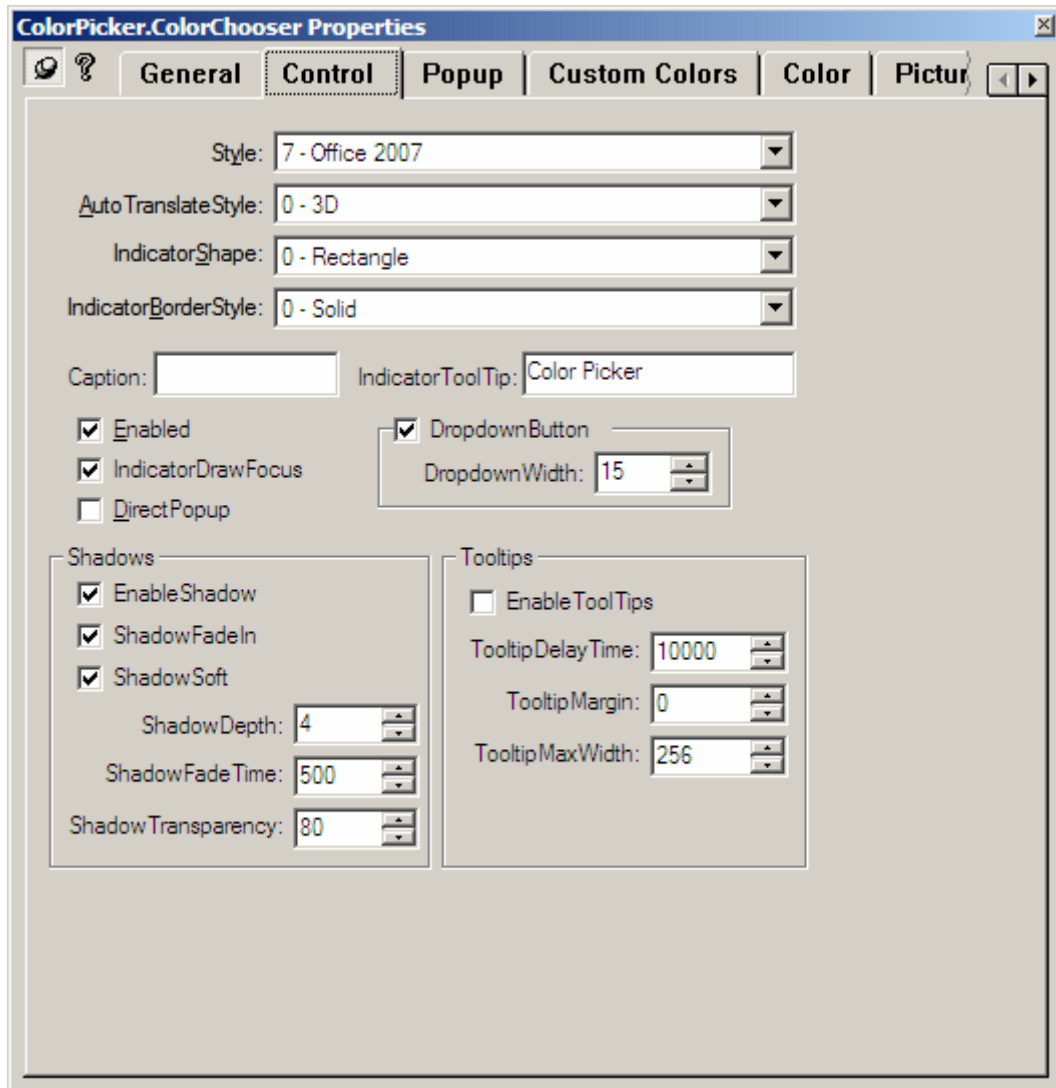
In Visual Basic all handling to a Color Picker Control member is easy, you can pick the control from Toolbox toolbar and place it on a Form, as following:



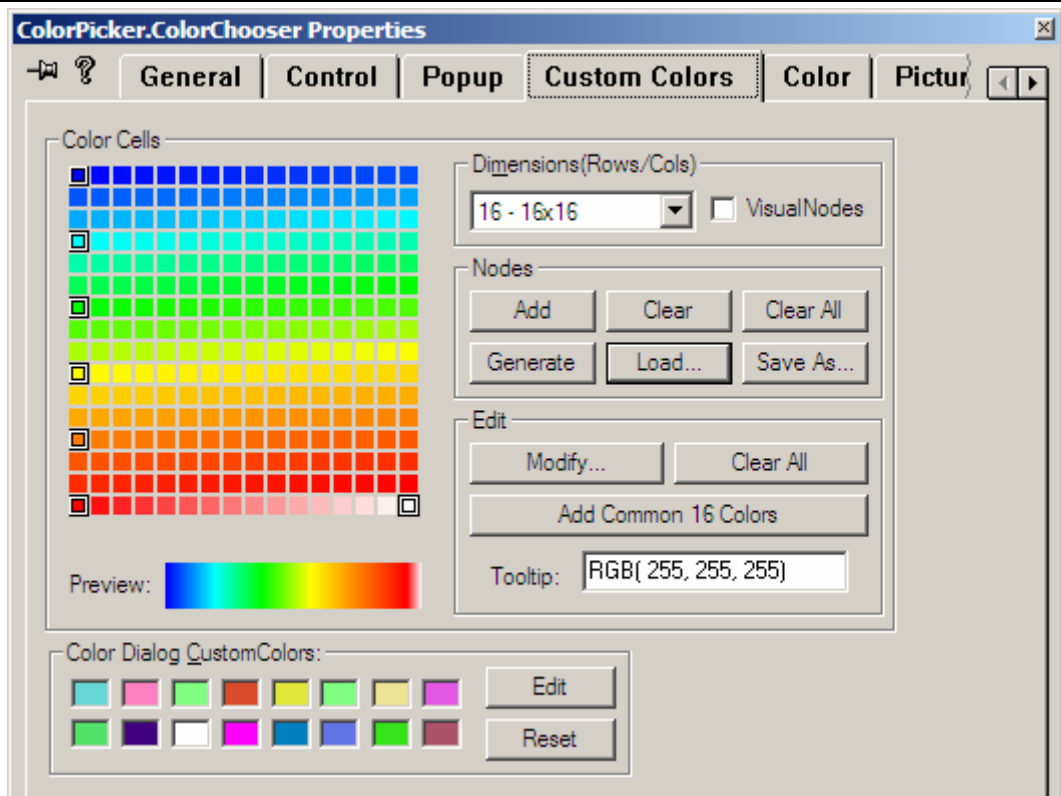
Once one control is added into the form, the component will be a global object, you can use it at anywhere within the project, generally it is named as ColorChooser1.

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:



The *Custom Colors* page likes following:

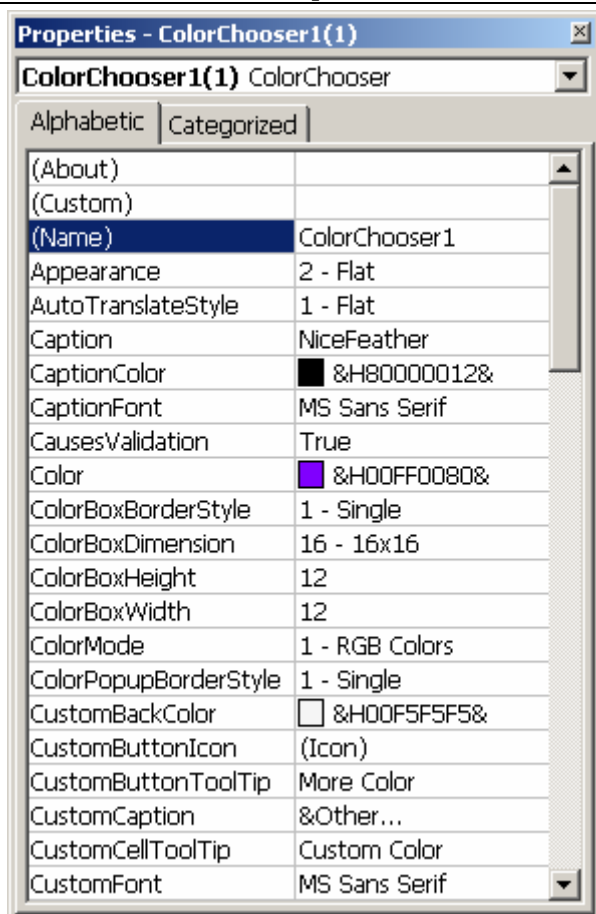


Clicks a color cell, you can Add, Clear, Clear all ramp nodes in "Nodes" group, and can also Generate, Load and Save a ramp palette.

You can also Modify, Clear all and Add Common 16 Colors in "Edit" group, can also set current selected color cell tooltip.

Clicks "Edit" button or any color units in Color Dialog CustomColors group, you can open standard Windows Color Dialog to edit Custom Colors, the result will display in the color units of group. Reset button can reset all custom colors to default black.

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, these 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 the 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 generally many methods function also return a value, developer can judge next handling through it. Generally, methods have some different data type parameters, perform these methods should follow the generated interface definitions, developer can reference your 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 end user's input/output interruption for outer 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 this 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 control

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>\ColoPick.ocx
```

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.

X. Uninstall this control

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

XI. Distribute Application combined this product


An 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's 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.

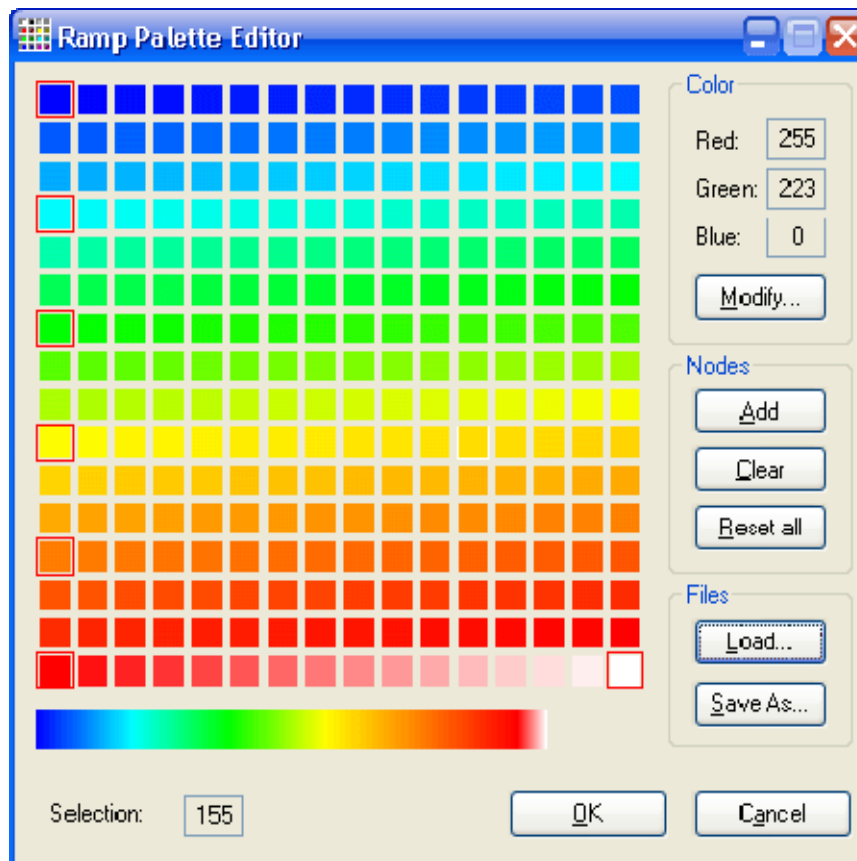
Anyway, the control file can be release to any end user specified directory. Just need a successful register, it is a key that insure your application can smooth running.

Ramp Palette Editor

I. Create a ramp colors palette file

Ramp Palette Editor is a ramp palette file creator utility for Color Picker ActiveX Control using. It has 256 color units and permit easy edition of 256 colors ramps. We can also save and load predefined ramps. The ramp editing is made using specified nodes, and the ramps are recalculated between every defined node. By example, for a single grey scale ramp, only the first and the last nodes are necessary (black and white), the Rainbow ramp is defined using a few nodes, in fact in a few mouse events.

Ramp Palette Editor can create a palette file (.PAL ) for Color Picker ActiveX Control using, and it can be load or change dynamically. This file standard size is 1K.



Above figure described a rainbow ramp colors map, from blue to white, there are five highlighted sub nodes between begin node and end node, you can click any node to **modify** the color and click "**Add**" button to apply the ramp color recalculation, and you can also select any color unit to modify color and add it to a "Node". Click the "**Clear**" button can remove a selected node, and click "**Reset all**" to remove all defined nodes.

The "**Load**" button can load a ramp colors palette file (.pal) into the application, and "**Save As...**" button can save the current ramp colors map as a new palette file.

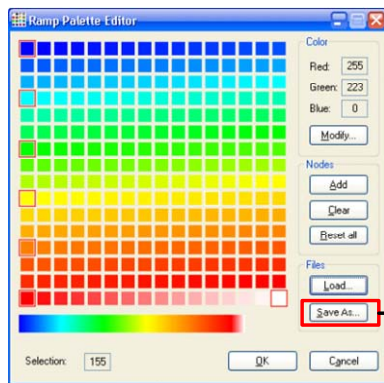
The "**Color**" area can indicate current selected color unit RGB value, and the

"Selection" is a number indicator for current selected color unit.

II. Load the palette file from design mode and runtime

A generated palette file can be load from design mode and runtime, and following is the flow and brief description.

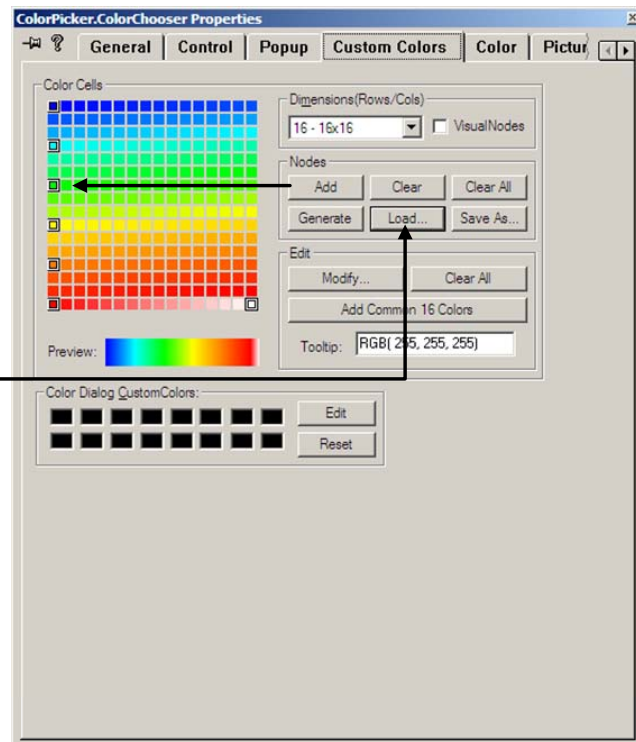
Create a ramp colors palette file (.pal)



Some source code at Runtime

```
...  
m_ColorPicker1.SetColorBoxDimension(16);  
m_ColorPicker1.SetColorBoxHeight(12);  
m_ColorPicker1.SetColorBoxWidth(12);  
m_ColorPicker1.LoadColorBoxColors("Rainbow.pal");  
...
```

Load the palette file from properties dialog at design mode



At design mode, a loaded palette file can be import into the ActiveX control and these properties would be store in the project resource statically. A runtime loading with palette file only available before the application was destroyed.

NOTE:

More details for Color Picker ActiveX Control can be found at:

<http://www.nicefeather.com/en/ColorPicker/ColoPick.asp>