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ComponentOne

# Flash for .NET

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## ComponentOne Flash for .NET Overview

Giving you the power to present your mission critical information in the form of vector graphics and animation, **ComponentOne Flash for .NET** allows you to create Adobe Flash (SWF) documents from your applications.

There are three WinForms components in the product package. Each is designed for different usage:

- **C1FlashCanvas** – a component similar to the .NET **Graphics** class. It provides methods for drawing content to a single frame, or canvas, of Flash. The coordinate in **C1FlashCanvas** is the logical pixel. If you want to generate Flash animations, you need to use **C1FlashMovie**.
- **C1FlashMovie** – a component that can be used to create multi-frames animation. You can add/remove/transform graphical objects to the frames. The coordinate in **C1FlashMovie** is a *twip* which is the measurement used by the Adobe SWF specification. In the SWF format, a *twip* is 1/20th of a logical pixel. A logical pixel is the same as a screen pixel when the movie is played at 100% - that is, without scaling.
- **C1FlashSlide** – a component that can be used to create a slide show in the Adobe Flash file format. Each page of the slide is an **FPage** class that provides the methods similar to those in the .NET Graphics class. With the powerful [Slide Designer](#) you can layout and specify the properties of the UI elements in a convenient way, such as navigation buttons, page header, page footer, and page number.

**Flash for .NET** provides most of the graphical drawing abilities that SWF format supports, and a very important feature of **Flash for .NET** is its ease of use. Draw content to a single-frame Flash document, create Flash animation through a series of frames, or organize your Flash frames in a slide show.

## See Also

[Help with ComponentOne Studio for WinForms](#)

[Migrating a Flash for .NET Project to Visual Studio 2005](#)

## Help with ComponentOne Studio for WinForms

### Getting Started

For information on installing ComponentOne Studio for WinForms, licensing, technical support, namespaces and creating a project with the control, please visit [Getting Started with Studio for WinForms](#).

## What's New

For a list of the latest features added to **ComponentOne Studio for WinForms**, visit [What's New in Studio for WinForms](#).

## Migrating a Flash for .NET Project to Visual Studio 2005

To migrate a project using ComponentOne components to Visual Studio 2005, there are two main steps that must be performed. First, you must convert your project to Visual Studio 2005, which includes removing any references to a previous assembly and adding a reference to the new assembly. Secondly, the .licx file, or licensing file, must be updated in order for the project to run correctly.

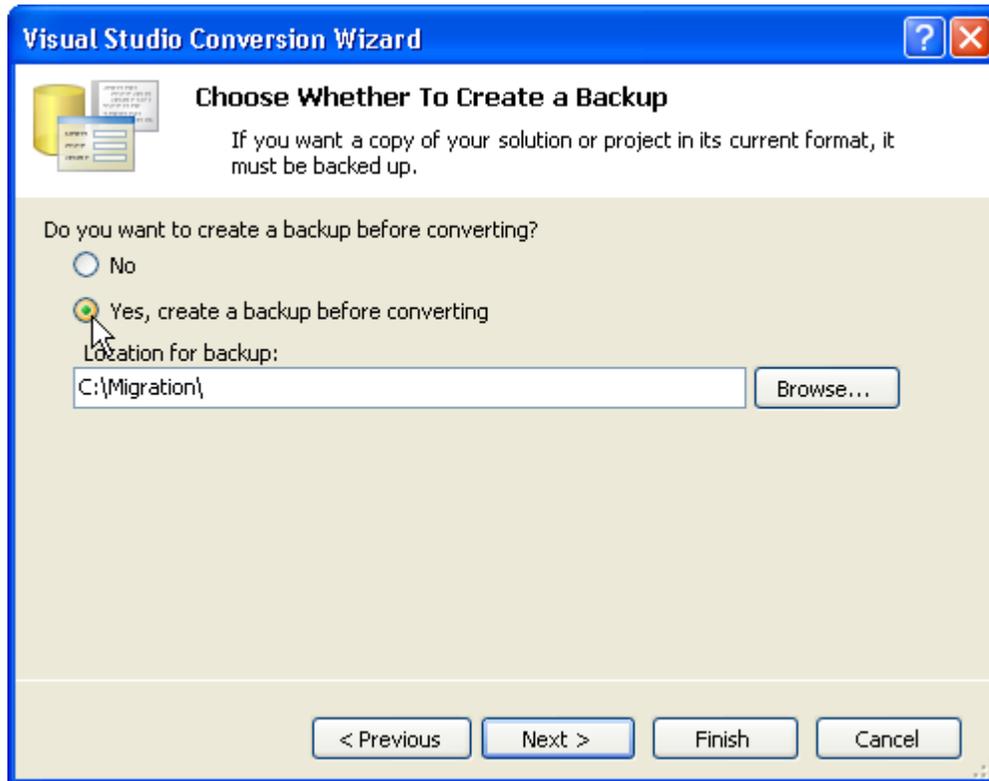
### To convert the project:

1. Open Visual Studio 2005 and select **File | Open | Project/Solution**.
2. Locate the **.sln** file for the project that you wish to convert to Visual Studio 2005. Select it and click **Open**. The **Visual Studio Conversion Wizard** appears.



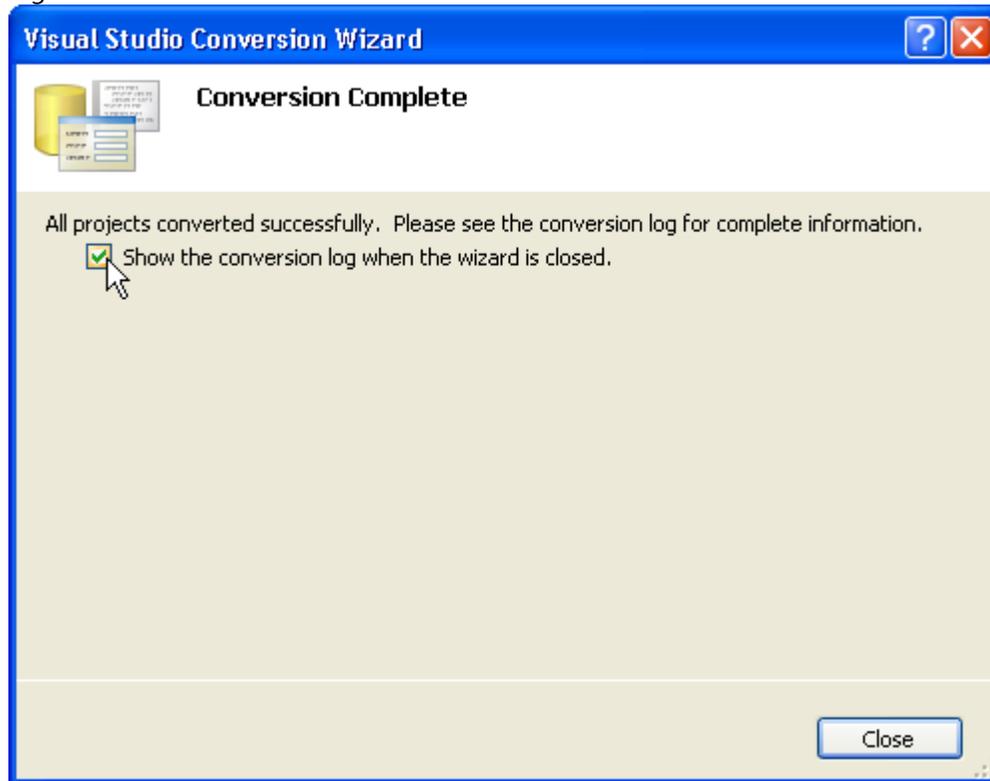
3. Click **Next**.

4. Select **Yes, create a backup before converting** to create a backup of your current project and click **Next**.



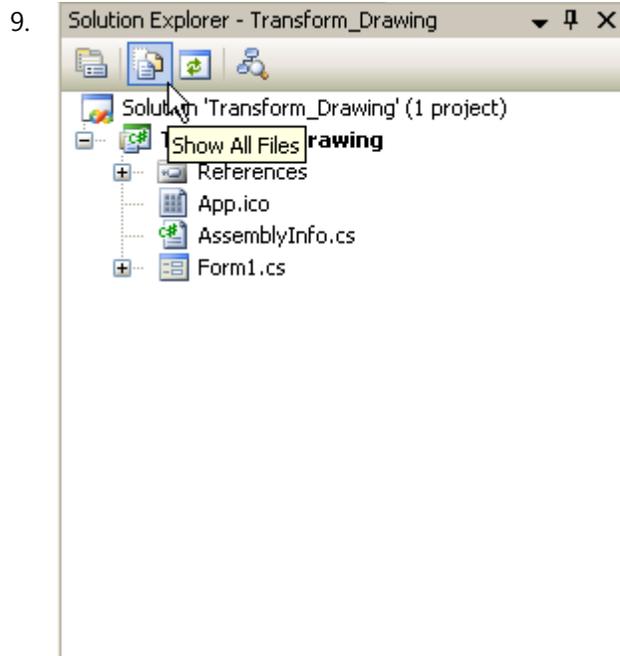
5. Click **Finish** to convert your project to Visual Studio 2005. The **Conversion Complete** window appears.

6. Click Show the conversion log when the wizard is closed if you want to view the conversion log.



7. Click **Close**. The project opens. Now you must remove references to any of the previous ComponentOne .dlls and add references to the new ones.
8. Go to the Solution Explorer (**View | Solution Explorer**) and click the **Show All Files** button.

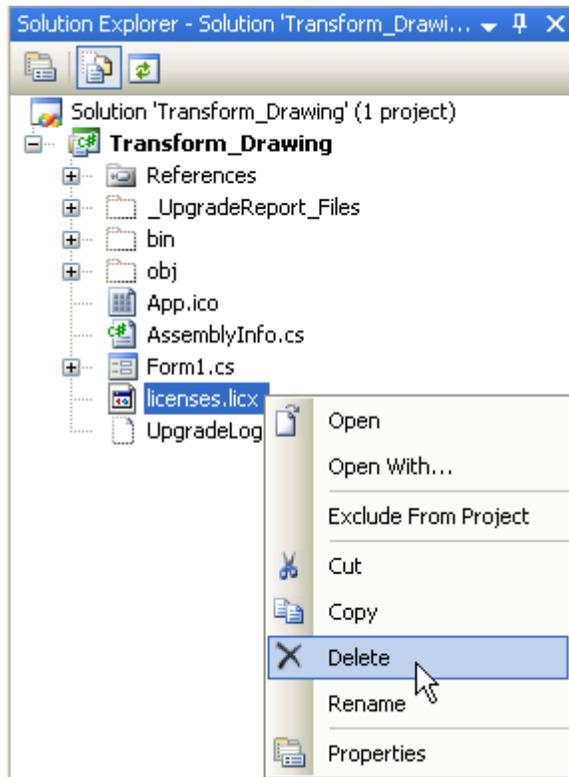
 **Note: The Show All Files button does not appear in the Solution Explorer toolbar if the Solution project node is selected.**



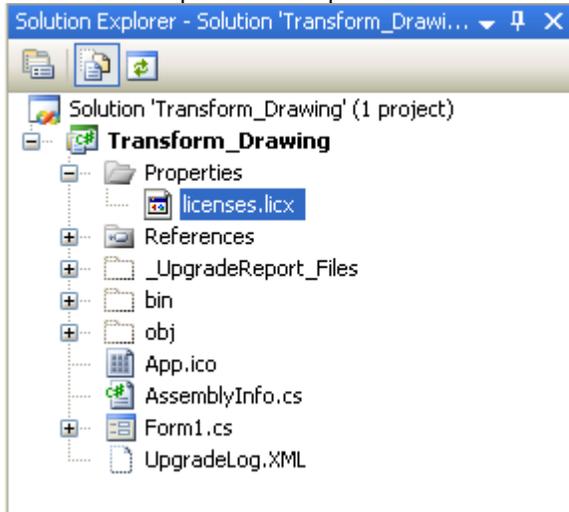
10. Expand the **References** node, right-click C1.C1Flash, and select **Remove**.
11. Right-click the **References** node and select **Add Reference**.
12. Locate and select **C1.C1Flash.2.dll**. Click **OK** to add it to the project.

## To update the .licx file:

1. In the Solution Explorer, right-click the **licenses.licx** file and select **Delete**.



2. Click **OK** to permanently delete **licenses.licx**. The project must be rebuilt to create a new, updated version of the .licx file.
3. Click the **Start Debugging** button to compile and run the project. The new .licx file may not be visible in the Solution Explorer.
4. Select **File | Close** to close the form and then double-click the **Form.vb** or **Form.cs** file in the Solution Explorer to reopen it. The new **licenses.licx** file appears in the list of files.



The migration process is complete.

## Key Features

Create colorful Adobe Flash files. Benefit from using **ComponentOne Flash for .NET**, including:

- **The ability to create dynamic Adobe Flash files in your application** – Create Flash files at run time. Link the output file inside a Web page to instantly display the dynamic Flash content.
- **Powerful drawing abilities** – Provides most of the graphical drawing abilities that Adobe Flash (SWF) format supports – anti-aliasing, fast rendering to a bitmap of any color format, and animation.

The Adobe Flash file format (SWF) delivers vector graphics and animation over the Internet to the Adobe Flash Player. The SWF file format is designed to be a very efficient delivery format, not a format for exchanging graphics between graphics editors. It is designed to meet the following goals – goals with which some other file formats cannot compete:

- **On-screen display:** The format is primarily intended for on-screen display and supports anti-aliasing, fast rendering to a bitmap of any color format, animation.
- **Extensibility:** The format is a tagged format, so it can be evolved with new features while maintaining backward compatibility with earlier versions of Flash Player.
- **Network delivery:** The format can travel over a network with limited and unpredictable bandwidth.
- **Simplicity:** The format is simple so that Flash Player is small and easily ported.
- **Scalability:** The files work well on limited hardware, and can take advantage of better hardware when it is available. This is important because computers have different monitor resolutions and bit depths.
- **Speed:** The files render at a high quality very quickly.

For more information on the Flash format and Flash utilities from Adobe and other sources, visit the [Adobe Web site](#).

- **An object model that parallels the .NET Graphics class** – C1FlashCanvas methods and properties for drawing graphics are the exact same as those available in the .NET Graphics class. You do not need to know the mechanism; C1Flash describes the graphical content, and how the complex SWF tags are organized and written on a file stream are totally transparent to the user. Discover how quickly you can learn C1Flash.
- **Highly-secure text** – Text in Flash format provides higher security to users since it is difficult to copy.
- **The ability to render any .NET Image object** – Render any regular .NET Image object into a SWF file: metafiles are re-played and simulated into Flash graphics. Use C1Flash to transfer a metafile format into a Flash format.
- **C1FlashSlide Designer available to quickly create Flash slides** – Design the layout and content of slide shows in WYSIWYG design surface with zero code.

## Create Canvas Documents with C1FlashCanvas

The following topics demonstrate how to use the [C1FlashCanvas](#) component to create a Flash document and add text, graphics, and images.

### See Also

[Creating Canvas Documents](#)

[Adding Text to C1FlashCanvas](#)

[Adding Images to C1FlashCanvas](#)

[Adding Graphics to C1FlashCanvas](#)

[Using Metafiles to Render Graphics](#)

### Creating Canvas Documents

To create a single frame Adobe Flash document using [C1FlashCanvas](#), the following three steps are required:

1. Create a C1FlashCanvas object.
2. Add content to the document. This usually involves calling the **DrawXXX** or **FillXXX** methods.
3. Render the document to a file or to a stream using the corresponding methods.

For more information on how to create canvas documents, see the [C1FlashCanvas Tasks](#) topic.

To follow tradition, here's how to create a "hello world" document using C1FlashCanvas:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>' step 1: create the C1FlashCanvas object Dim canvas As New C1FlashCanvas()  ' step 2: add content to the page Dim rc = New Rectangle(20, 20, 200, 40) Dim font As New Font("Arial", 12) canvas.DrawString("Hello World!", font, Brushes.Black, rc)  ' step 3: save the document to a file</pre>	

```
canvas.RenderToFile("")Dim world As hello
```

To write code in C#

C#	Copy Code
<pre>// step 1: create the C1FlashCanvas object C1FlashCanvas canvas = new C1FlashCanvas();  // step 2: add content to the page RectangleF rc = new Rectangle(20, 20, 200, 40); Font font = new Font("Arial", 12); canvas.DrawString("Hello World!", font, Brushes.Black, rc);  // step 3: save the document to a file canvas.RenderToFile(@"c:\temp\hello world.swf");</pre>	

Step 2 is the most interesting one. The code starts by creating a new rectangle, then creates a **Font** object and calls the [DrawString](#) method to write "Hello World!" on the canvas. This is exactly what you would do if you were writing to a **Graphics** object in .NET, and is what makes **Flash for .NET** so easy to use.

One important thing to remember is that C1FlashCanvas uses a logical pixel coordinate system with the origin at the top-left corner of the page. This is similar to the default coordinate system used by .NET.

## Adding Text to C1FlashCanvas

This topic demonstrates how to add text to your Flash document.

## Drawing Text

Adding text to [C1FlashCanvas](#) is easy; all the work is done by the [DrawString](#) method.

DrawString draws a given string at a specified location using a given font and brush. For example:

```
canvas.DrawString("Hello World!", font, Brushes.Black, rc);
```

By default, DrawString will align the text to the left and to the top of the given rectangle and will wrap the string within the rectangle. You can change these options by specifying a *StringFormat* parameter in the call to DrawString. The *StringFormat* has members that allow you to specify the

horizontal alignment (**Alignment**), vertical alignment (**LineAlignment**), and flags that control wrapping and clipping.

For example, the following code creates a *StringFormat* object and uses it to align the text to the center of the rectangle horizontally:

#### [To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Dim font As New Font("Arial", 12) Dim rc As New RectangleF(72, 72, 100, 50) Dim [text] As String = "Some long string to be " + "rendered into a small rectangle. " [text] = [text] + [text] + [text] + [text] + [text] + [text]  ' center align string Dim sf As New StringFormat() sf.Alignment = StringAlignment.Center  canvas.DrawString([text], font, Brushes.Black, rc, sf) canvas.DrawRectangle(Pens.Gray, rc)</pre>	

#### [To write code in C#](#)

C#	Copy Code
<pre>Font font = new Font("Arial", 12); RectangleF rc = new RectangleF(72, 72, 100, 50); string text = "Some long string to be " +              "rendered into a small rectangle. "; text = text + text + text + text + text + text;  // center align string StringFormat sf = new StringFormat(); sf.Alignment = StringAlignment.Center;  canvas.DrawString(text, font, Brushes.Black, rc, sf);</pre>	

```
canvas.DrawRectangle(Pens.Gray, rc);
```

## Measuring Text

In many cases, you will need to check whether the string will fit on the page before you render it. You can use the **MeasureString** method for that. **MeasureString** returns a **SizeF** structure that contains the width and height of the string (in points) when rendered with a given font.

## Drawing HTML Text

DrawString provides all the functionality you need for rendering paragraphs using a single font and color.

You can also use **DrawStringHtml** to render a limited subset of the HTML tag language with a few additions not normally present in HTML. The following tags are supported:

Tag	Description
<p> ... </p>	Defines a paragraph. The attribute align may be present, with value left, right, or center.
 	Inserts a line break.
<a> ... </a>	Defines a hyperlink. The attribute href must be present. The attribute target is optional, and specifies a window name.
<font> ... </font>	Defines a span of text that uses a given font. The following attributes are available: <ul style="list-style-type: none"><li>• face, which specifies a font name that must match a font name supplied in a DefineFont2 tag</li><li>• size, which is specified in twips, and may include a leading '+' or '-' for relative sizes</li><li>• color, which is specified as a #RRGGBB hex triplet</li></ul>
<b> ... </b>	Defines a span of bold text.
<i> ... </i>	Defines a span of italic text.

<u> ... </u>	Defines a span of underlined text.
<li> ... </li>	Defines a bulleted paragraph. The <ul> tag is not necessary and is not supported. Numbered lists are not supported.
<textformat> ... </textformat>	<p>Defines a span of text with certain formatting options. The following attributes are available:</p> <ul style="list-style-type: none"> <li>• leftmargin, which specifies the left margin in twips</li> <li>• rightmargin, which specifies the right margin in twips</li> <li>• indent, which specifies the left indent in twips</li> <li>• blockindent, which specifies a block indent in twips</li> <li>• leading, which specifies the leading in twips</li> <li>• tabstops, which specifies a comma-separated list of tab stops, each specified in twips</li> </ul>
<tab>	Inserts a tab character, which advances to the next tab stop as defined with <textformat>

For example, the following code renders a line of text with some bold and italic characters in it, and the "Sample" is in green:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
	<pre>Dim font As New Font("Arial", 12) Dim rect As New RectangleF(160, 120, 200, 60) canvas.DrawStringHtml("&lt;b&gt;&lt;font color=""#00FF00""&gt;Sample&lt;/font&gt;&lt;/b&gt; &lt;i&gt;string&lt;/i&gt;", font, Brushes.Red, rect)</pre>

[To write code in C#](#)

C#	Copy Code

```
Font font = new Font("Arial", 12);
Rectangle rect = new RectangleF(160, 120, 200, 60);
canvas.DrawStringHtml("<b><font color=#00FF00>Sample</font></b>
<i>string</i>", font, Brushes.Red, rect);
```

## Adding Images to C1FlashCanvas

Adding images to [C1FlashCanvas](#) is done by using the [DrawImage](#) method.

[DrawImage](#) draws a given image at a specified location and with its original size or given size. For example, the following code loads a bitmap from resource and draws the image at a position:

To write code in Visual Basic

Visual Basic	Copy Code
	<pre>Dim a As [Assembly] = [Assembly].GetExecutingAssembly() Dim an As String = a.GetName().Name Dim bmp As New Bitmap(a.GetManifestResourceStream((an + ".lvhover.jpg"))) Dim c1logo As New Bitmap(a.GetManifestResourceStream((an + ".c1logo.jpg"))) canvas.DrawImage(c1logo, New Point(320, 10)) canvas.DrawImage(c1logo, New Rectangle(10, 10, 200, 60))</pre>

To write code in C#

C#	Copy Code
	<pre>Assembly a = Assembly.GetExecutingAssembly(); string an = a.GetName().Name; Bitmap c1logo = new Bitmap(a.GetManifestResourceStream(an + ".c1logo.jpg")); canvas.DrawImage(c1logo, new Point(320, 10)); canvas.DrawImage(c1logo, new Rectangle(10, 10, 200, 60));</pre>

Notice that you can render any regular .NET Image object, including metafiles. Metafiles are not converted into bitmaps; they are played into the document and thus retain the best possible resolution. If you want to add charts or technical drawings to your Flash document, metafiles are better than bitmap images.

## Adding Graphics to C1FlashCanvas

The `C1FlashCanvas` class exposes several methods that allow you to add graphical elements to your documents, including lines, rectangles, ellipses, pies, arcs, rounded rectangles, polygons, Bezier curves, and so on.

The methods are a subset of those found in the .NET **Graphics** class, and use the same **Brush** and **Pen** classes to control the color and style of the lines and filled areas.

The following example illustrates how similar the graphics methods are between `C1FlashCanvas` and the .NET **Graphics** class. The sample declares a `C1FlashCanvas` class and calls methods to draw/fill shapes with solid color, semi-transparent color, texture brush or gradient brush.

The point of the sample is that if you replaced the `C1FlashCanvas` class with a regular .NET **Graphics** object, you would be able to compile the code and get the same results:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Dim canvas As New C1FlashCanvas()  'Draw line sections Dim pen As New Pen(Color.Red, 1) Dim points(4) As Point points(0) = New Point(40, 40) points(1) = New Point(150, 100) points(2) = New Point(150, 300) points(3) = New Point(300, 120) canvas.DrawLines(pen, points)  ' Draw Bezier curve Dim start As New Point(100, 100) Dim control1 As New Point(200, 10) Dim control2 As New Point(350, 50) Dim end1 As New Point(500, 100) Dim control3 As New Point(600, 150) Dim control4 As New Point(650, 250) Dim end2 As New Point(500, 300) Dim bezierPoints As Point() = {start, control1, control2, end1, control3, control4, end2}</pre>	

```

canvas.DrawBeziers(pen, bezierPoints)

' Fill rectangle with solid color
Dim rect As New Rectangle(200, 210, 120, 60)
canvas.FillRectangle(Brushes.LightBlue, rect)

' Fill the rectangle with color that has alpha value
Dim c As Color = Color.FromArgb(90, Color.Blue)
Dim b As New SolidBrush(c)
rect.Offset(30, 30)
canvas.FillRectangle(b, rect)
b.Dispose()

' Create a texture brush
Dim a As [Assembly] = [Assembly].GetExecutingAssembly()
Dim an As String = a.GetName().Name
Dim bmp As New Bitmap(a.GetManifestResourceStream((an + ".lvhover.jpg")))
Dim tb As New TextureBrush(bmp)

' Fill the rectangle with texture brush
rect = New Rectangle(80, 120, 100, 120)
canvas.FillRectangle(tb, rect)

' Fill the pie with texture brush
rect = New Rectangle(300, 60, 150, 100)
canvas.FillPie(tb, rect, 30, 120)

' Draw a pie as border
pen.Color = Color.Green
pen.Width = 2
canvas.DrawPie(pen, rect, 30, 120)

' Create a linear gradient brush
Dim lb As New LinearGradientBrush(New Point(0, 0), New Point(100, 0),
Color.Blue, Color.Red)
Dim cb As New ColorBlend(3)
cb.Colors = New Color(3) {}
cb.Colors(1) = Color.Red
cb.Colors(2) = Color.Blue

```

```

cb.Colors(3) = Color.Yellow
cb.Positions = New Single(3) {}
cb.Positions(1) = 0
cb.Positions(2) = 0.5F
cb.Positions(3) = 1
lb.InterpolationColors = cb

' Fill the rectangle with the linear gradient brush
rect = New Rectangle(360, 200, 120, 40)
canvas.FillRectangle(lb, rect)

' Fill the ellipse with the linear gradient brush
rect = New Rectangle(360, 260, 120, 120)
canvas.FillEllipse(lb, rect)
lb.Dispose()

' Create a graphics path and add some graphical elements to this path
Dim graphPath As New GraphicsPath()
graphPath.AddEllipse(0, 0, 200, 100)
graphPath.AddRectangle(New Rectangle(20, 20, 200, 100))
graphPath.FillMode = FillMode.Winding
graphPath.AddString("Jason", FontFamily.GenericSansSerif, 1, 68, New
Rectangle(100, 320, 400, 100), StringFormat.GenericDefault)

' Fill the path
canvas.FillPath(Brushes.LightBlue, graphPath)

' Load the image from resource
Dim c1logo As New Bitmap(a.GetManifestResourceStream((an + ".c1logo.jpg")))

' Draw the image
canvas.DrawImage(c1logo, New Point(320, 10))
c1logo.Dispose()

' Draw some text
Dim font As New Font("MS Sans Serif", 15)
canvas.DrawString("Text in normal", font, Brushes.DarkOrange, New PointF(20,
280))
font.Dispose()

```

```

' Draw some text in bold
font = New Font("MS Sans Serif", 15, FontStyle.Bold)
canvas.DrawString("Text in Bold", font, Brushes.DarkOrange, New PointF(20, 300))
font.Dispose()

' Draw some text in italic
font = New Font("MS Sans Serif", 15, FontStyle.Italic)
canvas.DrawString("Text in Italic", font, Brushes.DarkOrange, New PointF(20,
320))

' Draw text with right alignment
rect = New Rectangle(20, 340, 150, 25)
canvas.DrawRectangle(Pens.Black, rect)
Dim sf As StringFormat = StringFormat.GenericDefault
sf.Alignment = System.Drawing.StringAlignment.Far
canvas.DrawString("Right alignment", font, Brushes.DarkOrange, rect, sf)
font.Dispose()
pen.Dispose()
tb.Dispose()
bmp.Dispose()

canvas.RenderToFile("")

```

[To write code in C#](#)

C#	Copy Code
	<pre> C1FlashCanvas canvas = new C1FlashCanvas();  //Draw line sections Pen pen = new Pen(Color.Red, 1); Point[] points = new Point[4]; points[0] = new Point(40, 40); points[1] = new Point(150, 100); points[2] = new Point(150, 300); points[3] = new Point(300, 120); canvas.DrawLine(pen, points); </pre>

```

// Draw Bezier curve
Point start = new Point(100, 100);
Point control1 = new Point(200, 10);
Point control2 = new Point(350, 50);
Point end1 = new Point(500, 100);
Point control3 = new Point(600, 150);
Point control4 = new Point(650, 250);
Point end2 = new Point(500, 300);
Point[] bezierPoints = { start, control1, control2, end1, control3, control4,
end2 };
canvas.DrawBeziers(pen, bezierPoints);

// Fill rectangle with solid color
Rectangle rect = new Rectangle(200, 210, 120, 60);
canvas.FillRectangle(Brushes.LightBlue, rect);

// Fill the rectangle with color that has alpha value
Color c = Color.FromArgb(90, Color.Blue);
SolidBrush b = new SolidBrush(c);
rect.Offset(30, 30);
canvas.FillRectangle(b, rect);
b.Dispose();

// Create a texture brush
Assembly a = Assembly.GetExecutingAssembly();
string an = a.GetName().Name;
Bitmap bmp = new Bitmap(a.GetManifestResourceStream(an + ".lvhover.jpg"));
TextureBrush tb = new TextureBrush(bmp);

// Fill the rectangle with texture brush
rect = new Rectangle(80, 120, 100, 120);
canvas.FillRectangle(tb, rect);

// Fill the pie with texture brush
rect = new Rectangle(300, 60, 150, 100);
canvas.FillPie(tb, rect, 30, 120);

// Draw a pie as border

```

```

pen.Color = Color.Green;
pen.Width = 2;
canvas.DrawPie(pen, rect, 30, 120);

// Create a linear gradient brush
LinearGradientBrush lb = new LinearGradientBrush(new Point(0, 0), new Point(100,
0), Color.Blue, Color.Red);
ColorBlend cb = new ColorBlend(3);
cb.Colors = new Color[3];
cb.Colors[1] = Color.Red;
cb.Colors[2] = Color.Blue;
cb.Colors[3] = Color.Yellow;
cb.Positions = new float[3];
cb.Positions[1] = 0;
cb.Positions[2] = 0.5F;
cb.Positions[3] = 1;
lb.InterpolationColors = cb;

// Fill the rectangle with the linear gradient brush
rect = new Rectangle(360, 200, 120, 40);
canvas.FillRectangle(lb, rect);

// Fill the ellipse with the linear gradient brush
rect = new Rectangle(360, 260, 120, 120);
canvas.FillEllipse(lb, rect);
lb.Dispose();

// Create a graphics path and add some graphical elements to this path
GraphicsPath graphPath = new GraphicsPath();
graphPath.AddEllipse(0, 0, 200, 100);
graphPath.AddRectangle(new Rectangle(20, 20, 200, 100));
graphPath.FillMode = FillMode.Winding;
graphPath.AddString("Jason", FontFamily.GenericSansSerif, 1, 68, new
Rectangle(100, 320, 400, 100), StringFormat.GenericDefault);

// Fill the path
canvas.FillPath(Brushes.LightBlue, graphPath);

// Load the image from resource

```

```

Bitmap c1logo = new Bitmap(a.GetManifestResourceStream(an + ".c1logo.jpg"));

// Draw the image
canvas.DrawImage(c1logo, new Point(320, 10));
c1logo.Dispose();

// Draw some text
Font font = new Font("MS Sans Serif", 15);
canvas.DrawString("Text in normal", font, Brushes.DarkOrange, new PointF(20,
280));
font.Dispose();

// Draw some text in bold
font = new Font("MS Sans Serif", 15, FontStyle.Bold);
canvas.DrawString("Text in Bold", font, Brushes.DarkOrange, new PointF(20,
300));
font.Dispose();

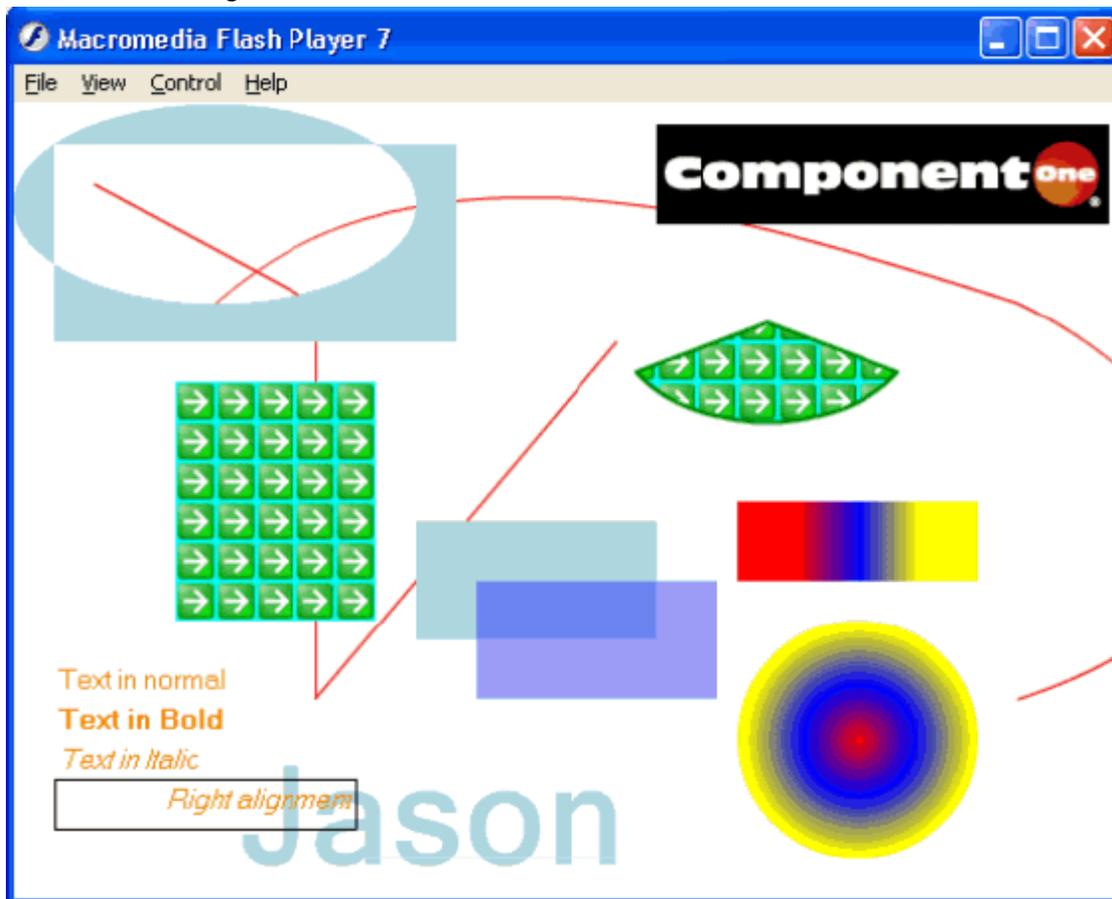
// Draw some text in italic
font = new Font("MS Sans Serif", 15, FontStyle.Italic);
canvas.DrawString("Text in Italic", font, Brushes.DarkOrange, new PointF(20,
320));

// Draw text with right alignment
rect = new Rectangle(20, 340, 150, 25);
canvas.DrawRectangle(Pens.Black, rect);
StringFormat sf = StringFormat.GenericDefault;
sf.Alignment = System.Drawing.StringAlignment.Far;
canvas.DrawString("Right alignment", font, Brushes.DarkOrange, rect, sf);
font.Dispose();
pen.Dispose();
tb.Dispose();
bmp.Dispose();

canvas.RenderToFile(@"c:\temp\gdi.swf");

```

Here is the resulting Flash document:



## Transforming the Graphic

As in the .NET **Graphics** class, you can rotate/scale/translate the coordinate by modifying the [Transform](#) property or call the corresponding methods of the C1FlashCanvas.

The following example rotates and scales the coordinate in a circle and draws the same rectangle in each coordinate.

To write code in [Visual Basic](#)

Visual Basic

Copy Code

```
Dim canvas As New C1FlashCanvas()  
  
' Resets the coordinate transform  
canvas.ResetTransform()
```

```

Dim ptCenter As New Point(canvas.Width / 2, canvas.Height / 2)

' Moves the coordinate origin point to the center of the canvas
canvas.TranslateTransform(ptCenter.X, ptCenter.Y)
Dim rect As New Rectangle(0, 0, 100, 40)
Dim i As Integer
For i = 0 To 11

    ' Draws the rectangle with the same rectangle parameter
    canvas.DrawRectangle(Pens.Orange, rect)

    ' Rotates the coordination by 30 degrees
    canvas.RotateTransform(30)

    ' Scales the coordination
    canvas.ScaleTransform(1.075F, 1.075F)
Next i

canvas.RenderToFile("c:\temp\transform.swf")

```

To write code in C#

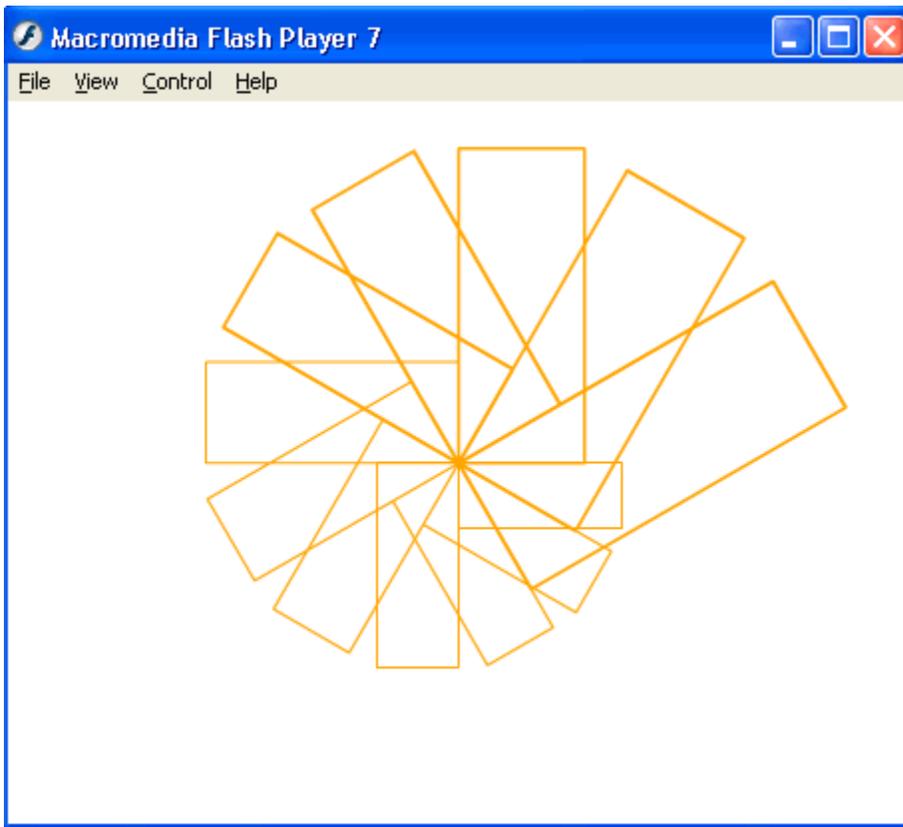
C#	Copy Code
	<pre> C1FlashCanvas canvas = new C1FlashCanvas();  // Resets the coordinate transform canvas.ResetTransform(); Point ptCenter = new Point(canvas.Width/2, canvas.Height/2);  // Moves the coordinate origin point to the center of the canvas canvas.TranslateTransform(ptCenter.X, ptCenter.Y); Rectangle rect = new Rectangle(0, 0, 100, 40); for(int i = 0; i &lt; 12; i++) {     // Draws the rectangle with the same rectangle parameter     canvas.DrawRectangle(Pens.Orange, rect); } </pre>

```
// Rotates the coordination by 30 degrees
canvas.RotateTransform(30);

// Scales the coordination
canvas.ScaleTransform(1.075F, 1.075F);
}

canvas.RenderToFile(@"c:\temp\transform.swf");
```

Here is the result of the code:



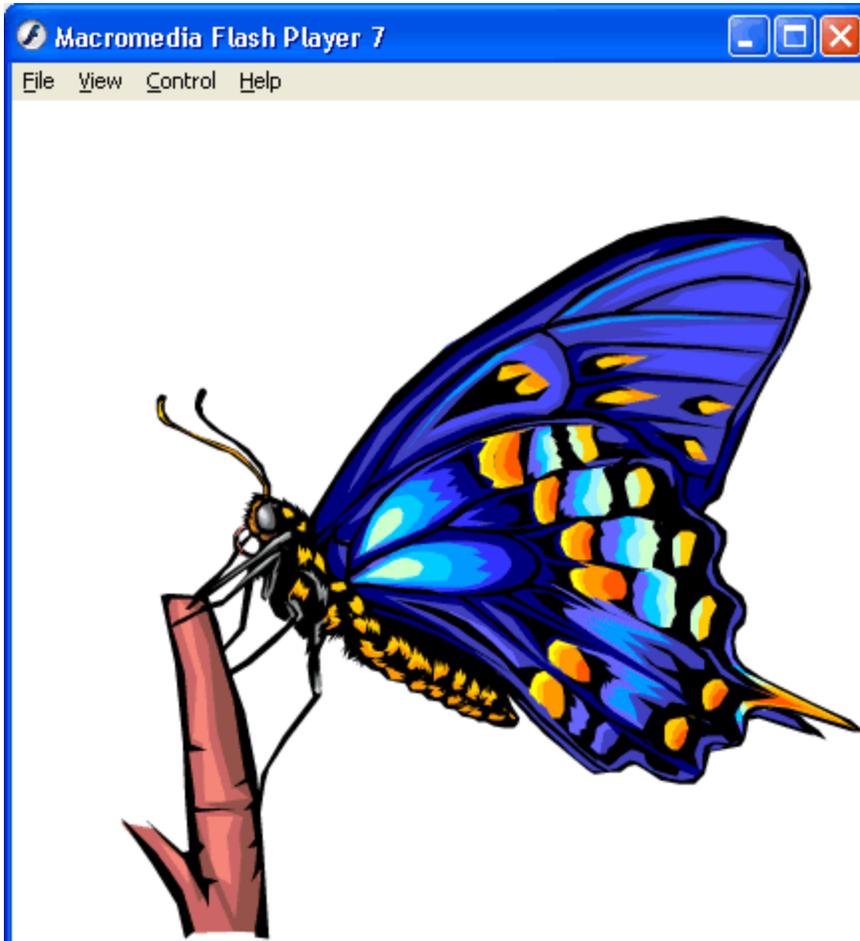
## Using Metafiles to Render Graphics

[C1FlashCanvas](#) makes it very easy to create documents, mainly because the object model mimics the well-known .NET **Graphics** model. However, not all methods available in the **Graphics** class are available in [C1FlashCanvas](#). Plus, you may have existing code that draws to a **Graphics** object and that you do not want to rewrite even if most methods are very similar.

In these cases, you can reuse your existing .NET code by sending the drawing commands to a **Metafile**, then rendering the **Metafile** into [C1FlashCanvas](#) using the `DrawImage` command. This method allows you to expose any graphics you create as images or as Flash documents.

The metafiles could be generated by a reporting engine, drawing or charting program, or any application that can create metafile images.

Here is a result of replaying a metafile in Flash document:



## Create Movie Documents with C1FlashMovie

The following topics explain how a Flash movie is composed and show you how to use the [C1FlashMovie](#) component to create your own Flash movie.

## See Also

[Understanding Frames and Graphical Objects](#)

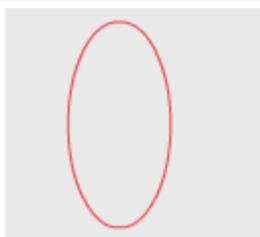
[Creating Movie Documents](#)

## Understanding Frames and Graphical Objects

A flash animation is composed of a series of frames. Each frame is displayed and then promptly replaced another frame to create the illusion of movement. This same technique is used to create television shows, motion pictures, and traditional cell animation.

Users are allowed to add and remove graphical objects to frames. There are many graphical objects defined in **ComponentOne Flash for .NET**, including **FLine**, **FRectangle**, **FCircle**, **FOval**, **FArc**, **FText**, **FEditText**, **FPolygon**, **FBeziars**, and **FPath**. Each object represents a basic graphical element or shape that can be outlined or filled.

When a graphical object is added to one frame, it will be displayed in this frame and all of the following frames until it is removed. For example, to make a rotating animation, the graphical object must be added to a frame, then removed in the next frame, rotated, and added again to the new frame.

Frame 0	Frame 1	Frame 2	Frame 3
			
<b>Create a FOval object, add it to Frame 0</b>	<b>Remove the object from Frame 1, rotate 45 degrees, and add it to Frame 1</b>	<b>Remove the object from Frame 2, rotate 90 degrees, and add it to Frame 2</b>	<b>Remove the object from Frame 3, rotate 135 degrees, and add it to Frame 3</b>

Each graphical object needs to be assigned a depth value. The depth determines the stacking order of the object. Objects with lower depth values are displayed underneath objects with higher depth values. An object with a depth value of 1 is displayed at the bottom of the stack. An object may appear more than once in the frame but at different depths. There can be only one object at any given depth.

You do not need to create a frame; it will be created automatically when you access the frame index.

 **Note:** **C1FlashMovie** uses *twip* as its coordinate measurement, which is the coordinate used by the Adobe SWF specification. In the SWF format, a *twip* is 1/20th of a logical pixel. A logical pixel is the same as a screen pixel when the movie is played at 100%—that is, without scaling.

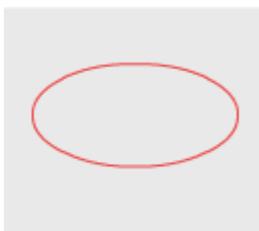
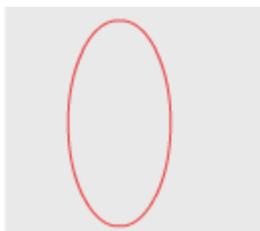
## Creating Movie Documents

Creating an Adobe Flash movie documents using **C1FlashMovie** requires the three following steps:

1. Create a C1FlashMovie object.
2. Create graphical objects and add/remove them to/from frames.
3. Render the document to a file or to a stream using the corresponding methods.

For more information on how to create movie documents, see the [C1FlashMovie Tasks](#) topic.

The following graphic represents the oval object, frame by frame, created by the Flash movie:

Frame 0	Frame 1	Frame 2	Frame 3
			
<b>Create a FOval object, add it to Frame 0</b>	<b>Remove the object from Frame 1, rotate 45 degrees, and add it to Frame 1</b>	<b>Remove the object from Frame 2, rotate 90 degrees, and add it to Frame 2</b>	<b>Remove the object from Frame 3, rotate 135 degrees, and add it to Frame 3</b>

The following example shows how to create a movie with a rotating oval as demonstrated in the above picture:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre> ' Step 1: create the C1FlashMovie object Dim movie As New C1FlashMovie()  ' Step 2: add/remove graphical object to/from frames ' create an oval object Dim rect As New Rectangle(100 * Constants.TWIPS, 100 * Constants.TWIPS, 200 * Constants.TWIPS, 100 * Constants.TWIPS) Dim oval As New FOval(rect)  ' set its out line color and width oval.LineColor = Color.Red </pre>	

```

oval.LineWidth = 2 * Constants.TWIPS
oval.Depth = System.Convert.ToUInt16(1)

' add to frame 0
movie.Frames(0).AddObject(oval)

' remove from frame 1, rotate 45 degrees, add it back
movie.Frames(1).RemoveObject(oval)
oval.Rotate(45F)
movie.Frames(1).AddObject(oval)

' remove from frame 2, rotate 90 degrees, add it back
movie.Frames(2).RemoveObject(oval)
oval.Rotate(90F)
movie.Frames(2).AddObject(oval)

' remove from frame 3, rotate 135 degrees, add it back
movie.Frames(3).RemoveObject(oval)
oval.Rotate(135F)
movie.Frames(3).AddObject(oval)

' Step 3: render to file
movie.RenderToFile("c:\temp\movie.swf")
LaunchViewer("c:\temp\movie.swf")

```

[To write code in C#](#)

C#	Copy Code
<pre> // Step 1: create the C1FlashMovie object C1FlashMovie movie = new C1FlashMovie();  // Step 2: add/remove graphical object to/from frames // create an oval object Rectangle rect = new Rectangle( 100 * Constants.TWIPS, 100 * Constants.TWIPS, 200 * Constants.TWIPS, 100 * Constants.TWIPS ); FOval oval = new FOval( rect ); </pre>	

```

// set its out line color and width
oval.LineColor = Color.Red;
oval.LineWidth = 2 * Constants.TWIPS;
oval.Depth = System.Convert.ToUInt16(1);

// add to frame 0
movie.Frames(0).AddObject( oval );

// remove from frame 1, rotate 45 degrees, add it back
movie.Frames(1).RemoveObject( oval );
oval.Rotate(45F);
movie.Frames(1).AddObject( oval );

// remove from frame 2, rotate 90 degrees, add it back
movie.Frames(2).RemoveObject( oval );
oval.Rotate(90F);
movie.Frames(2).AddObject( oval );

// remove from frame 3, rotate 135 degrees, add it back
movie.Frames(3).RemoveObject( oval );
oval.Rotate(135F);
movie.Frames(3).AddObject( oval );

// Step 3: render to file
movie.RenderToFile(@"c:\temp\movie.swf");
LaunchViewer(@"c:\temp\movie.swf");

```

One important thing to remember is that `C1FlashMovie` uses a **twip** coordinate system with the origin at the top-left corner of the page. This is different from the system used in the **C1FlashCanvas**, which is similar to what is used in the .NET framework. The **Constant** class defines the constant of **twip** per logical pixel, which is 20.

## Create Slide Documents with C1FlashSlide

The following topics demonstrate how to use the `C1FlashSlide` component to create a slide document and modify its settings.

## See Also

[Creating Slide Documents](#)

## Using the C1FlashSlide Designer

### Creating Slide Documents

Creating a slide document in Adobe Slide format requires the following four steps:

1. Place a **C1FlashSlide** component on the form using a drag-and-drop operation.
2. Right-click the **C1FlashSlide** component and select **Design** from its pop-up menu. This specifies the layout and properties of the slide and other elements, like navigation buttons, page header, page footer and page number.
3. Add new pages and draw content to each page.
4. Render the document to a file or to a stream using the corresponding methods.

For more information on how to create slide documents, see the [C1FlashSlide Tasks](#) topic.

### Using the C1FlashSlide Designer

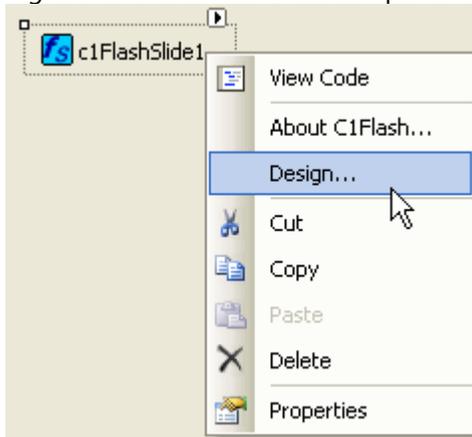
**C1FlashSlide Designer** is used to layout the built in UI elements. You can access the slide designer two ways:

- Click the smart tag (📌) located above the [C1FlashSlide](#) component and select **Design** from the **C1FlashSlide Tasks** menu.



OR

- Right-click the C1FlashSlide component and select **Design** from its pop-up menu.



After you have completed the slide design, your settings will be placed into the source code of the form and can be restored the next time you open the designer.

The intrinsic UI elements include:

- Page Header
- Page Footer
- Page Number
- Navigation Buttons

There are also four button elements used to navigate between pages:

- First Button – Click to navigate to the first page of the slide.
- Back Button – Click to navigate to the previous page.
- Next Button – Click to navigate to the next page.
- Last Button – Click to navigate to the last page of the slide.

To change the properties of each UI element, click the **Properties** tab on the right side and select a single or multiple elements. The properties of the element(s) will be displayed in the Property grid.

Page Header, Page Footer, and Page Number have the following properties:

- **Font** – The font of the UI element.
- **ForeColor** – The foreground color of the UI element.
- **Location** – The location of the UI element.
- **Size** – The size of the UI element.
- **Text** – The text displayed.
- **Visible** – The visibility of the UI element.

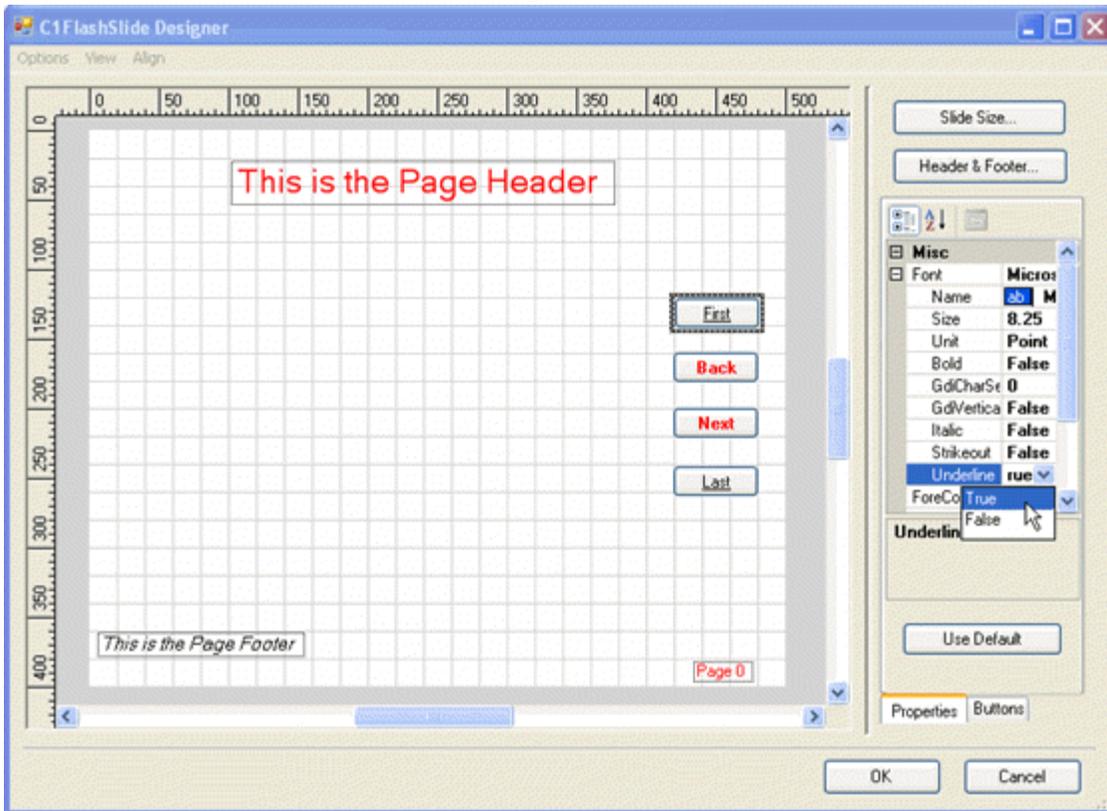
Button elements (for Normal, Arrow, and Mandarin styles) only have the following properties:

- **Location** – The location of the UI element.
- **Size** – The size of the UI element.
- **Visible** – The visibility of the UI element.

System button elements have the following properties:

- **Font** – The font of the UI element.
- **ForeColor** – The foreground color of the UI element.
- **Location** – The location of the UI element.
- **Size** – The size of the UI element.
- **Text** – The text displayed.
- **TextAlign** – The text alignment.
- **Visible** – The visibility of the UI element.

Here is an example of the **C1FlashSlide Designer** modified:



Note that the grid is available to help organize the objects on the slide. To view the grid, select **View | Show Grid** from the menu or right-click on the slide and select **Show Grid**.

## See Also

[Setting Common Slide Attributes](#)

[Setting the Header & Footer](#)

[Setting the Button Style](#)

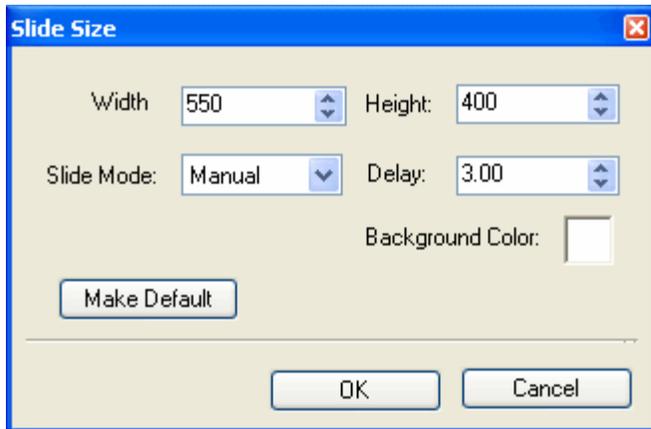
### Setting Common Slide Attributes

The **Slide Size** dialog box allows you to change common attributes of the slide document. To access the **Slide Size** form, complete the following task:

- Click the **Slide Size** button.
- OR
- Select the **Options | Size** menu item.

The attributes include: **Width**, **Height**, **Slide Mode**, **Delay Time**, and **Background Color**.

Here is the **Slide Size** dialog box that shows the default settings:



The **Slide Mode** can be set to one of the two values - *Manual* and *Automatic*.

When you set the **Slide Mode** to *Automatic*, the slide will be displayed automatically with the specified interval delay time. Also, no navigation button will be displayed even if the **Visible** property is set to **True**.

### Setting the Header & Footer

The **Header & Footer** dialog box allows you to set the properties of **Page Header**, **Page Footer**, and **Page Number**. To access the **Header & Footer** dialog box, complete the following task:

- Click the **Header & Footer** button.
- OR
- Select the **Options | Header & Footer** menu item.



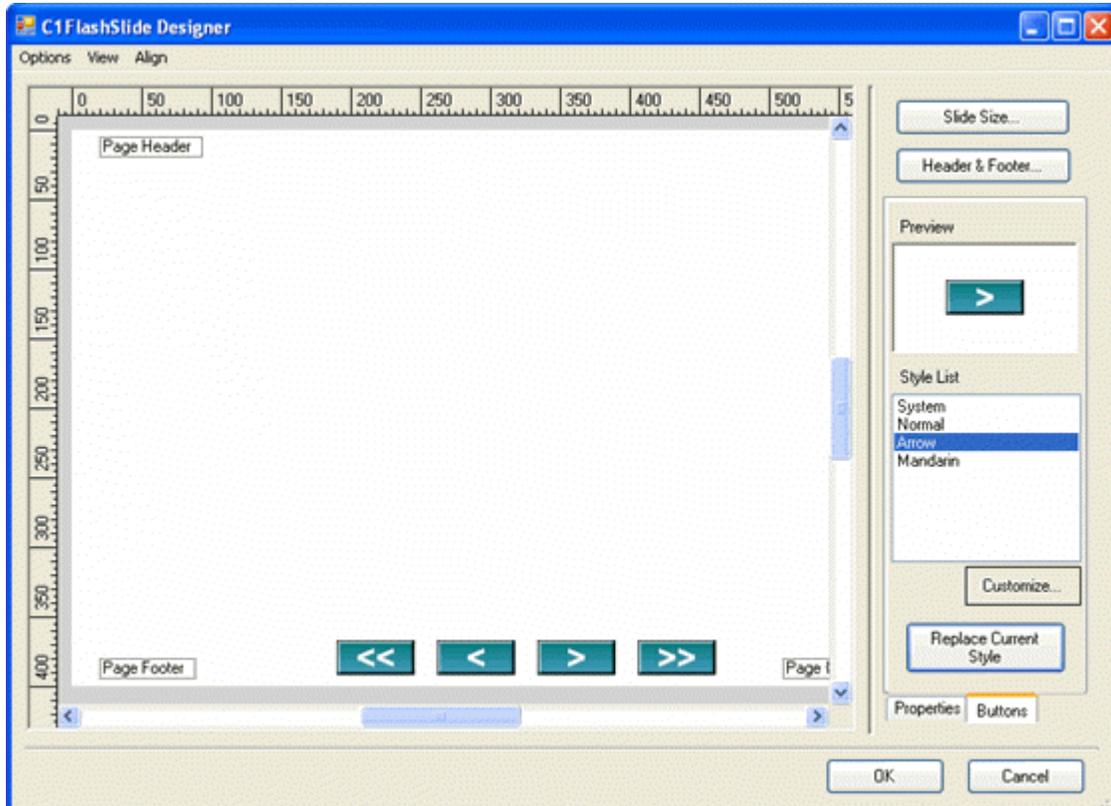
## Setting the Button Style

**C1FlashSlide Designer** has sets of internally built button styles. To set the button style:

1. Click the **Buttons** tab in the lower-right corner.
2. Choose a satisfying button style from the style list.
3. Click the **Replace Current Style** button.

From the preview panel, you can preview the button style before making an actual replacement.

Here is an example using the **Arrow** button style:



## Flash for .NET Samples

Please be advised that this ComponentOne software tool is accompanied by various sample projects and/or demos, which may make use of other development tools included with the ComponentOne Studios.

You can access samples from the **ComponentOne Sample Explorer**. To view samples, click the **Start** button and then click **ComponentOne | Studio for WinForms | Samples | Flash Samples**. The following table provides a short description for each sample.

## C# Samples

Sample	Description
Canvas_Bubbles	Demonstrates methods of drawing shapes or filling shapes. This sample uses the C1.C1Flash.C1FlashCanvas class.
Canvas_C1Chart	Chooses some of the demos from <b>C1Chart</b> , allows you to render the Chart in Meta file format and then reproduce the chart in SWF format. This sample uses the <b>C1Chart</b> and <b>C1Chart3D</b> controls.
Canvas_C1Image	Demonstrates how to render images using the <a href="#">C1FlashCanvas</a> class. This sample uses the C1.C1Flash.C1FlashCanvas class.
Canvas_C1LineChart	Demonstrates the basic methods of drawing lines using the C1FlashCanvas class. This sample uses the C1.C1Flash.C1FlashCanvas class.
Canvas_C1Text	Demonstrates the methods of drawing text using the C1FlashCanvas class.
Canvas_C1Transform	Demonstrates the transformation of drawing using the C1FlashCanvas class.
Movie_Rotate	Demonstrates how to generate a movie using the C1FlashMovie class. This sample uses the C1.C1Flash.C1FlashMovie class.
Slide_Navigation	Demonstrates the methods of creating a slideshow that has navigation buttons. This sample uses the C1.C1Flash.C1FlashSlide class.

## Flash for .NET Task-Based Help

The task-based help assumes that you are familiar with programming in Visual Studio .NET environment. By following the steps outlined in the help, you will be able to utilize the features of **ComponentOne Flash for .NET**.

Each task-based help topic provides a solution for specific tasks using the **C1FlashCanvas**, **C1FlashMovie**, or **C1FlashSlide** component. Each topic also assumes that you have created a new .NET project.

## See Also

[C1FlashCanvas Tasks](#)

[C1FlashMovie Tasks](#)

[C1FlashSlide Tasks](#)

## C1FlashCanvas Tasks

The following topics assume that you have placed a **C1FlashCanvas** component on the form.

## To view the canvas in Flash Player:

Before you begin, you must create a **LaunchViewer** function to view the canvas in either Flash Player or Internet Explorer. Add the following code in the source file to create the function:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub LaunchViewer(ByVal filename As String)     Try         System.Diagnostics.Process.Start(filename)     Catch         System.Diagnostics.Process.Start("IEXPLORE.EXE", filename)     End Try End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>private void LaunchViewer(string filename) {     try     {</pre>	

```
        System.Diagnostics.Process.Start(filename);
    }
    catch (Exception e)
    {
        System.Diagnostics.Process.Start("IEXPLORE.EXE", filename);
    }
}
```

## See Also

[Drawing Text in C1FlashCanvas](#)

[Rendering Images Using C1FlashCanvas;](#)

[Drawing Shapes or Filling Shapes in C1FlashCanvas](#)

[Transforming a Drawing Using C1FlashCanvas](#)

### Drawing Text in C1FlashCanvas

The following topics demonstrate the methods of drawing text using the [C1FlashCanvas](#) class.

## See Also

[Drawing Text](#)

[Drawing Text Inside a Rectangle](#)

[Drawing a Paragraph](#)

[Aligning Text in the Center](#)

### *Drawing Text*

To draw text on the [C1FlashCanvas](#), use the [RenderToFile](#) method to render the content on the [C1FlashCanvas](#) to a SWF file:

1. To draw some simple text, such as "**Hello World**", enter the following code in the **Form\_Load** event:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
Imports C1.C1Flash	

```

Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load
    Dim rc As New Rectangle(20, 20, 200, 40)
    Dim font As New Font("Arial", 14, FontStyle.Bold)
    Me.C1FlashCanvas1.DrawString("Hello World!", font, Brushes.Orange, rc)
font.Dispose()
End Sub

```

[To write code in C#](#)

C#	Copy Code
	<pre> using C1.C1Flash;  private void Form1_Load(object sender, System.EventArgs e) {     Rectangle rc = new Rectangle(20, 20, 200, 40);     Font font = new Font("Arial", 14, FontStyle.Bold);     this.c1FlashCanvas1.DrawString("Hello World!", font, Brushes.Orange, rc); font.Dispose(); } </pre>

- Place a button on the form using a drag-and-drop operation and enter the following code in the **Button\_Click** event, which will save the canvas to a SWF file and launch it to FlashPlayer or Internet Explorer:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
	<pre> Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("c:\WindowsApplication1.swf") </pre>

[To write code in C#](#)

C#	Copy Code

```
this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");
    LaunchViewer(@"c:\WindowsApplication1.swf");
```

3. Save and run your application, then click the button.

## This topic illustrates the following:

Here is what your text will look like in Internet Explorer:

**Hello World!**

### *Drawing Text Inside a Rectangle*

To draw text inside of a rectangle, use the [DrawRectangle](#) method to draw a rectangle and call the [DrawString](#) method to draw text into the rectangle:

1. To place text in the rectangle, add the following code to the **Form\_Load** event handler:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Imports C1.C1Flash Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load     Dim font As New Font("MS Sans Serif", 14)     Dim rect As New Rectangle(50, 120, 200, 75)     Me.C1FlashCanvas1.DrawRectangle(Pens.Black, rect)     Me.C1FlashCanvas1.DrawString("Text in the rectangle", font, Brushes.DarkOrange, rect)     font.Dispose() End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>using C1.C1Flash;</pre>	

```
private void Form1_Load(object sender, System.EventArgs e)
{
    Font font = new Font("MS Sans Serif", 14);
    Rectangle rect = new Rectangle(50, 120, 200, 75);
    this.c1FlashCanvas1.DrawRectangle(Pens.Black, rect);
    this.c1FlashCanvas1.DrawString("Text in the rectangle", font,
Brushes.DarkOrange, rect);
    font.Dispose();
}
```

2. Add the following code to the **Button\_Click** event, which will save the canvas to a SWF file and launch it to FlashPlayer or Internet Explorer:

To write code in Visual Basic

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("c:\WindowsApplication1.swf")</pre>	

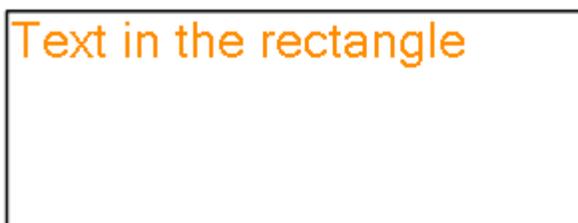
To write code in C#

C#	Copy Code
<pre>this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");     LaunchViewer(@"c:\WindowsApplication1.swf");</pre>	

3. Save and run your application.

## This topic illustrates the following:

Here is what your text will look like in Internet Explorer:



## Drawing a Paragraph

To draw a paragraph within a rectangle region, complete the following tasks:

1. In the **Form\_Load** event, enter the following code to draw a paragraph within a rectangle:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load     Dim font As New Font("Courier New", 14, FontStyle.Regular)     Dim rect As New Rectangle(20, 20, 300, 300)     Dim s As String     s = "ComponentOne was formed on July 1, 2000, by the merger of APEX Software Corporation and VideoSoft. Both APEX and VideoSoft have a history of leadership in the Microsoft Visual Studio component industry."     Me.C1FlashCanvas1.DrawString(s, font, Brushes.DarkRed, rect)     font.Dispose() End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>private void Form1_Load(object sender, System.EventArgs e) {     Rectangle rect = new Rectangle(20, 20, 300, 300);     Font font = new Font("Courier New", 14, FontStyle.Regular);     string s = "ComponentOne was formed on July 1, 2000, by the merger of APEX Software Corporation and VideoSoft. Both APEX and VideoSoft have a history of leadership in the Microsoft Visual Studio component industry.";     this.c1FlashCanvas1.DrawString(s, font, Brushes.DarkRed, rect);     font.Dispose(); }</pre>	

2. Enter the following code after the **font.Dispose** method in the **Form\_Load** event to save the canvas to a SWF file and launch it in Internet Explorer:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.RenderToFile("c:\c1flash_canvas_text.swf")     LaunchViewer("c:\c1flash_canvas_text.swf")</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>this.C1FlashCanvas1.RenderToFile(@"c:\c1flash_canvas_text.swf");     LaunchViewer(@"c:\c1flash_canvas_text.swf");</pre>	

3. Save and run your application.

## This topic illustrates the following:

Here is what your text will look like in Internet Explorer:

```
ComponentOne was formed on
July 1, 2000, by the merger
of APEX Software
Corporation and VideoSoft.
Both APEX and VideoSoft
have a history of
leadership in the Microsoft
Visual Studio component
industry.
```

### *Aligning Text in the Center*

To draw text in the center, complete the following tasks:

1. To center text, add the following code to the **Form\_Load** event:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Imports C1.C1Flash  Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load     Dim font As New Font("Courier New", 14)     Dim rect As New Rectangle(35, 170, 160, 35)     Dim sf As New StringFormat(StringFormat.GenericDefault)     rect.Offset(rect.Width + 30, 0)     Me.C1FlashCanvas1.DrawRectangle(Pens.Black, rect)     sf.Alignment = System.Drawing.StringAlignment.Center     Me.C1FlashCanvas1.DrawString("Center alignment", font, Brushes.DarkOrange, rect, sf) End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>using C1.C1Flash;  private void Form1_Load(object sender, System.EventArgs e) {     Font font = new Font("MS Sans Serif", 14);     Rectangle rect = new Rectangle(35, 170, 160, 35);     StringFormat sf = new StringFormat(StringFormat.GenericDefault);     rect.Offset(rect.Width + 30, 0);     this.c1FlashCanvas1.DrawRectangle(Pens.Black, rect);     sf.Alignment = System.Drawing.StringAlignment.Center;     this.c1FlashCanvas1.DrawString("Center alignment", font, Brushes.DarkOrange, rect, sf); }</pre>	

2. Add the following code to the **Button\_Click** event, which will save the canvas to a SWF file and launch it to FlashPlayer or Internet Explorer:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("c:\WindowsApplication1.swf")</pre>	

To write code in C#

C#	Copy Code
<pre>this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");     LaunchViewer(@"c:\WindowsApplication1.swf");</pre>	

3. Save and run your application.

## This topic illustrates the following:

Here is what your text will look like in Internet Explorer:



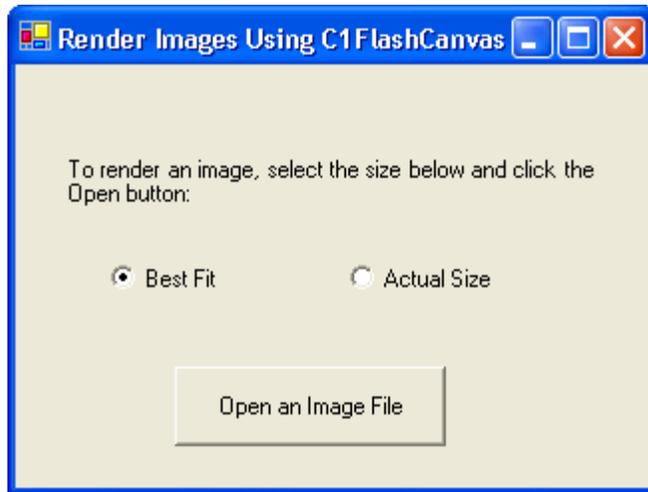
### Rendering Images Using C1FlashCanvas

To render images using the [C1FlashCanvas](#) class, complete the following tasks:

 **Note:** You can draw any image which is supported by the .NET framework onto the C1FlashCanvas, since the Flash only supports JPEG and BMP, **C1Flash** does the necessary conversion if not supported (specifically, JPEG, BMP, GIF, TIFF, PHG, ICON and WMF).

1. Place an **OpenFileDialog** control, **Button** and **Label** control, and two **RadioButton** controls to the form.

Here is what the form will look like:



2. Add the following code to the **Button\_Click** event handler:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub Button1_Click(sender As Object, e As System.EventArgs) Handles Button1.Click     Me.OpenFileDialog1.InitialDirectory = Application.StartupPath     Me.OpenFileDialog1.Filter = _         "All Image Files *.png;*.emf;*.wmf;*.tif;*.tiff;*.gif;_         *.jpg;*.jpe;*.jpeg;*.bmp;*.dib;*.rle" &amp; _         " BMP (*.bmp;*.dib;*.rle) *.bmp;*.dib;*.rle" &amp; _         " JPEG (*.jpg;*.jpe;*.jpeg) *.jpg;*.jpe;*.jpeg" &amp; _         " WMF(*.wmf;*.emf) *.wmf;*.emf" &amp; _         " TIFF(*.tif;*.tiff) *.tif;*.tiff" &amp; _         " GIF(*.gif) *.gif" &amp; _         " PNG(*.png) *.png" &amp; _         " ICON(*.ico) *.ico"      If Me.OpenFileDialog1.ShowDialog() = DialogResult.OK Then '         Dim filename As String = Me.OpenFileDialog1.FileName.Trim()         If Not (filename Is Nothing) And filename.Length &gt; 0 Then             Dim image As Image = Image.FromFile(filename)         End If     End If</pre>	

```

Me.C1FlashCanvas1.Clear(Color.White)

Dim width As Single = image.Width
Dim height As Single = image.Height
If Me.rbBestFit.Checked Then
    Dim ratio As Single = CSng(image.Width) / CSng(image.Height)
    If image.Width > image.Height Then
        width = Me.C1FlashCanvas1.Width
        height = CInt(width / ratio)

        If height > Me.C1FlashCanvas1.Height Then
            height = Me.C1FlashCanvas1.Height
            width = height * ratio
        End If
    Else
        height = Me.C1FlashCanvas1.Height
        width = CInt(height * ratio)

        If width > Me.C1FlashCanvas1.Width Then
            width = Me.C1FlashCanvas1.Width
            height = width / ratio
        End If
    End If
End If

Dim x As Single = (Me.C1FlashCanvas1.Width - width) / 2
Dim y As Single = (Me.C1FlashCanvas1.Height - height) / 2

Me.C1FlashCanvas1.DrawImage(image, New RectangleF(x, y, width, height))
image.Dispose()
Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")
    LaunchViewer("c:\WindowsApplication1.swf")
End If
End If
End Sub

```

[To write code in C#](#)

C#	Copy Code
	<pre> private void button1_Click(object sender, System.EventArgs e) {     this.openFileDialog1.InitialDirectory = Application.StartupPath;     this.openFileDialog1.Filter = "All Image Files *.png;*.emf;*.wmf;*.tif;*.tiff;*.gif;*.jpg;*.jpe;*.jpeg;*.bmp;*.dib; *.rle BMP(*.bmp;*.dib;*.rle) *.bmp;*.dib;*.rle JPEG(*.jpg;*.jpe;*.jpeg)  *.jpg;*.jpe;*.jpeg WMF(*.wmf;*.emf) *.wmf;*.emf TIFF(*.tif;*.tiff)  *.tif;*.tiff GIF(*.gif) *.gif PNG(*.png) *.png ICON(*.ico) *.ico";     if(this.openFileDialog1.ShowDialog() == DialogResult.OK)     {         string filename = this.openFileDialog1.FileName.Trim();         if (filename != null &amp;&amp; filename.Length &gt; 0)         {             Image image = Image.FromFile(filename);             this.c1FlashCanvas1.Clear(Color.White);              float width = image.Width;             float height = image.Height;             if (this.rbBestFit.Checked)             {                 float ratio = (float)image.Width/(float)image.Height;                 if (image.Width &gt; image.Height)                 {                     width = this.c1FlashCanvas1.Width;                     height = (int)(width/ratio);                      if (height &gt; this.c1FlashCanvas1.Height)                     {                         height = this.c1FlashCanvas1.Height;                         width = height * ratio;                     }                 }             }             else             {                 height = this.c1FlashCanvas1.Height;                 width = (int)(height * ratio);             }         }     } } </pre>

```
        if (width > this.c1FlashCanvas1.Width)
        {
            width = this.c1FlashCanvas1.Width;
            height = width / ratio;
        }
    }

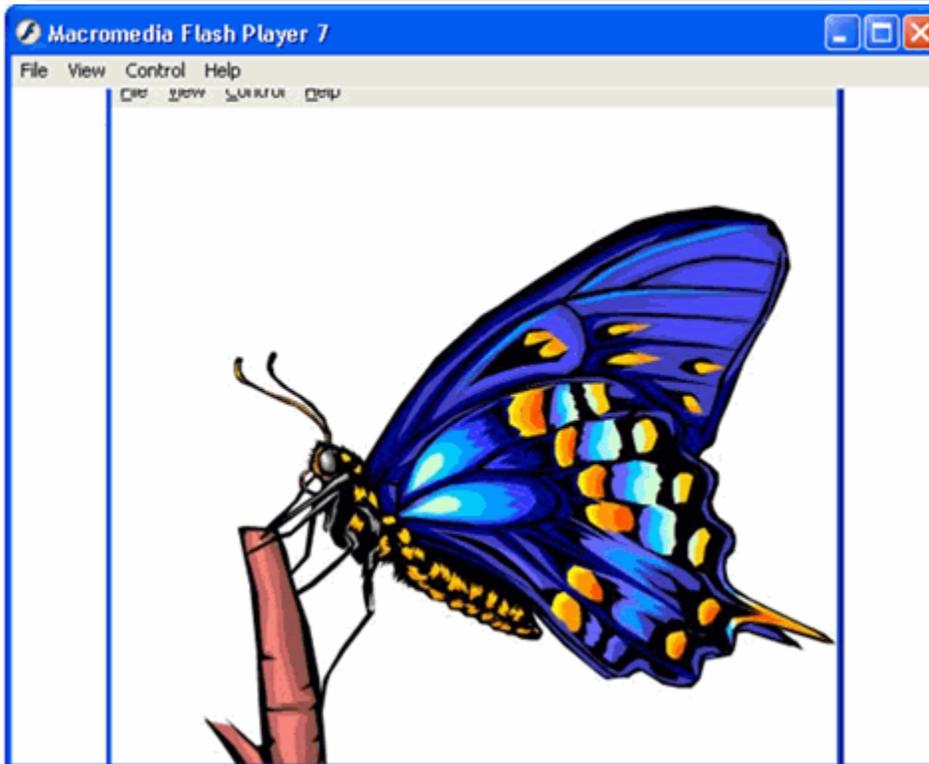
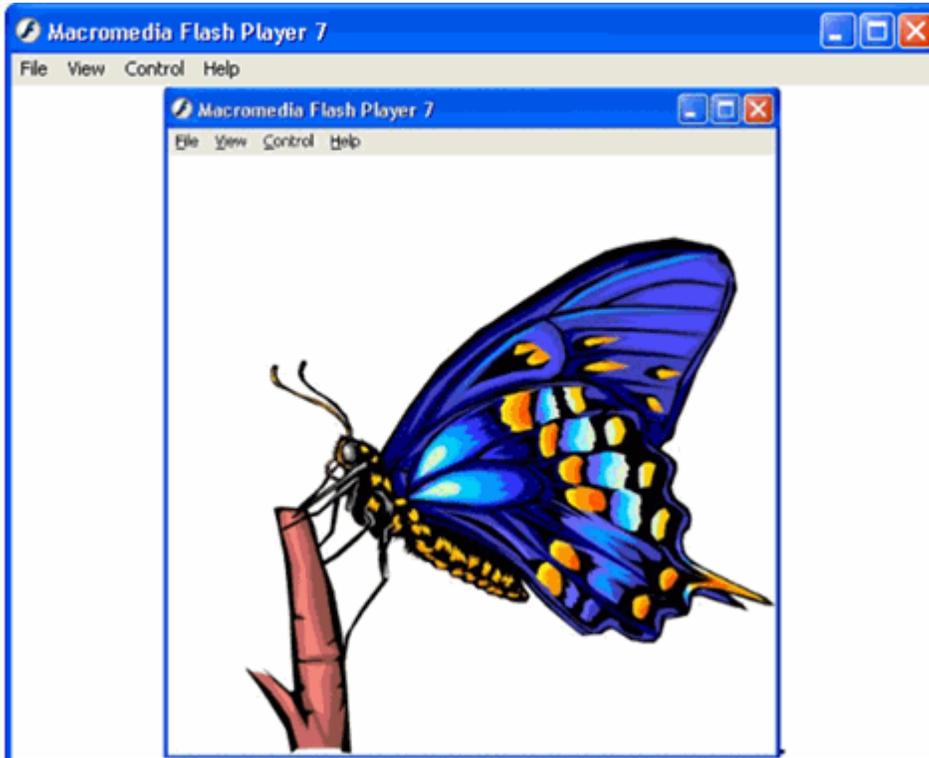
    float x = (this.c1FlashCanvas1.Width - width)/2;
    float y = (this.c1FlashCanvas1.Height - height)/2;

    this.c1FlashCanvas1.DrawImage(image, new RectangleF(x, y, width, height));
    image.Dispose();
    this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");
    LaunchViewer(@"c:\WindowsApplication1.swf");
}
```

3. Save and run your application.
4. Click the button.

**This topic illustrates the following:**

Here is what your chosen image (Best Fit and Actual Size, respectively) will look like:



### Drawing Shapes or Filling Shapes in C1FlashCanvas

To draw an ellipse, use the [DrawEllipse](#) method and to fill the shape, call the [FillEllipse](#) method:

1. To begin drawing on the canvas, add the following code to the **Form\_Load** event, which will draw an ellipse and fill the shape:

To write code in Visual Basic

Visual Basic	Copy Code
<pre>Imports C1.C1Flash  Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load     Me.C1FlashCanvas1.Clear(Color.White)      Dim rect As New Rectangle(100, 140, 140, 200)      ' Draws the ellipse with the same ellipse parameter     Me.C1FlashCanvas1.DrawEllipse(Pens.Red, rect)     Me.C1FlashCanvas1.FillEllipse(Brushes.LightYellow, rect) End Sub</pre>	

To write code in C#

C#	Copy Code
<pre>using C1.C1Flash;  private void Form1_Load(object sender, System.EventArgs e) {     this.c1FlashCanvas1.Clear(Color.White);      Rectangle rect = new Rectangle(100, 140, 140, 200);     // Draws the ellipse with the same ellipse parameter     this.c1FlashCanvas1.DrawEllipse(Pens.Red, rect);     this.c1FlashCanvas1.FillEllipse(Brushes.LightYellow, rect); }</pre>	

2. Enter the following code to the **Form\_Load** event to save the canvas to a SWF file and launch it in Internet Explorer:

To write code in Visual Basic

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("c:\WindowsApplication1.swf")</pre>	

To write code in C#

C#	Copy Code
<pre>this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");     LaunchViewer(@"c:\WindowsApplication1.swf");</pre>	

3. Save and run your application.

## This topic illustrates the following:

Here is what your drawing will look like:



## Transforming a Drawing Using C1FlashCanvas

The following topics demonstrate the methods of transforming a drawing using the [C1FlashCanvas](#) class.

## See Also

[Rotating the Drawing](#)

[Scaling the Coordination](#)

[Transforming the Drawing](#)

### *Rotating the Drawing*

To draw an ellipse, use the [DrawEllipse](#) method and to transform the drawing, call the [TranslateTransform](#) and [RotateTransform](#) methods:

1. To draw an ellipse and transform it, add the following code to the **Form\_Load** event:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Imports C1.C1Flash  Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load    Me.C1FlashCanvas1.Clear(Color.White)      ' Resets the coordinate transform     Me.C1FlashCanvas1.ResetTransform()     Dim ptCenter As New Point(Me.C1FlashCanvas1.Width / 2, Me.C1FlashCanvas1.Height / 20)      ' Moves the coordination origin point to the center of the canvas     Me.C1FlashCanvas1.TranslateTransform(ptCenter.X,    ptCenter.Y)     Dim rect As New Rectangle(80, 140, 140, 180)     Dim i As Integer     i = 0     For i = 1 To 11          ' Draws the ellipse with the same ellipse parameter         Me.C1FlashCanvas1.DrawEllipse(Pens.Red, rect)</pre>	

```

Me.C1FlashCanvas1.FillEllipse(Brushes.LightYellow, rect)
' Rotates the coordination by 15 degrees
Me.C1FlashCanvas1.RotateTransform(15)
Next i
End Sub

```

To write code in C#

C#	Copy Code
<pre> using C1.C1Flash;  private void Form1_Load(object sender, System.EventArgs e) {     this.c1FlashCanvas1.Clear(Color.White);      // Resets the coordinate transform     this.c1FlashCanvas1.ResetTransform();     Point ptCenter = new Point(this.c1FlashCanvas1.Width / 2, this.c1FlashCanvas1.Height / 20);      // Moves the coordination origin point to the center of the canvas     this.c1FlashCanvas1.TranslateTransform(ptCenter.X, ptCenter.Y);     Rectangle rect = new Rectangle(80, 140, 140, 180);     for(int i = 0; i &lt; 12; i++)      {         // Draws the ellipse with the same ellipse parameter         this.c1FlashCanvas1.DrawEllipse(Pens.Red, rect);         this.c1FlashCanvas1.FillEllipse(Brushes.LightYellow, rect);          // Rotates the coordination by 15 degrees         this.c1FlashCanvas1.RotateTransform(15);      } </pre>	

2. Enter the following code to the **Form\_Load** event to save the canvas to a SWF file and launch it to FlashPlayer or Internet Explorer:

To write code in Visual Basic

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("c:\WindowsApplication1.swf")</pre>	

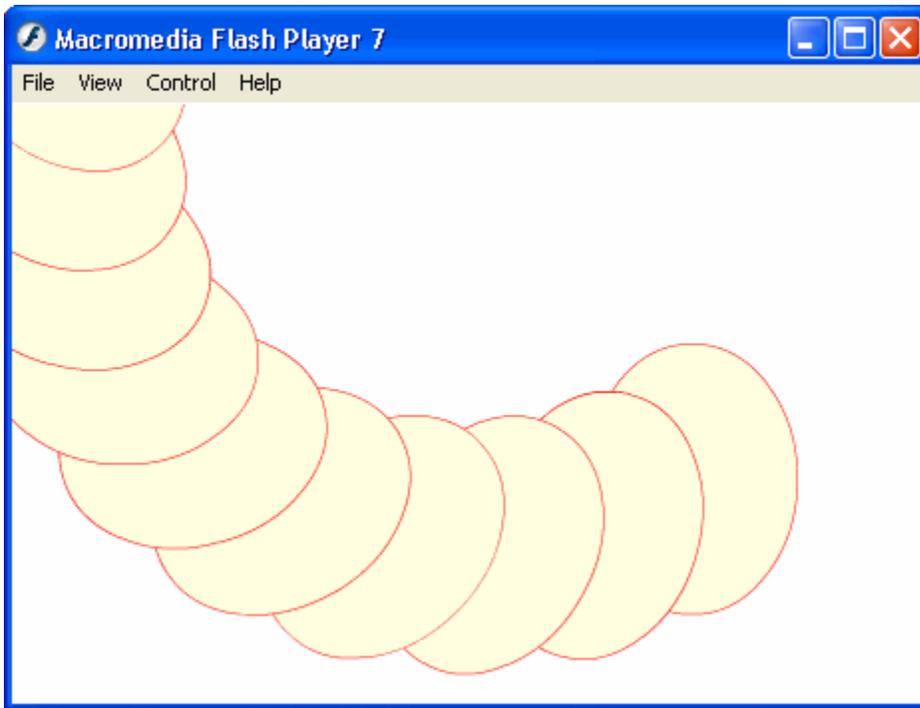
To write code in C#

C#	Copy Code
<pre>this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");     LaunchViewer(@"c:\WindowsApplication1.swf");</pre>	

3. Save and run your application.

## This topic illustrates the following:

Here is what your drawing will look like in Internet Explorer:



### Scaling the Coordination

These instructions assume that you have already completed the [Rotating the Drawing](#) task.

To draw an ellipse, use the [DrawEllipse](#) method and to scale the coordination, call the [ScaleTransform](#) method:

1. Find the RotateTransform method in the **Form\_Load** event and enter the following code beneath it:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Me.C1FlashCanvas1.ScaleTransform(0.85F, 0.85F)</pre>	

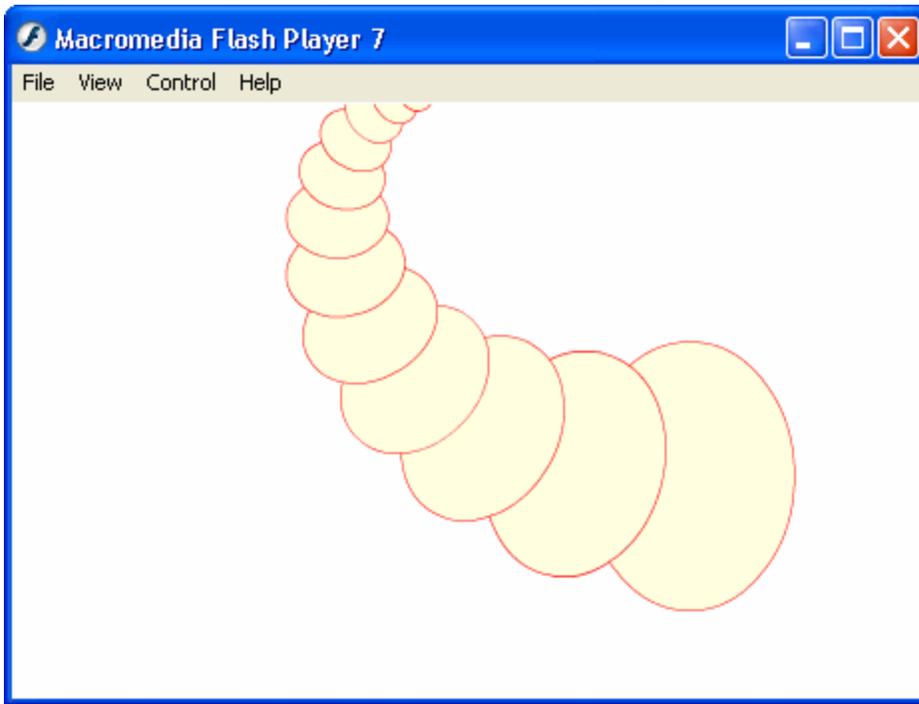
[To write code in C#](#)

C#	Copy Code
<pre>this.c1FlashCanvas1.ScaleTransform(0.85F, 0.85F);</pre>	

2. Run your application, then save the canvas to a SWF file and launch it in Internet Explorer.

**This topic illustrates the following:**

Your scaled drawing should resemble the following image:



### *Transforming the Drawing*

These instructions assume that you have completed the [Scaling the Coordination](#) task.

This topic uses the [DrawEllipse](#) method to draw an ellipse and calls the [ResetTransform](#) method to reset the transform space. A new transform space is specified by setting the [Transform](#) property.

Before you reset the transformation and multiply the drawing, import the **Drawing2D** and **C1Flash** namespaces; add the following code to the top of the form:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Imports System.Drawing.Drawing2D Imports C1.C1Flash</pre>	

[To write code in C#](#)

C#	Copy Code

```
using System.Drawing.Drawing2D;
using C1.C1Flash;
```

In the **Form\_Load** event handler, you will add code to reset the transformation and multiply the drawing. Complete the following steps:

1. Add the following code to the **Form\_Load** event, placing it *after* the code that sets the **DrawEllipse**, **FillEllipse**, **RotateTransform**, and **ScaleTransform** properties but *before* the **RenderToFile** method:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>' Resets the coordinate Me.C1FlashCanvas1.ResetTransform()  Dim i As Integer For i = 1 To 11     Me.C1FlashCanvas1.DrawEllipse(Pens.Red, rect)      ' Change the Transform     Dim m As Matrix = Me.C1FlashCanvas1.Transform     m.Shear(0.15F, 0.15F)     Me.C1FlashCanvas1.Transform = m Next i</pre>	

[To write code in C#](#)

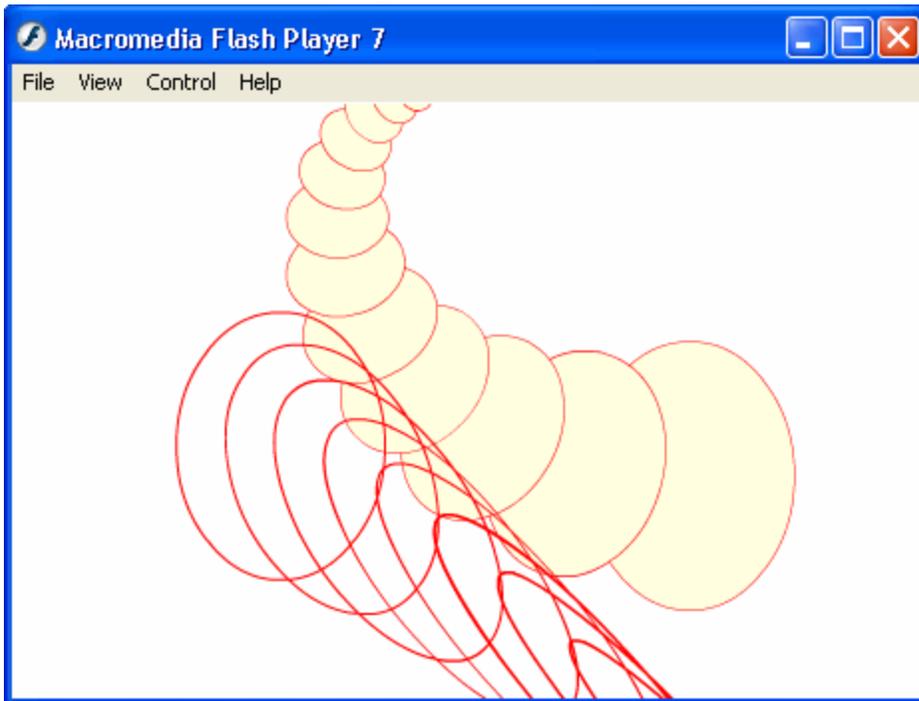
C#	Copy Code
<pre>// Resets the coordinate this.c1FlashCanvas1.ResetTransform();  for(int i = 1; i &lt; 12; i++) {     this.c1FlashCanvas1.DrawEllipse(Pens.Red, rect);      // Change the Transform</pre>	

```
Matrix m = this.c1FlashCanvas1.Transform;  
m.Shear(0.15F, 0.15F);  
this.c1FlashCanvas1.Transform = m;  
}
```

2. Save and run the application.

## This topic illustrates the following:

Your transformed matrix drawing will look like the following image:



### C1FlashMovie Tasks

The following topics assume that you have placed a [C1FlashMovie](#) component on the form.

Before you begin you must create a **LaunchViewer** function to view the movie in Flash Player, if available, or Internet Explorer. Add the following code in the source file to create the function:

To write code in Visual Basic

Visual Basic	Copy Code
<pre>Imports C1.C1Flash</pre>	

```

Private Sub LaunchViewer(ByVal filename As String)
    Try
        System.Diagnostics.Process.Start(filename)
    Catch
        System.Diagnostics.Process.Start("IEXPLORE.EXE", filename)
    End Try
End Sub

```

To write code in C#

C#	Copy Code
<pre> using C1.C1Flash;  private void LaunchViewer(string filename) {     try     {         System.Diagnostics.Process.Start(filename);     }     catch (Exception e)     {         System.Diagnostics.Process.Start("IEXPLORE.EXE", filename);     } } </pre>	

## See Also

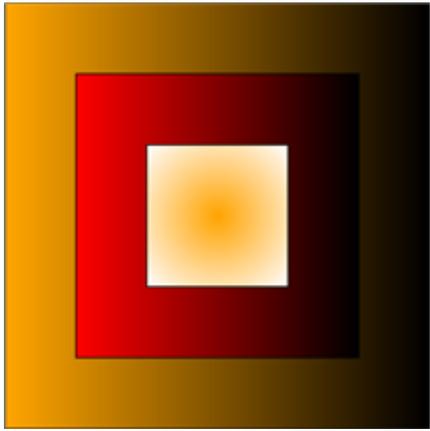
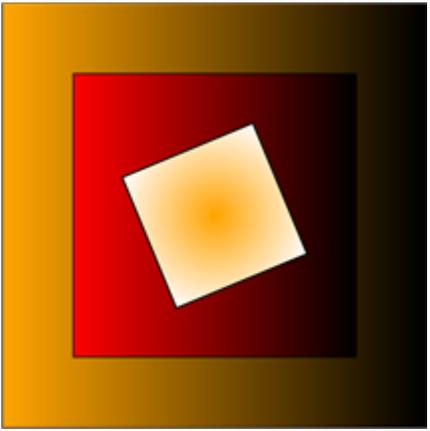
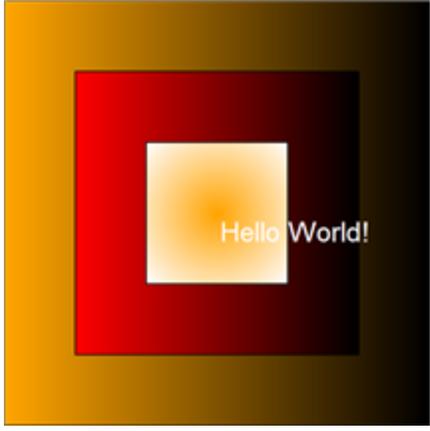
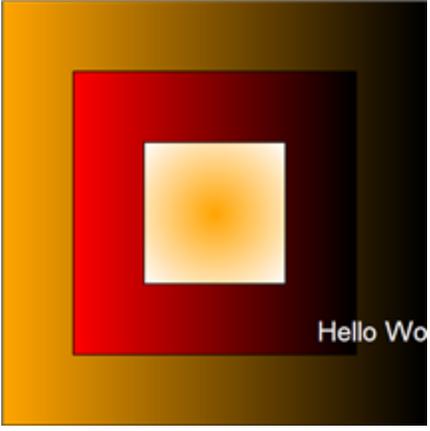
[Creating Movie Documents that Rotate](#)

### Creating Movie Documents that Rotate

This topic demonstrates how to generate a movie using the [C1FlashMovie](#) class.

After completing the following tasks, run your application, save the canvas to a SWF file, and launch it in Internet Explorer. Here is a frame-by-frame representation of the animation that will appear in Internet Explorer:

<b>Rectangles 1 (orange/black), 2</b>	<b>Rotate Rectangle 3</b>
---------------------------------------	---------------------------

(red/black), and 3 (white/orange)	
	
Text appears	Text falls off to the lower-right
	

## Determining Each Rectangle's Location

To determine the location of each rectangle, add the following code to the **Form\_Load** event:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>' top-left rectangle Dim rect1 As New FRectangle(0 * Constants.TWIPS, 0 * Constants.TWIPS, 300 * Constants.TWIPS, 300 * Constants.TWIPS) ' middle rectangle</pre>	

```
Dim rect2 As New FRectangle(50 * Constants.TWIPS, 50 * Constants.TWIPS, 200 *
Constants.TWIPS, 200 * Constants.TWIPS)
' bottom-right rectangle
Dim rect3 As New FRectangle(100 * Constants.TWIPS, 100 * Constants.TWIPS, 100 *
Constants.TWIPS, 100 * Constants.TWIPS)
```

To write code in C#

C#	Copy Code
	<pre>// top-left rectangle FRectangle rect1 = new FRectangle( 0 * Constants.TWIPS, 0 * Constants.TWIPS, 300 * Constants.TWIPS, 300 * Constants.TWIPS ); // middle rectangle FRectangle rect2 = new FRectangle( 50 * Constants.TWIPS, 50 * Constants.TWIPS, 200 * Constants.TWIPS, 200 * Constants.TWIPS ); // bottom-right rectangle FRectangle rect3 = new FRectangle( 100 * Constants.TWIPS, 100 * Constants.TWIPS, 100 * Constants.TWIPS, 100 * Constants.TWIPS );</pre>

## Filling Each Rectangle and Determining its Depth

To fill each rectangle and determine the depth of each rectangle, call the FillGradientColor method and Depth property. Add the following code to the **Form\_Load** event:

To write code in Visual Basic

Visual Basic	Copy Code
	<pre>' set rect1 to radial-fill orange-black rect1.FillGradientColor(Color.Orange, Color.Black, True)  ' set rect3 to radial-fill red-black rect2.FillGradientColor(Color.Red, Color.Black, True)  ' set rect3 to radial-fill orange-white rect3.FillGradientColor(Color.Orange, Color.White, False)</pre>

```
' set rect1 in depth 1 (at bottom)
rect1.Depth = 1
' set rect2 in depth 2 (in the middle)
rect2.Depth = 2
' set rect3 in depth 3 (on top of all)
rect3.Depth = 3
```

[To write code in C#](#)

C#	Copy Code
	<pre>// set rect1 to radial-fill orange-black rect1.FillGradientColor( Color.Orange, Color.Black, true );  // set rect3 to radial-fill red-black rect2.FillGradientColor( Color.Red, Color.Black, true );  // set rect3 to radial-fill orange-white rect3.FillGradientColor( Color.Orange, Color.White, false );  // set rect1 in depth 1 (at bottom) rect1.Depth = 1; // set rect2 in depth 2 (in the middle) rect2.Depth = 2; // set rect3 in depth 3 (on top of all) rect3.Depth = 3;</pre>

## Creating Frames and Rotating a Rectangle

To place rectangles 1 and 2 on frame one, and make rectangle 3 rotate by itself, use the `AddObject` and `RemoveObject` methods. Add the following code to the **Form\_Load** event:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
	<pre>' "add" rect1 and rect2 to frame1(this.C1FlashMovie1 dictionary), then "place" them on frame1</pre>

```

Me.C1FlashMovie1.Frames(0).AddObject(rect1)
Me.C1FlashMovie1.Frames(0).AddObject(rect2)
Me.C1FlashMovie1.Frames(0).AddObject(rect3)

' rect3 is rotating by itself.
Me.C1FlashMovie1.Frames(1).RemoveObject(rect3)
rect3.Rotate(22.5F)
Me.C1FlashMovie1.Frames(1).AddObject(rect3)
Me.C1FlashMovie1.Frames(2).RemoveObject(rect3)
rect3.Rotate(45F)
Me.C1FlashMovie1.Frames(2).AddObject(rect3)
Me.C1FlashMovie1.Frames(3).RemoveObject(rect3)
rect3.Rotate(67.5F)
Me.C1FlashMovie1.Frames(3).AddObject(rect3)
Me.C1FlashMovie1.Frames(4).RemoveObject(rect3)
rect3.Rotate(90F)
Me.C1FlashMovie1.Frames(4).AddObject(rect3)

```

[To write code in C#](#)

C#	Copy Code
	<pre> // "add" rect1 and rect2 to frame1(this.c1FlashMovie1 dictionary), then "place" them on frame1 this.c1FlashMovie1.Frames(0).AddObject( rect1 ); this.c1FlashMovie1.Frames(0).AddObject( rect2 ); this.c1FlashMovie1.Frames(0).AddObject( rect3 );  // rect3 is rotating by itself this.c1FlashMovie1.Frames(1).RemoveObject( rect3 ); rect3.Rotate(22.5F); this.c1FlashMovie1.Frames(1).AddObject( rect3 ); this.c1FlashMovie1.Frames(2).RemoveObject( rect3 ); rect3.Rotate(45F); this.c1FlashMovie1.Frames(2).AddObject( rect3 ); this.c1FlashMovie1.Frames(3).RemoveObject( rect3 ); rect3.Rotate(67.5F); this.c1FlashMovie1.Frames(3).AddObject( rect3 ); </pre>

```
this.c1FlashMovie1.Frames(4).RemoveObject( rect3 );  
rect3.Rotate(90F);  
this.c1FlashMovie1.Frames(4).AddObject( rect3 );
```

## Adding Moving Text

To add moving text, call the FEditText constructor. Add the following code in the **Form\_Load** event handler:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Dim [text] As New FEditText(New Rectangle(100 * Constants.TWIPS, 100 * Constants.TWIPS, 300 * Constants.TWIPS, 80 * Constants.TWIPS), "Hello World!", "Arial", False, False) [text].ReadOnly      = True [text].NoSelect     = True [text].Height = 20 * Constants.TWIPS [text].AutoSize     = True [text].ForeColor    = Color.SkyBlue Dim i As Integer For i = 5 To 29     [text].ForeColor = Color.White     [text].Depth = CType(i, System.UInt16)     [text].Translate(i * 10 * Constants.TWIPS, i * 10 * Constants.TWIPS)     Me.C1FlashMovie1.Frames(i).AddObject([text])      ' Remove the frame later in the timeline. Note you need to remove it now,     ' since every time the AddObject is called, the object Id changes. But     ' you can remove in the future, which is what is happening here.     If i &lt; 30 Then         Me.C1FlashMovie1.Frames((i + 1)).RemoveObject([text])     End If Next i</pre>	

[To write code in C#](#)

C#	Copy Code
	<pre> FEditText text = new FEditText(new Rectangle(100 * Constants.TWIPS, 100 * Constants.TWIPS, 300 * Constants.TWIPS, 80 * Constants.TWIPS), "ComponentOne Hello World!", "Arial", false, false); text.ReadOnly = true; text.NoSelect = true; text.Height          = 20 * Constants.TWIPS; text.AutoSize = true; text.ForeColor = Color.SkyBlue; for(int i = 5; i &lt; 30; i++) {     text.ForeColor = Color.White;     text.Depth = (ushort)i;     text.Translate(i * 10 * Constants.TWIPS, i * 10 * Constants.TWIPS);     this.c1FlashMovie1.Frames( i ).AddObject( text );      // Remove the frame later in the timeline. Note you need to remove it now,     // since every time the AddObject is called, the object Id changes. But     // you can remove in the future, which is what is happening here.     if ( i &lt; 30 )         this.c1FlashMovie1.Frames( i+1 ).RemoveObject( text ); } </pre>

## Saving and Running Your Application

1. Enter the following code in the **Form\_Load** event handler to save the canvas to a SWF file and launch it to FlashPlayer or Internet Explorer:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
	<pre> Me.C1FlashMovie1.RenderToFile("c:\WindowsApplication1.swf")     LaunchViewer("C:\WindowsApplication1.swf") </pre>

[To write code in C#](#)

C#	Copy Code
<pre>this.c1FlashMovie1.RenderToFile(@"c:\WindowsApplication1.swf");     LaunchViewer(@"C:\WindowsApplication1.swf");</pre>	

2. Save and run your application.

## C1FlashSlide Tasks

The following topic assumes that you have placed a [C1FlashSlide](#) component on the form.

By using the C1FlashSlide component, you can render multiple pages as an *automatic* or *user-controlled* slideshow. By default, the **SlideMode** is *Manual*. You can change the **SlideMode** to *Automatic* in C1FlashSlide properties pane or with the **C1FlashSlide Designer**, which is available by right-clicking the C1FlashSlide component and selecting **Design** or **Properties** from its context menu.

Before you begin you must create a **LaunchViewer** function to view the slideshow in Flash Player, if available, or Internet Explorer. Add the following code in the source file to create the function:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub LaunchViewer(ByVal filename As String)     Try         System.Diagnostics.Process.Start(filename)     Catch         System.Diagnostics.Process.Start("IEXPLORE.EXE", filename)     End Try End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>private void LaunchViewer(string filename) {     try</pre>	

```

    {
        System.Diagnostics.Process.Start(filename);
    }
    catch (Exception e)
    {
        System.Diagnostics.Process.Start("IEXPLORE.EXE", filename);
    }
}

```

## See Also

[Create Slide Documents with C1FlashSlide](#)

### Creating Slide Documents with Navigation Buttons

This topic demonstrates the methods of creating a slideshow that has navigation buttons. To create a four-page slideshow with navigation buttons, complete the following steps:

1. Modify the slide design from the **C1FlashSlide Designer**. For more information on slide layout, see [Using the C1FlashSlide Designer](#).
2. To add new pages and draw content to each page, call the [AddPage](#) and methods on [FPage](#). Use the following code to create a sample opening page:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre> Imports C1.C1Flash  Private Sub AddPage0()     ' Create page 0     Dim page As FPage = C1FlashSlide1.AddPage()      Dim rect As New Rectangle(100, 100, 350, 80)     Dim text As String = "This sample demonstrates how to create a slideshow using C1FlashSlide component."     Dim font As New Font("MS Sans Serif", 14)     page.DrawString(text, font, Brushes.Black, rect)      rect.Offset(0, 80)     text = "Some of the pages are copied from other C1FlashCanvas samples." </pre>	

```

page.DrawString(text, font, Brushes.Black, rect)

rect.Offset(0, 80)
text = "Press <Next> button to go next page."
page.DrawString(text, font, Brushes.Black, rect)
font.Dispose()
End Sub

```

[To write code in C#](#)

C#	Copy Code
	<pre> using C1.C1Flash;  private void AddPage0() {     // Create page 0     FPage page = c1FlashSlide1.AddPage();      Rectangle rect = new Rectangle(100, 100, 350, 80);     string text = "This sample demonstrates how to create a slideshow using C1FlashSlide component.";     Font font = new Font("MS Sans Serif", 14);     page.DrawString(text, font, Brushes.Black, rect);      rect.Offset(0, 80);     text = "Some of the pages are copied from other C1FlashCanvas samples.";     page.DrawString(text, font, Brushes.Black, rect);      rect.Offset(0, 80);     text = "Press &lt;Next&gt; button to go next page.";     page.DrawString(text, font, Brushes.Black, rect);     font.Dispose(); } </pre>

- Use the following code to create sample pages 1 and 2:

[To write code in Visual Basic](#)

```
Private Sub AddPage1()  
  
    ' Create page 1  
    Dim page As FPage = C1FlashSlide1.AddPage()  
  
    Dim rect As New Rectangle(100, 50, 350, 80)  
    Dim text As String = "This page illustrates an image drawn by the DrawChord  
method."  
    Dim font As New Font("MS Sans Serif", 12)  
    page.DrawString(text, font, Brushes.Black, rect)  
  
    Dim a As [Assembly] = [Assembly].GetExecutingAssembly()  
    Dim an As String = a.GetName().Name  
    Dim bmp As New Bitmap(a.GetManifestResourceStream((an +  
".DrawChordMethodGraphic.bmp")))  
  
    page.DrawImage(bmp, New Point(120, 120))  
    bmp.Dispose()  
    font.Dispose()  
End Sub  
  
Private Sub AddPage2()  
  
    ' Create page 2  
    Dim page As FPage = C1FlashSlide1.AddPage()  
  
    Dim rect As New Rectangle(100, 50, 350, 80)  
    Dim text As String = "This page illustrates an image drawn by the DrawEllipse  
method."  
    Dim font As New Font("MS Sans Serif", 12)  
    page.DrawString(text, font, Brushes.Black, rect)  
  
    Dim a As [Assembly] = [Assembly].GetExecutingAssembly()  
    Dim an As String = a.GetName().Name  
    Dim bmp As New Bitmap(a.GetManifestResourceStream((an +  
".DrawEllipseMethodgraphic.bmp")))
```

```
    page.DrawImage(bmp, New Point(100, 120))
    bmp.Dispose()
    font.Dispose()
End Sub
```

[To write code in C#](#)

C#	Copy Code
	<pre>private void AddPage1() {     // Create page 1     FPage page = c1FlashSlide1.AddPage();      Rectangle rect = new Rectangle(100, 50, 350, 80);     string text = "This page illustrates an image drawn by the DrawChord method.";     Font font = new Font("MS Sans Serif", 12);     page.DrawString(text, font, Brushes.Black, rect);      Assembly a = Assembly.GetExecutingAssembly();     string an = a.GetName().Name;     Bitmap bmp = new Bitmap(a.GetManifestResourceStream(an + ".DrawChordMethodGraphic.bmp"));      page.DrawImage(bmp, new Point(120, 120));     bmp.Dispose();     font.Dispose(); } private void AddPage2() {</pre>

```

// Create page 2
FPage page = c1FlashSlide1.AddPage();

Rectangle rect = new Rectangle(100,
50, 350, 80);
string text = "This page illustrates
an image drawn by the DrawEllipse
method.";
Font font = new Font("MS Sans Serif",
12);
page.DrawString(text, font,
Brushes.Black, rect);

Assembly a =
Assembly.GetExecutingAssembly();
string an = a.GetName().Name;
Bitmap bmp = new
Bitmap(a.GetManifestResourceStream(an +
".DrawEllipseMethodgraphic.bmp"));

page.DrawImage(bmp, new Point(100,
120));
bmp.Dispose();
font.Dispose();
}

```



**Note:** The bitmap has to be embedded in the Manifest of your assembly. From the **Project | Add New Item** menu, select **Bitmap File** and specify the .bmp file name. Right-click the file located in the Solution Explorer, and select **Properties**. Set the **BuildAction** property to **Embedded Resource**.

4. Sample page 3 uses the drawing routines that appear in the transform section. Use the following code to create sample page 3:

[To write code in Visual Basic](#)

Visual Basic	Copy Code

```

Private Sub AddPage3()

    ' Create page 3
    Dim page As FPage = C1FlashSlide1.AddPage()

    page.ResetTransform()
    Dim ptCenter As New Point(page.Width / 2, page.Height / 6)

    ' Moves the coordination origin point to the center of the canvas.
    page.TranslateTransform(ptCenter.X, ptCenter.Y)
    Dim rect As New Rectangle(80, 140, 140, 180)

    Dim i As Integer
    For i = 0 To 11

        ' Draws the ellipse with the same ellipse parameter
        page.DrawEllipse(Pens.Red, rect)
        page.FillEllipse(Brushes.LightYellow, rect)
        ' Rotates the coordination by 15 degrees
        page.RotateTransform(15)
        ' Scales the coordination
        page.ScaleTransform(0.85F, 0.85F)
    Next i

    ' Resets the coordinate
    page.ResetTransform()

    Dim i As Integer
    For i = 1 To 11
        page.DrawEllipse(Pens.Red, rect)

        ' Change the Transform
        Dim m As Matrix = page.Transform
        m.Shear(0.15F, 0.15F)
        page.Transform = m
    Next i
End Sub

```

[To write code in C#](#)

C#

Copy Code

```
private void AddPage3()
{
    // Create page 3
    FPage page = c1FlashSlide1.AddPage();

    page.ResetTransform();
    Point ptCenter = new Point(page.Width/2, page.Height/6);

    // Moves the coordination origin point to the center of the canvas.
    page.TranslateTransform(ptCenter.X, ptCenter.Y);
    Rectangle rect = new Rectangle(80, 140, 140, 180);

    for(int i = 0; i < 12; i++)

        {
            // Draws the ellipse with the same ellipse parameter
            page.DrawEllipse(Pens.Red, rect);
            page.FillEllipse(Brushes.LightYellow, rect);

            // Rotates the coordination by 15 degrees
            page.RotateTransform(15);

            // Scales the coordination
            page.ScaleTransform(0.85F, 0.85F);

        }
    // Resets the coordinate
    page.ResetTransform();

    for(int i = 1; i < 12; i++)
    {
        page.DrawEllipse(Pens.Red, rect);

        // Change the Transform
        Matrix m = page.Transform;
        m.Sheer(0.15F, 0.15F);
    }
}
```

```

    page.Transform = m;
  }
}

```

- To add the pages to create the slideshow, use the AddPage method. Enter the following code in the **Form\_Load** event handler:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre> Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load     C1FlashSlide1.Clean()      Me.AddPage0()     Me.AddPage1()     Me.AddPage2()     Me.AddPage3() End Sub </pre>	

[To write code in C#](#)

C#	Copy Code
<pre> private void Form1_Load(object sender, System.EventArgs e) {     c1FlashSlide1.Clean();      this.AddPage0();     this.AddPage1();     this.AddPage2();     this.AddPage3(); } </pre>	

- Save the canvas to a SWF file and launch it in Internet Explorer. Then save and run your application.

## This topic illustrates the following:

Here is what your slideshow will look like, page by page.

### Opening page



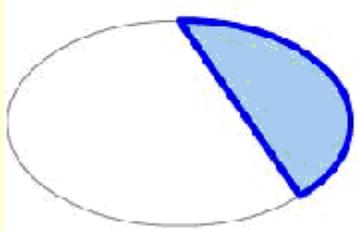
Page 1

Macromedia Flash Player 7

File View Control Help

### ComponentOne Flash Slide Sample

This page illustrates an image drawn by the DrawChord method.



Navigation Buttons: First Back Next Last

The image shows a white ellipse with a blue-shaded chord on its right side. The chord is a segment of the ellipse's boundary, and the area between the chord and the ellipse's edge is filled with a light blue color.

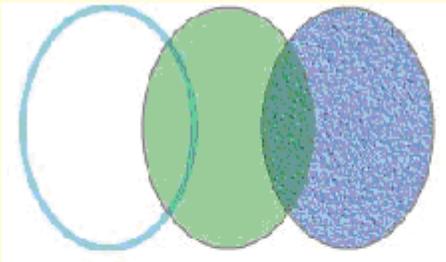
Page 2

Macromedia Flash Player 7

File View Control Help

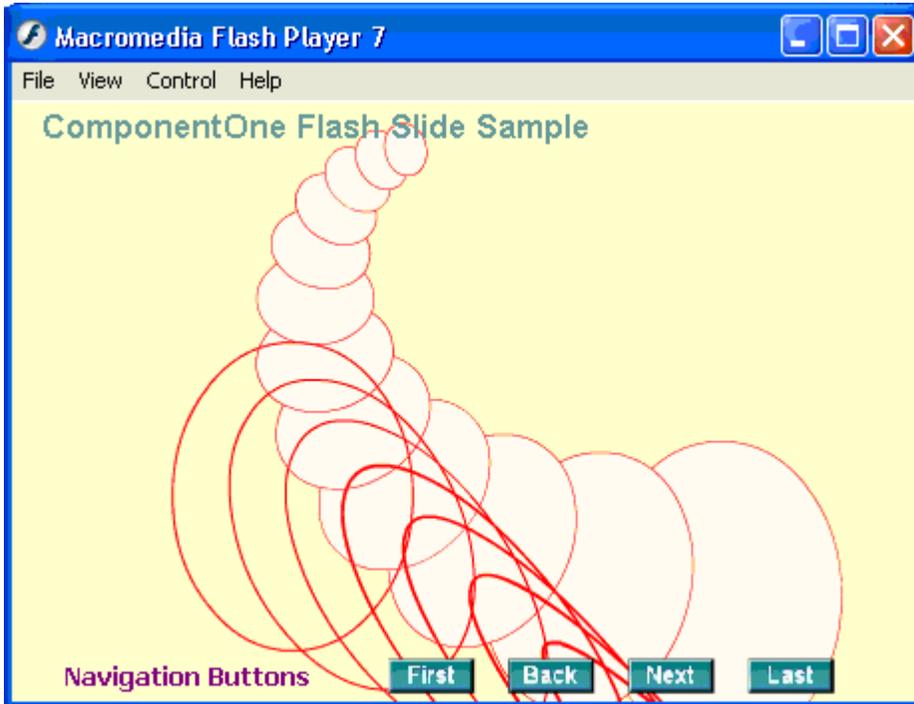
### ComponentOne Flash Slide Sample

This page illustrates an image drawn by the DrawEllipse method.



Navigation Buttons: First Back Next Last

The image shows three overlapping ellipses. The leftmost ellipse is hollow with a light blue outline. The middle ellipse is solid green. The rightmost ellipse is solid blue with a textured, stippled fill. The overlapping areas between the ellipses are shaded with a darker color.



## C1WebFlash Class Overview

**C1WebFlash** class allows you to play a Flash movie in variant manners on a browser. This section explains how the **C1WebFlash** control works and shows you how to set up a Web form using the **C1WebFlash** control.

## Using the C1WebFlash Control

**C1WebFlash** is a Web control that controls how a Flash movie is played on a Web page. When rendering the Web control, necessary <OBJECT> and <EMBED> tags will be inserted into the page. The actual Adobe Flash movie file to be opened and played is referenced in these tags.

The OBJECT tag is used by Internet Explorer on Windows and the EMBED is used by Netscape Navigator (Macintosh and Windows) to direct the browser to load the Adobe Flash Player. Internet Explorer on Windows uses an ActiveX control to play Adobe Flash content while all other browser and platform combinations use the Netscape plug-in technology to play Adobe Flash content.

Meanwhile, client detection script may be inserted by this control for detecting the existing version of the Flash plug-in.

**C1WebFlash** can also accept any of the ComponentOne's Flash engine components (**C1FlashCanvas**, **C1FlashMovie**, and **C1FlashSlide**) as its content source. When you drop **C1WebFlash** and **C1Flash** engine on to the ASP.NET Web form, clicking the **FlashSource** property

in its Property window may drop down a list of Flash engine objects that exist on the form, by which you can choose and “bind” an engine to this Web control.

When the Web control is rendered, the Flash content defined in the Flash engine component will be saved into a temporary folder located under the Web application’s virtual path. The correct unique Flash file URL will be inserted into the HTML tag automatically. The temporary files will be cleaned up according to the time span specified by the **SlideExpiration** property.

If you already have a static Flash movie file, you can use the **MovieName** property referring to that file. If both the **MovieName** and **FlashSource** properties are set, **FlashSource** will be used in advance.

## See Also

[Getting Started with C1WebFlash](#)

### Getting Started with C1WebFlash

The following topics show how to get started using the **C1WebFlash** control.

## See Also

[Creating an ASP.NET 2.0 Project](#)

[Adding the C1WebFlash Component to a Project](#)

[Creating a New Web Form](#)

[Setting the Start Page for Your Web Application](#)

[Adding the C1Flash Components to Your Web Application](#)

[Binding a Flash for .NET Component to the C1WebFlash Control](#)

### Creating an ASP.NET 2.0 Project

When creating ASP.NET 2.0 projects, Visual Studio 2005 gives you the option of creating a Web site project or a Web application project; the latter is similar to creating a Web project in Visual Studio 2003. The Web application project option was provided to help developers converting Web projects from Visual Studio 2003 to Visual Studio 2005.

Creating a Web application project requires installation of a Visual Studio 2005 update and add-in, which can be found at <http://msdn.microsoft.com/>. See [Microsoft's Web site](#) for more detailed information and comparisons on Web site and Web application projects.

The steps for creating both types of projects have been provided for your convenience in the [Creating a Web Site Project](#) and [Creating a Web Application Project](#) topics.

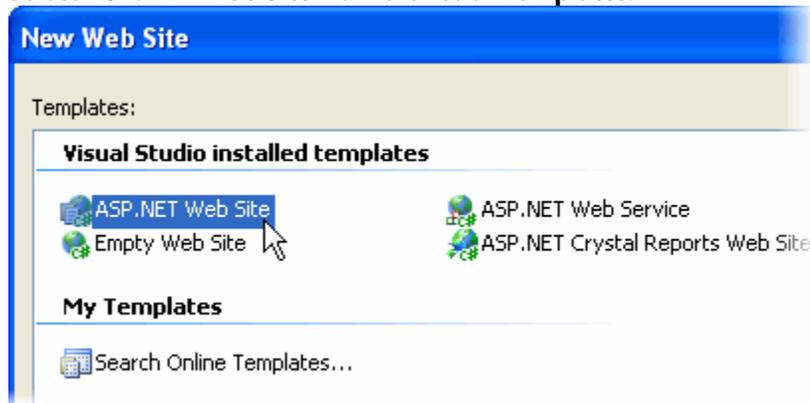
## See Also

[Creating a Web Site Project](#)

[Creating a Web Application Project](#)

### *Creating a Web Site Project*

1. From the **File** menu in Microsoft Visual Studio .NET, select **New Web Site**. The **New Web Site** dialog box opens.
2. Select **ASP.NET Web Site** from the list of **Templates**.



3. Enter a URL for your application in the **Location** field and click **OK**.

 **Note:** The Web server must have IIS version 5 or later and the .NET Framework installed on it. If you have IIS on your computer, you can specify `http://localhost` for the server.

4. A new Web Forms project is created at the root of the Web server you specified. In addition, a new Web Forms page called `WebForm1.aspx` is displayed in the Web Forms Designer in Design view.
5. Double-click the **C1WebFlash** component from the Toolbox to add it to `Form1`. For information on adding a component to the Toolbox, see [Adding the C1WebFlash Component to a Project](#).

Here is the **C1WebFlash** component on the `FlashBanner` Web form:



## Creating a Web Application Project

To create a new ASP.NET 2.0 Web application project, complete the following steps.

1. From the **File** menu in Microsoft Visual Studio 2005, select **New Project**. The **New Project** dialog box opens.
2. Under **Project Types**, choose either **Visual Basic** or **Visual C#**. Note that one of these options may be located under **Other Languages**.
3. Select **ASP.NET Web Application** from the list of **Templates** in the right pane.
4. Enter a URL for your application in the **Location** field and click **OK**.

 **Note:** The Web server must have IIS version 5 or later and the .NET Framework installed on it. If you have IIS on your computer, you can specify http://localhost for the server.

5. A new Web Forms project is created at the root of the Web server you specified. In addition, a new Web Forms page called Default.aspx is displayed in the Web Forms Designer in **Design** view.
6. Double-click the **C1Flash** component in the Toolbox to add it to WebForm1.aspx. For information on adding a component to the Toolbox, see Adding the Flash for .NET Components to a Project.

## Adding the C1WebFlash Component to a Project

When you install ComponentOne Studio for .NET 2.0, the **Create a ComponentOne Visual Studio Toolbox Tab** checkbox is checked, by default, in the installation wizard. When you open Visual Studio 2005, you will notice a **ComponentOne Studio for ASP.NET 2.0** tab containing the ComponentOne controls has automatically been added to the Toolbox.

If you decide to uncheck the **Create a ComponentOne Visual Studio Toolbox Tab** checkbox during installation, you can manually add ComponentOne controls to the Toolbox at a later time.

**ComponentOne WebFlash for ASP.NET** provides the following control:

- C1WebFlash

To use **C1WebFlash**, add the control to the form or add a reference to the C1.Web.C1Flash.2 assembly to your project.

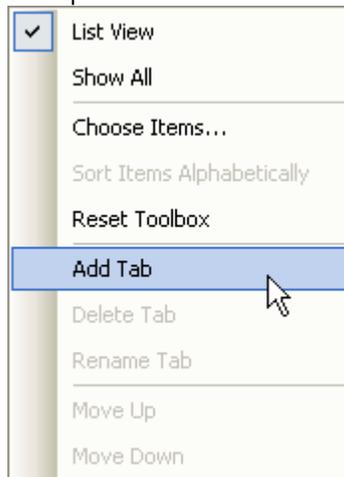
## Manually Adding C1WebFlash to the Toolbox

When you install **C1Flash**, the following **C1WebFlash** component will appear in the Visual Studio Toolbox customization dialog box:

- C1WebFlash

To manually add the **C1WebFlash** control to the Visual Studio Toolbox:

1. Open the Visual Studio IDE (Microsoft Development Environment). Make sure the Toolbox is visible (select **Toolbox** in the **View** menu, if necessary) and right-click it to open the context menu.
2. To make the **C1WebFlash for ASP.NET** component appear on its own tab in the Toolbox, select **Add Tab** from the context menu and type in the tab name, **C1WebFlash**, for example.



3. Right-click the tab where the components are to appear and select **Choose Items** from the context menu.

The **Choose Toolbox Items** dialog box opens.

4. In the dialog box, go to the **.NET Framework Components** tab. Sort the list by Namespace (click the Namespace column header) and check the check box for the component belonging to namespace **C1.Web.C1Flash**.

At this point, you should also decide whether you want **C1WebFlash** to run from the GAC (Global Assembly Cache) or locally. If the installation program (or you) places a copy of the component in the GAC, that copy will be used by all applications that use the component. If the component is not installed in the GAC, Visual Studio will make a local copy of the required dlls into your application's bin directory.

Using the GAC can save some disk space, but it also complicates deployment, because you will have to remember to install the components in the GAC on the server as well. In most cases, it is better to remove the component from the GAC and later use XCOPY deployment (the application folder will contain all the .dlls needed to run it). To remove the component from the GAC, open the **WINDOWS\assembly** folder and delete C1.Web.C1Flash.2 and C1.C1Flash.2 from it. For more details on the GAC, see the .NET documentation.

## Adding C1WebFlash to the Form

To add **C1WebFlash** to a form:

1. Add the **C1WebFlash** control to the Visual Studio Toolbox.

2. Double-click the control or drag it onto your form.

## Adding a Reference to the Assembly

To add a reference to the **C1WebFlash** assembly:

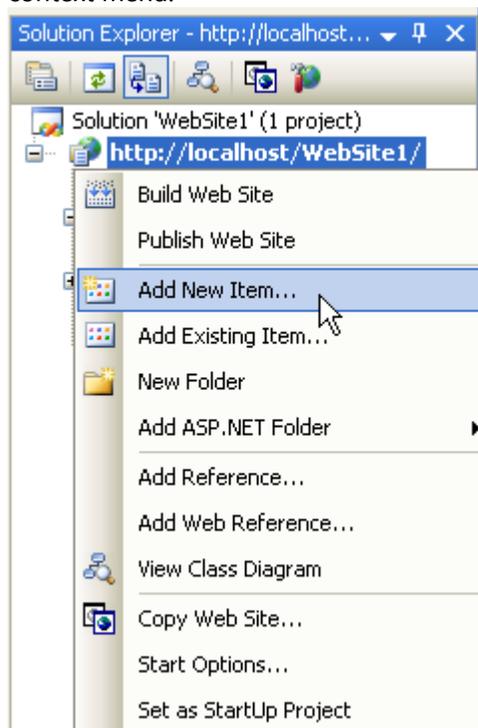
1. Select the **Add Reference** option from the **Website** menu of your Web Site project or from the **Project** menu of your Web Application project.
2. Select the **ComponentOne C1WebFlash** assembly from the list on the **.NET** tab or browse to find the C1.Web.C1Flash.2.dll file and click **OK**.
3. Double-click the form caption area to open the code window. At the top of the file, add the following **Imports** statements (**using** in C#):

```
Imports C1.Web.C1Flash
```

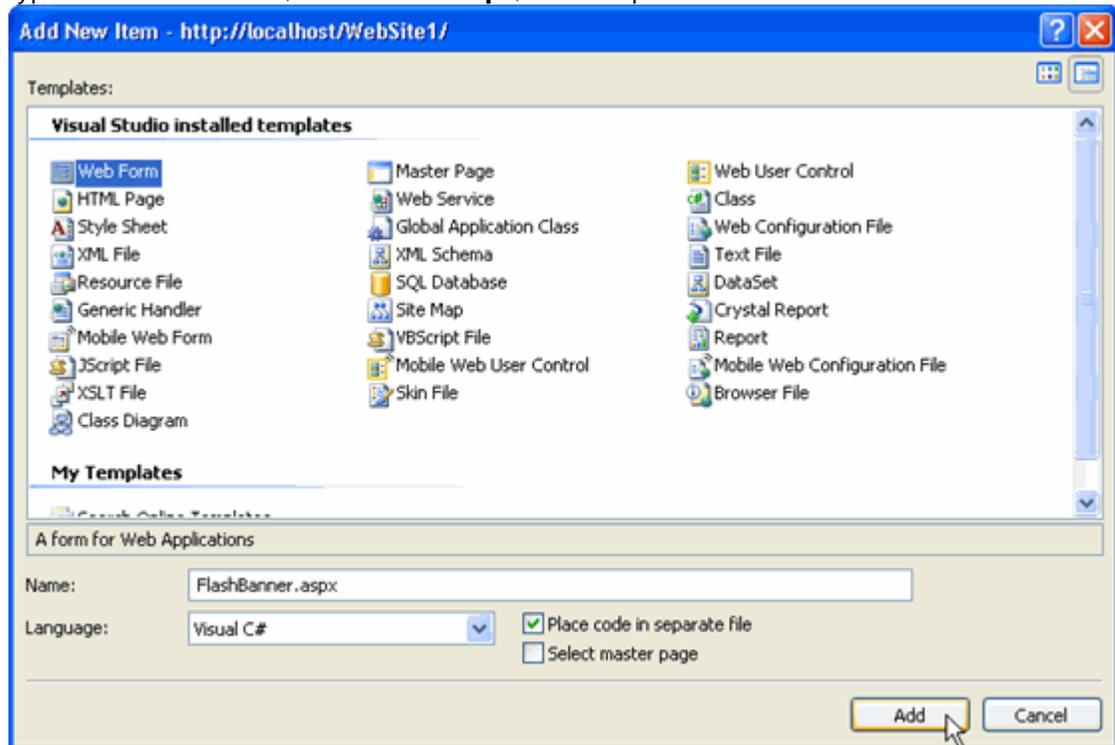
 **Note:** This makes the objects defined in the **C1WebFlash** assembly visible to the project.

## Creating a New Web Form

1. In the Solution Explorer, right-click the Web site project and select **Add New Item** from its context menu.



2. The **Add New Item** dialog box appears. Select **Web Form** from the list of templates and type in the form's name, **FlashBanner.aspx**, for example.

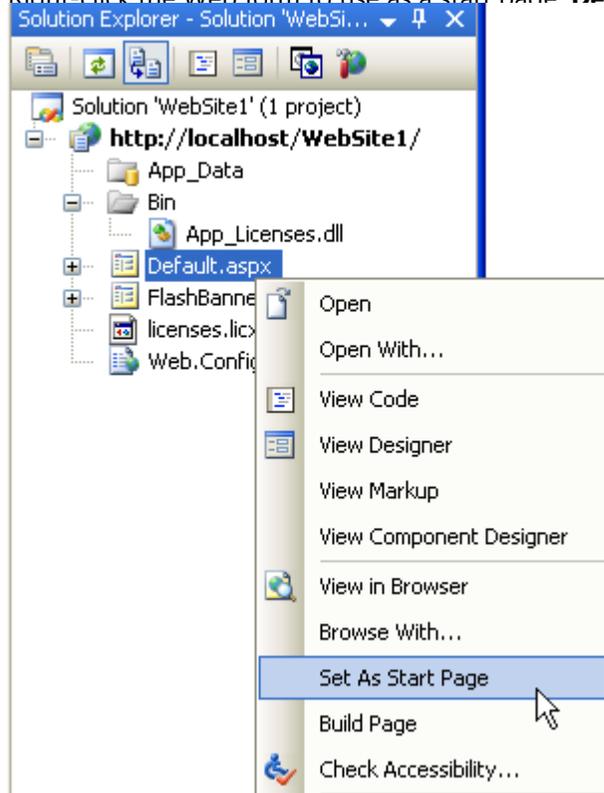


3. Click **Add**. The **FlashBanner.aspx** page is added to your project.

### Setting the Start Page for Your Web Application

Before running the Web project, you have to select the Start page.

1. Right-click the Web form to use as a start page **Default.aspx**, for example.

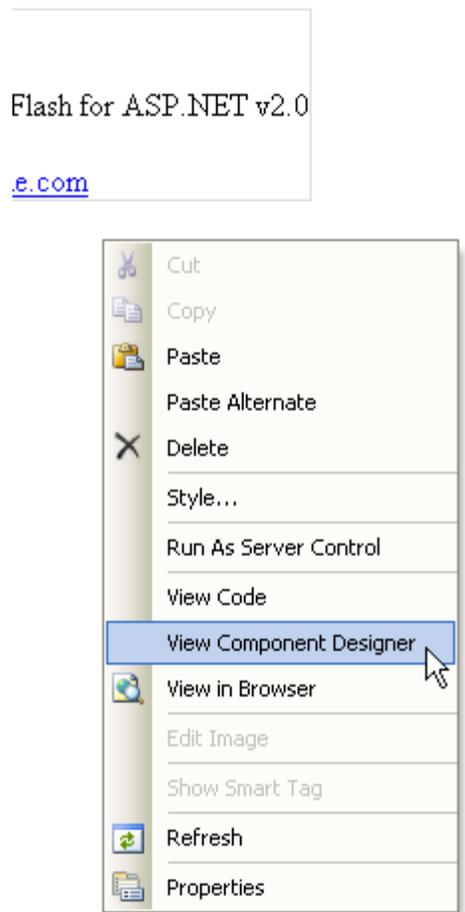


2. Run the project and observe that the **Default.aspx** page opens in the browser.

### Adding the C1Flash Components to Your Web Application

To add the **ComponentOne Flash for .NET** components to your Web form, you must open the Design page. To open the Web form's Design page:

1. Right-click your .aspx form and select **View Component Designer** from its context menu.



Now your WinForms components appear in the Toolbox.

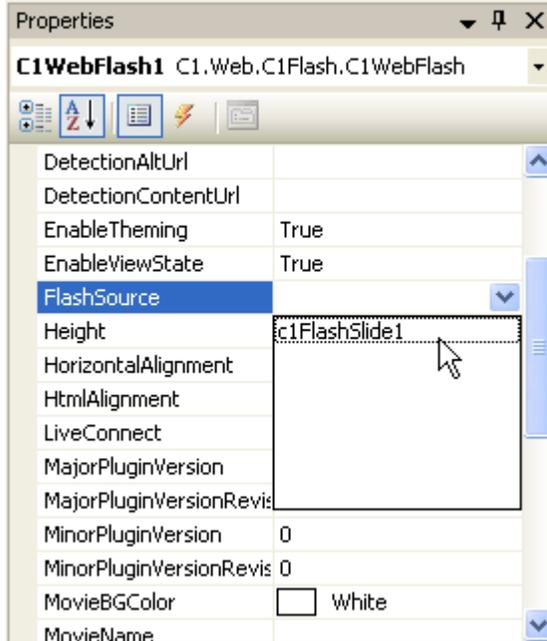
2. Add the **C1Flash** component you would like to use to your form.
3. Click the **.aspx** tab to exit the Component Designer.

### **Binding a Flash for .NET Component to the C1WebFlash Control**

After you have added a **ComponentOne Flash for .NET** component to your Web form, you must connect the Flash engine component to the Web control. To bind the component to the **C1WebFlash** control, complete the following steps:

1. Select the **C1WebFlash** component on your form and locate the **FlashSource** property in the Property grid.

- Set the FlashSource property to the **C1FlashCanvas**, **C1FlashSlide**, or **C1FlashMovie** component depending on what Flash engine component you would like to reference.



Note that only **C1FlashSlide** appears in the **FlashSource** drop-down list since it was the only component that was added in the Component Designer.

## C1.C1Flash.4 Assembly

### Overview

## Namespaces

### Namespace

### Description

[C1.C1Flash](#)

[C1.C1Flash.Base](#)

## Namespaces

### C1.C1Flash Namespace

#### Overview

## Classes

Class	Description
 <a href="#">C1FlashCanvas</a>	C1FlashCanvas is one of the main classes in the C1Flash library. This class is inherited from the <a href="#">FPage</a> class.
 <a href="#">C1FlashMovie</a>	C1FlashMovie is a class (component) that can be used to create multi-frames animation. You are allowed to add/remove/transform graphical objects to the frames.
 <a href="#">C1FlashSlide</a>	C1FlashSlide is a class (component) that can be used to create slide show in the Macromedia Flash file format.
 <a href="#">Constants</a>	Constants used in C1Flash.
 <a href="#">Entity</a>	Class that represents the location, size and visibility of a UI element in slide designer.
 <a href="#">FArc</a>	Class the represents a arc shape.
 <a href="#">FBeziers</a>	Class that represents a bezier curver line.
 <a href="#">FButton</a>	Class that represents a button object.
 <a href="#">FCircle</a>	Class that represents a circle shape.
 <a href="#">FEditText</a>	Class that represents a dynamic text.
 <a href="#">FFont</a>	Class that represents Glyph font.

 <a href="#">FFont2</a>	Class that represents a DefineFont2 tag in SWF format.
 <a href="#">FFrame</a>	Class that represents a frame in Flash Movie.
 <a href="#">FGroup</a>	Group of <a href="#">FObject</a> . Objects could be produced from Metafile automatically.
 <a href="#">FImage</a>	Class that represents a Image.
 <a href="#">FLine</a>	Class that represents a Line.
 <a href="#">FObject</a>	Abstract base class for objects that can be added to frame. For example, any shape class, FFont class, etc.
 <a href="#">FOval</a>	Class that represents a oval shape.
 <a href="#">FPage</a>	A wrapper class that provides the drawing methods and properties similar to those used in the .NET Graphics class.
 <a href="#">FPath</a>	Class that represents a Path.
 <a href="#">FPolygon</a>	Class that represents a polygon shape.
 <a href="#">FRectangle</a>	Class that represents a rectangle shape.
 <a href="#">FShape</a>	Base class for all the shape objects.
 <a href="#">FText</a>	Class that represents static text.
 <a href="#">PageNumber</a>	Class that represents a page number entity appears in slide designer.
 <a href="#">StaticText</a>	Class that represents a text entity appears in slide designer.

## Interfaces

Interface	Description
-----------	-------------

 <a href="#">IWebFlashSink</a>	Interface C1WebFlash used to communicate with Flash Engines.
---	--

## Enumerations

Enumeration	Description
 <a href="#">FAlignment</a>	Specifies the horizontal alignment of text.
 <a href="#">FButtonEvent</a>	Enumeration that defines the event related to button actions.
 <a href="#">FImageFillType</a>	The fill type for images.
 <a href="#">SlideMode</a>	Enumeration determines whether the slide is played automatically or manually.

## See Also

### Reference

[C1.C1Flash.4 Assembly](#)

### Classes

C1FlashCanvas

C1FlashCanvas is one of the main classes in the C1Flash library. This class is inherited from the [FPage](#) class.

## Object Model

**C1FlashCanvas**

## Syntax

Visual Basic (Declaration)	
<pre>Public Class C1FlashCanvas     Inherits FPage     Implements IWebFlashSink</pre>	
C#	

```
public class C1FlashCanvas : FPage, IWebFlashSink
```

## Remarks

A canvas is a drawing surface similar to that of the .NET Graphics class. All the graphical elements after calling the drawing methods will be rendered to a single frame SWF document.

The coordinate system used by C1FlashCanvas is based on logical pixel, with the origin located at the top left corner of the page. You can retrieve the size of the canvas using the Width and Height property.

## Inheritance Hierarchy

System.Object

System.MarshalByRefObject

System.ComponentModel.Component

C1.C1Flash.FPage

**C1.C1Flash.C1FlashCanvas**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Members](#)

[C1.C1Flash Namespace](#)

### Overview

C1FlashCanvas is one of the main classes in the C1Flash library. This class is inherited from the FPage class.

## Object Model

C1FlashCanvas

## Syntax

Visual Basic (Declaration)

```
Public Class C1FlashCanvas
    Inherits FPage
    Implements IWebFlashSink
```

C#

```
public class C1FlashCanvas : FPage, IWebFlashSink
```

## Remarks

A canvas is a drawing surface similar to that of the .NET Graphics class. All the graphical elements after calling the drawing methods will be rendered to a single frame SWF document.

The coordinate system used by C1FlashCanvas is based on logical pixel, with the origin located at the top left corner of the page. You can retrieve the size of the canvas using the Width and Height property.

## Inheritance Hierarchy

```
System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      C1.C1Flash.FPage
        C1.C1Flash.C1FlashCanvas
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [C1FlashCanvas](#).

## Public Constructors

	Name	Description
	<a href="#">C1FlashCanvas Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Height</a>	Gets or sets the height of the canvas.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Transform</a>	Gets or sets the world transformation for this page. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
	<a href="#">Width</a>	Gets or sets the width of the canvas.

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## Public Methods

	Name	Description
	<a href="#">Clear</a>	Clears all the content of the canvas.
	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">DrawArc</a>	Overloaded. Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from

		<a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawBezier</a>	Overloaded. Draws a B <sup>é</sup> zier spline defined by four <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawBeziers</a>	Overloaded. Draws a series of B <sup>é</sup> zier splines from an array of <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawChord</a>	Overloaded. Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawEllipse</a>	Overloaded. Draws an ellipse specified by a bounding <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawIcon</a>	Overloaded. Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object within the area specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawImage</a>	Overloaded. Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawLine</a>	Overloaded. Draws a line connecting the two points specified by coordinate pairs. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawLines</a>	Overloaded. Draws a series of line segments that connect an array of <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPath</a>	Draws a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPie</a>	Overloaded. Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited

		from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPolygon</a>	Overloaded. Draws a polygon defined by an array of <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawRectangle</a>	Overloaded. Draws a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawRectangles</a>	Overloaded. Draws a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawString</a>	Overloaded. Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawStringHtml</a>	Draws Html string. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillChord</a>	Overloaded. Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillEllipse</a>	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPath</a>	Fills the interior of a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPie</a>	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPolygon</a>	Overloaded. Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.Point</a> structures. (Inherited from

		<a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">FillRectangle</a>	Overloaded. Fills the interior of a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">FillRectangles</a>	Overloaded. Fills a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">GetHashCode</a>	Serves as a hash function.
⇒	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
⇒	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
⇒	<a href="#">MultiplyTransform</a>	Overloaded. Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">PlaySound</a>	Plays the specified sound file in this frame. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">RenderToFile</a>	Renders the flash content to a SWF file.
⇒	<a href="#">RenderToStream</a>	Renders the flash content to a memory stream.
⇒	<a href="#">ResetTransform</a>	Resets the world transformation matrix of this page object to the identity matrix. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">RotateTransform</a>	Overloaded. Applies the specified rotation to the transformation matrix of this page object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
⇒	<a href="#">ScaleTransform</a>	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix. (Inherited from <a href="#">C1.C1Flash.FPage</a> )

 <a href="#">StopSound</a>	Stops the sound. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
 <a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
 <a href="#">TranslateTransform</a>	Overloaded. Prepends the specified translation to the transformation matrix of this page object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )

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## Public Events

	Name	Description
	<a href="#">Disposed</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## See Also

### Reference

[C1FlashCanvas Class](#)

[C1.C1Flash Namespace](#)

*C1FlashCanvas Constructor*

## Overload List

Overload	Description
<a href="#">C1FlashCanvas Constructor()</a>	Initialize a new instance of C1FlashCanvas object.
<a href="#">C1FlashCanvas Constructor(Int32,Int32)</a>	Initialize a new instance of C1FlashCanvas object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

*C1FlashCanvas Constructor()*

Initialize a new instance of C1FlashCanvas object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1FlashCanvas()</code>	

## Remarks

The default width and height of the C1FlashCanvas object is 550x400 in logical pixels.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

[Overload List](#)

*C1FlashCanvas Constructor(Int32,Int32)*

The width of the canvas.

The height of the canvas.

Initialize a new instance of C1FlashCanvas object.

## Syntax

#### Visual Basic (Declaration)

```
Public Function New( _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

#### C#

```
public C1FlashCanvas(  
    int width,  
    int height  
)
```

### Parameters

#### *width*

The width of the canvas.

#### *height*

The height of the canvas.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

[Overload List](#)

#### *Methods*

For a list of all members of this type, see [C1FlashCanvas members](#).

## Public Methods

Name	Description
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☞	<a href="#">Clear</a>	Clears all the content of the canvas.
☞	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
☞	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
☞	<a href="#">DrawArc</a>	Overloaded. Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawBezier</a>	Overloaded. Draws a B-spline defined by four <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawBeziers</a>	Overloaded. Draws a series of B-splines from an array of <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawChord</a>	Overloaded. Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawEllipse</a>	Overloaded. Draws an ellipse specified by a bounding <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawIcon</a>	Overloaded. Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object within the area specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawImage</a>	Overloaded. Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawLine</a>	Overloaded. Draws a line connecting the two points specified by coordinate pairs. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
☞	<a href="#">DrawLines</a>	Overloaded. Draws a series of line segments that connect an array of

		<a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPath</a>	Draws a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPie</a>	Overloaded. Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawPolygon</a>	Overloaded. Draws a polygon defined by an array of <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawRectangle</a>	Overloaded. Draws a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawRectangles</a>	Overloaded. Draws a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawString</a>	Overloaded. Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">DrawStringHtml</a>	Draws Html string. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillChord</a>	Overloaded. Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillEllipse</a>	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPath</a>	Fills the interior of a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object.

		(Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPie</a>	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillPolygon</a>	Overloaded. Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.Point</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillRectangle</a>	Overloaded. Fills the interior of a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">FillRectangles</a>	Overloaded. Fills a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">GetHashCode</a>	Serves as a hash function.
≡	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">MultiplyTransform</a>	Overloaded. Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">PlaySound</a>	Plays the specified sound file in this frame. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">RenderToFile</a>	Renders the flash content to a SWF file.
≡	<a href="#">RenderToStream</a>	Renders the flash content to a memory stream.
≡	<a href="#">ResetTransform</a>	Resets the world transformation matrix of this page object to the

		identity matrix. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">RotateTransform</a>	Overloaded. Applies the specified rotation to the transformation matrix of this page object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">ScaleTransform</a>	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">StopSound</a>	Stops the sound. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
≡	<a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
≡	<a href="#">TranslateTransform</a>	Overloaded. Prepends the specified translation to the transformation matrix of this page object. (Inherited from <a href="#">C1.C1Flash.FPage</a> )

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## See Also

### Reference

[C1FlashCanvas Class](#)

[C1.C1Flash Namespace](#)

#### *Clear Method*

Color structure that represents the background color of the drawing surface.

Clears all the content of the canvas.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub Clear( _     ByVal color As Color _ )</pre>	
C#	

```
public void Clear(  
    Color color  
)
```

## Parameters

*color*

Color structure that represents the background color of the drawing surface.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

*GetHashCode Method*

Serves as a hash function.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Function GetHashCode() As Integer
```

C#

```
public override int GetHashCode()
```

### Return Value

A hash code for the current Object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

*RenderToFile Method*

The SWF file name.

Renders the flash content to a SWF file.

## Syntax

Visual Basic (Declaration)

```
Public Sub RenderToFile( _  
    ByVal fileName As String _  
)
```

C#

```
public void RenderToFile(  
    string fileName  
)
```

### Parameters

*fileName*

The SWF file name.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

### *RenderToStream Method*

The memory stream the flash content to be rendered to.

Renders the flash content to a memory stream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub RenderToStream( _     ByVal memStream As MemoryStream _ )</pre>	
C#	
<pre>public void RenderToStream(     MemoryStream memStream )</pre>	

### Parameters

*memStream*

The memory stream the flash content to be rendered to.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

### *Properties*

For a list of all members of this type, see [C1FlashCanvas members](#).

## Public Properties

Name	Description
------	-------------

	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Height</a>	Gets or sets the height of the canvas.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Transform</a>	Gets or sets the world transformation for this page. (Inherited from <a href="#">C1.C1Flash.FPage</a> )
	<a href="#">Width</a>	Gets or sets the width of the canvas.

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## See Also

### Reference

[C1FlashCanvas Class](#)

[C1.C1Flash Namespace](#)

*Height Property*

Gets or sets the height of the canvas.

## Syntax

Visual Basic (Declaration)	
<code>Public Shadows Property Height As Integer</code>	
C#	
<code>public new int Height {get; set;}</code>	

## Remarks

The default value is 400 in logical pixel.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

*Width Property*

Gets or sets the width of the canvas.

## Syntax

Visual Basic (Declaration)	
<code>Public Shadows Property Width As Integer</code>	
C#	
<code>public new int Width {get; set;}</code>	

## Remarks

The default value is 550 in logical pixel.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashCanvas Class](#)

[C1FlashCanvas Members](#)

C1FlashMovie

C1FlashMovie is a class (component) that can be used to create multi-frames animation. You are allowed to add/remove/transform graphical objects to the frames.

## Object Model

C1FlashMovie

## Syntax

Visual Basic (Declaration)	
<pre>Public Class C1FlashMovie     Inherits System.ComponentModel.Component     Implements IWebFlashSink</pre>	
C#	
<pre>public class C1FlashMovie : System.ComponentModel.Component, IWebFlashSink</pre>	

## Remarks

The coordinate in C1FlashMovie is twip, which is the measurement used by the Macromedia SWF specification. In the SWF format, a twip is 1/20th of a logical pixel. A logical pixel is the same as a screen pixel when the movie is played at 100%<sup>a</sup>that is, without scaling.

## Inheritance Hierarchy

System.Object  
  System.MarshalByRefObject  
    System.ComponentModel.Component  
      **C1.C1Flash.C1FlashMovie**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Members](#)  
[C1.C1Flash Namespace](#)

### Overview

C1FlashMovie is a class (component) that can be used to create multi-frames animation. You are allowed to add/remove/transform graphical objects to the frames.

## Object Model

## Syntax

Visual Basic (Declaration)	
<pre>Public Class C1FlashMovie     Inherits System.ComponentModel.Component     Implements IWebFlashSink</pre>	
C#	
<pre>public class C1FlashMovie : System.ComponentModel.Component, IWebFlashSink</pre>	

## Remarks

The coordinate in C1FlashMovie is twip, which is the measurement used by the Macromedia SWF specification. In the SWF format, a twip is 1/20th of a logical pixel. A logical pixel is the same as a screen pixel when the movie is played at 100%;<sup>a</sup>that is, without scaling.

## Inheritance Hierarchy

```
System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      C1.C1Flash.C1FlashMovie
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Members](#)  
[C1.C1Flash Namespace](#)

*Members*  
[Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [C1FlashMovie](#).

## Public Constructors

	Name	Description
	<a href="#">C1FlashMovie Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">BackgroundColor</a>	Gets or sets the back ground color.
	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">FrameRate</a>	Gets or sets the frame rate of the movie.
	<a href="#">Height</a>	Gets or sets the height of the movie in twips.
	<a href="#">Item</a>	Gets a frame object from the index.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Width</a>	Gets or sets the width of the movie in twips.

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## Public Methods

	Name	Description
	<a href="#">Clean</a>	Cleans the movie.
	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

≡	<a href="#">Frames</a>	Gets a frame object from the index.
≡	<a href="#">GetHashCode</a>	Serves as a hash function.
≡	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">RenderToFile</a>	Renders the graphical content to a SWF file.
≡	<a href="#">RenderToStream</a>	Renders the graphical content to a memory stream.
≡	<a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## Public Events

	Name	Description
⚡	<a href="#">Disposed</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## See Also

### Reference

[C1FlashMovie Class](#)

[C1.C1Flash Namespace](#)

*C1FlashMovie Constructor*

## Overload List

Overload	Description
<a href="#">C1FlashMovie Constructor()</a>	Initialize a new instance of C1FlashMovie object.

<a href="#">C1FlashMovie Constructor(Int32,Int32)</a>	Initialize a new instance of C1FlashMovie object with the specified width and height.
<a href="#">C1FlashMovie Constructor(Int32,Int32,Single)</a>	Initialize a new instance of C1FlashMovie object with the specified width, height and frame rate.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*C1FlashMovie Constructor()*

Initialize a new instance of C1FlashMovie object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1FlashMovie()</code>	

## Remarks

The default width and height is 11000x8000 twips, the default frame rate is 12 frames/second.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

[Overload List](#)

*C1FlashMovie Constructor(Int32,Int32)*

Width of the movie.

Height of the movie.

Initialize a new instance of C1FlashMovie object with the specified width and height.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal width As Integer, _     ByVal height As Integer _ )</pre>	
C#	
<pre>public C1FlashMovie(     int width,     int height )</pre>	

### Parameters

*width*

Width of the movie.

*height*

Height of the movie.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)  
[C1FlashMovie Members](#)  
[Overload List](#)

*C1FlashMovie Constructor(Int32,Int32,Single)*

Width of the movie.

Height of the movie.

Frame rate.

Initialize a new instance of C1FlashMovie object with the specified width, height and frame rate.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal width As Integer, _  
    ByVal height As Integer, _  
    ByVal frameRate As Single _  
)
```

C#

```
public C1FlashMovie(  
    int width,  
    int height,  
    float frameRate  
)
```

### Parameters

*width*

Width of the movie.

*height*

Height of the movie.

*frameRate*

Frame rate.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)  
[C1FlashMovie Members](#)  
[Overload List](#)

### Methods

>

Name	Description
 <a href="#">Clean</a>	Cleans the movie.
 <a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
 <a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
 <a href="#">Frames</a>	Gets a frame object from the index.
 <a href="#">GetHashCode</a>	Serves as a hash function.
 <a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
 <a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
 <a href="#">RenderToFile</a>	Renders the graphical content to a SWF file.
 <a href="#">RenderToStream</a>	Renders the graphical content to a memory stream.

ToString

(Inherited from [System.ComponentModel.Component](#))

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## See Also

### Reference

[C1FlashMovie Class](#)

[C1.C1Flash Namespace](#)

*Clean Method*

Cleans the movie.

## Syntax

Visual Basic (Declaration)

```
Public Sub Clean()
```

C#

```
public void Clean()
```

## Remarks

This method cleans all the frames, gives user a new start to make movie.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*Frames Method*

Gets a frame object from the index.

## Syntax

Visual Basic (Declaration)

```
Public Function Frames( _  
    ByVal index As Integer _  
) As FFrame
```

C#

```
public FFrame Frames(  
    int index  
)
```

## Parameters

*index*

## Remarks

If the frame does not exist, this method will create one automatically.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*GetHashCode Method*

Serves as a hash function.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Function GetHashCode() As Integer
```

C#

```
public override int GetHashCode()
```

## Return Value

A hash code for the current Object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*RenderToFile Method*

Renders the graphical content to a SWF file.

## Syntax

Visual Basic (Declaration)

```
Public Sub RenderToFile( _  
    ByVal fileName As String _  
)
```

C#

```
public void RenderToFile(  
    string fileName  
)
```

### Parameters

*fileName*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

#### *RenderToStream Method*

Renders the graphical content to a memory stream.

## Syntax

Visual Basic (Declaration)

```
Public Sub RenderToStream( _  
    ByVal memStream As MemoryStream _  
)
```

C#

```
public void RenderToStream(  
    MemoryStream memStream  
)
```

### Parameters

*memStream*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

#### *Properties*

For a list of all members of this type, see [C1FlashMovie members](#).

## Public Properties

	Name	Description
	<a href="#">BackgroundColor</a>	Gets or sets the back ground color.
	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">FrameRate</a>	Gets or sets the frame rate of the movie.
	<a href="#">Height</a>	Gets or sets the height of the movie in twips.
	<a href="#">Item</a>	Gets a frame object from the index.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Width</a>	Gets or sets the width of the movie in twips.

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## See Also

### Reference

[C1FlashMovie Class](#)

[C1.C1Flash Namespace](#)

*BackgroundColor Property*

Gets or sets the back ground color.

## Syntax

Visual Basic (Declaration)	
<code>Public Property BackgroundColor As Color</code>	
C#	
<code>public Color BackgroundColor {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*FrameRate Property*

Gets or sets the frame rate of the movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property FrameRate As Single</code>	
C#	
<code>public float FrameRate {get; set;}</code>	

## Remarks

The default value is 12 frames/second.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*Height Property*

Gets or sets the height of the movie in twips.

## Syntax

Visual Basic (Declaration)

```
Public Property Height As Integer
```

C#

```
public int Height {get; set;}
```

## Remarks

The default value is 8000 twips.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

*Item Property*

Gets a frame object from the index.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Default Property Item( _  
    ByVal index As Integer _  
) As FFrame
```

C#

```
public FFrame this[  
    int index  
]; {get;}
```

## Parameters

*index*

## Remarks

If the frame does not exist, this method will create one automatically.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

### *Width Property*

Gets or sets the width of the movie in twips.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Width As Integer</code>	
C#	
<code>public int Width {get; set;}</code>	

## Remarks

The default value is 11000 twips.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

[C1FlashSlide](#)

C1FlashSlide is a class (component) that can be used to create slide show in the Macromedia Flash file format.

## Object Model

C1FlashSlide

## Syntax

Visual Basic (Declaration)

```
Public Class C1FlashSlide
    Inherits System.ComponentModel.Component
    Implements IWebFlashSink
```

C#

```
public class C1FlashSlide : System.ComponentModel.Component, IWebFlashSink
```

## Remarks

Each page of the slide is an FPage class that provides the similar methods to those in the .NET Graphics class.

With the powerful slide designer, user can layout and specify the properties of the UI elements in a convenient way, such as navigation buttons, page header, page footer and page number.

The coordinate in C1FlashSlide is logical pixel.

## Inheritance Hierarchy

System.Object

System.MarshalByRefObject

System.ComponentModel.Component

**C1.C1Flash.C1FlashSlide**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Members](#)

[C1.C1Flash Namespace](#)

### Overview

C1FlashSlide is a class (component) that can be used to create slide show in the Macromedia Flash file format.

## Object Model

C1FlashSlide

## Syntax

Visual Basic (Declaration)

```
Public Class C1FlashSlide
    Inherits System.ComponentModel.Component
    Implements IWebFlashSink
```

C#

```
public class C1FlashSlide : System.ComponentModel.Component, IWebFlashSink
```

## Remarks

Each page of the slide is an FPage class that provides the similar methods to those in the .NET Graphics class.

With the powerful slide designer, user can layout and specify the properties of the UI elements in a convenient way, such as navigation buttons, page header, page footer and page number.

The coordinate in C1FlashSlide is logical pixel.

# Inheritance Hierarchy

[System.Object](#)

[System.MarshalByRefObject](#)

[System.ComponentModel.Component](#)

**C1.C1Flash.C1FlashSlide**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Members](#)

[C1.C1Flash Namespace](#)

### Members

[Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [C1FlashSlide](#).

## Public Constructors

	Name	Description
	<a href="#">C1FlashSlide Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">BackgroundColor</a>	Gets or sets the back ground color.
	<a href="#">CBIDump</a>	

	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">CustomButtonImages</a>	
	<a href="#">Height</a>	Gets or sets the height of the slide.
	<a href="#">Interval</a>	Gets or sets the interval time between pages in millisecond.
	<a href="#">Item</a>	Gets a <a href="#">FPage</a> object by the index.
	<a href="#">PageCount</a>	Gets or sets the number of pages.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">SlideMode</a>	Gets or sets slide mode.
	<a href="#">Width</a>	Gets or sets the width of the slide.

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## Public Methods

	Name	Description
	<a href="#">AddPage</a>	Adds a new page object to the slide.
	<a href="#">Clean</a>	Cleans all the slide pages.
	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">GetHashCode</a>	Serves as a hash function.
	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )

 <a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
 <a href="#">RenderToFile</a>	Renders all the pages to a SWF file.
 <a href="#">RenderToStream</a>	Renders all the pages to a memory stream.
 <a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## Public Events

	Name	Description
	<a href="#">Disposed</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## See Also

### Reference

[C1FlashSlide Class](#)

[C1.C1Flash Namespace](#)

*C1FlashSlide Constructor*

## Overload List

Overload	Description
<a href="#">C1FlashSlide Constructor()</a>	Initialize a new instance of C1FlashSlide object.
<a href="#">C1FlashSlide Constructor(Int32,Int32)</a>	Initialize a new instance of C1FlashSlide object with the specified width and height.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*C1FlashSlide Constructor()*

Initialize a new instance of C1FlashSlide object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1FlashSlide()</code>	

## Remarks

The default size is 550x400 in logical pixel.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

[Overload List](#)

*C1FlashSlide Constructor(Int32,Int32)*

Initialize a new instance of C1FlashSlide object with the specified width and height.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

C#

```
public C1FlashSlide(  
    int width,  
    int height  
)
```

## Parameters

*width*

*height*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

[Overload List](#)

### Methods

For a list of all members of this type, see [C1FlashSlide members](#).

## Public Methods

Name	Description
 <a href="#">AddPage</a>	Adds a new page object to the slide.

☰	<a href="#">Clean</a>	Cleans all the slide pages.
☰	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
☰	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
☰	<a href="#">GetHashCode</a>	Serves as a hash function.
☰	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
☰	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
☰	<a href="#">RenderToFile</a>	Renders all the pages to a SWF file.
☰	<a href="#">RenderToStream</a>	Renders all the pages to a memory stream.
☰	<a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## See Also

### Reference

[C1FlashSlide Class](#)

[C1.C1Flash Namespace](#)

### *AddPage Method*

Adds a new page object to the slide.

## Syntax

Visual Basic (Declaration)	
<code>Public Function AddPage() As FPage</code>	
C#	
<code>public FPage AddPage()</code>	

## Remarks

This method creates and adds a page object to the slide, please see the [FPage](#) class for more details of the page object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*Clean Method*

Cleans all the slide pages.

## Syntax

Visual Basic (Declaration)	
<code>Public Sub Clean()</code>	
C#	
<code>public void Clean()</code>	

## Remarks

This method cleans all the slide pages, gives user a new start.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*GetHashCode Method*

Serves as a hash function.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Function GetHashCode() As Integer
```

C#

```
public override int GetHashCode()
```

### Return Value

A hash code for the current Object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*RenderToFile Method*

Renders all the pages to a SWF file.

## Syntax

Visual Basic (Declaration)

```
Public Sub RenderToFile( _  
    ByVal fileName As String _  
)
```

C#

```
public void RenderToFile(  
    string fileName  
)
```

## Parameters

*fileName*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*RenderToStream Method*

Renders all the pages to a memory stream.

## Syntax

Visual Basic (Declaration)

```
Public Sub RenderToStream( _  
    ByVal memStream As MemoryStream _  
)
```

C#

```
public void RenderToStream(  
    MemoryStream memStream  
)
```

## Parameters

*memStream*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)  
[C1FlashSlide Members](#)

### *Properties*

For a list of all members of this type, see [C1FlashSlide members](#).

## Public Properties

Name	Description
 <a href="#">BackgroundColor</a>	Gets or sets the back ground color.
 <a href="#">CBIDump</a>	
 <a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
 <a href="#">CustomButtonImages</a>	
 <a href="#">Height</a>	Gets or sets the height of the slide.
 <a href="#">Interval</a>	Gets or sets the interval time between pages in millisecond.
 <a href="#">Item</a>	Gets a <a href="#">FPage</a> object by the index.
 <a href="#">PageCount</a>	Gets or sets the number of pages.
 <a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

 <a href="#">SlideMode</a>	Gets or sets slide mode.
 <a href="#">Width</a>	Gets or sets the width of the slide.

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## See Also

### Reference

[C1FlashSlide Class](#)

[C1.C1Flash Namespace](#)

*BackgroundColor Property*

Gets or sets the back ground color.

## Syntax

Visual Basic (Declaration)	
<code>Public Property BackgroundColor As Color</code>	
C#	
<code>public Color BackgroundColor {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*CBIDump Property*

## Syntax

Visual Basic (Declaration)

```
Public Property CBIDump As Object()
```

C#

```
public object[] CBIDump {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*CustomButtonImages Property*

## Syntax

Visual Basic (Declaration)

```
Public Property CustomButtonImages As Image()
```

C#

```
public Image[] CustomButtonImages {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

### *Height Property*

Gets or sets the height of the slide.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Height As Integer</code>	
C#	
<code>public int Height {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

### *Interval Property*

Gets or sets the interval time between pages in millisecond.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Interval As Integer</code>	
C#	
<code>public int Interval {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*Item Property*

Gets a [FPage](#) object by the index.

## Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Default Property Item( _     ByVal index As Integer _ ) As FPage</pre>	
C#	
<pre>public FPage this[     int index ]; {get;}</pre>	

### Parameters

*index*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*PageCount Property*

Gets or sets the number of pages.

## Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property PageCount As Integer</code>	
C#	
<code>public int PageCount {get;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*SlideMode Property*

Gets or sets slide mode.

## Syntax

Visual Basic (Declaration)	
<code>Public Property SlideMode As SlideMode</code>	
C#	
<code>public SlideMode SlideMode {get; set;}</code>	

## Remarks

The SlideMode enumeration has two values: -Manual Play the slide show with navigation buttons. - Automatic Play the slide show automatically with the interval delay time

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

*Width Property*

Gets or sets the width of the slide.

## Syntax

Visual Basic (Declaration)

```
Public Property Width As Integer
```

C#

```
public int Width {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1FlashSlide Class](#)

[C1FlashSlide Members](#)

Constants

Constants used in C1Flash.

## Object Model

Constants

## Syntax

Visual Basic (Declaration)	
<code>Public Class Constants</code>	
C#	
<code>public class Constants</code>	

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Constants**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Constants used in C1Flash.

## Object Model

Constants

## Syntax

Visual Basic (Declaration)	
<code>Public Class Constants</code>	
C#	

```
public class Constants
```

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Constants**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Fields](#) [Methods](#)

The following tables list the members exposed by [Constants](#).

## Public Constructors

	Name	Description
	<a href="#">Constants Constructor</a>	

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## Public Fields

	Name	Description
	<a href="#">FIXED_1</a>	Fixed point number, value 1.0.
	<a href="#">FIXED_2</a>	Fixed point number, value 2.0.

 <a href="#">FIXED_HALF</a>	Fixed point number, value 0.5.
 <a href="#">FIXED_SQR2</a>	Fixed point numner, value sqrt(2)
 <a href="#">INFINITY</a>	Infinite number value.
 <a href="#">TWIPS</a>	The number of twips a logic pixel has.

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## Public Methods

	Name	Description
 <a href="#">FixedToFloat</a>	<a href="#">FixedToFloat</a>	Converts a integer number to a SWF format fixed point number.
 <a href="#">FloatToFixed</a>	<a href="#">FloatToFixed</a>	Converts a float number to a SWF format fixed point number.

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## See Also

### Reference

[Constants Class](#)

[C1.C1Flash Namespace](#)

*Constants Constructor*

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public Constants()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

### Methods

For a list of all members of this type, see [Constants members](#).

## Public Methods

	Name	Description
 <b>S</b>	<a href="#">FixedToFloat</a>	Converts a integer number to a SWF format fixed point number.
 <b>S</b>	<a href="#">FloatToFixed</a>	Converts a float number to a SWF format fixed point number.

[Top](#)

## See Also

### Reference

[Constants Class](#)

[C1.C1Flash Namespace](#)

### *FixedToFloat Method*

Integer number.

Converts a integer number to a SWF format fixed point number.

## Syntax

Visual Basic (Declaration)
<pre>Public Shared Function FixedToFloat( _     ByVal num As Integer _ ) As Single</pre>

C#

```
public static float FixedToFloat(  
    int num  
)
```

## Parameters

*num*

Integer number.

## Return Value

SWF format fixed point number.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

*FloatToFixed Method*

Float number.

Converts a float number to a SWF format fixed point number.

## Syntax

Visual Basic (Declaration)

```
Public Shared Function FloatToFixed( _  
    ByVal num As Single _  
) As Integer
```

C#

```
public static int FloatToFixed(  

```

```
float num
)
```

## Parameters

*num*

Float number.

## Return Value

SWF format fixed point number.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

### Fields

For a list of all members of this type, see [Constants members](#).

## Public Fields

	Name	Description
	<a href="#">FIXED_1</a>	Fixed point number, value 1.0.
	<a href="#">FIXED_2</a>	Fixed point number, value 2.0.
	<a href="#">FIXED_HALF</a>	Fixed point number, value 0.5.
	<a href="#">FIXED_SQR2</a>	Fixed point number, value sqrt(2)
	<a href="#">INFINITY</a>	Infinite number value.

 TWIPS	The number of twips a logic pixel has.
---	--

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## See Also

### Reference

[Constants Class](#)

[C1.C1Flash Namespace](#)

*FIXED\_1 Field*

Fixed point number, value 1.0.

## Syntax

Visual Basic (Declaration)	
<code>Public Const FIXED_1 As Integer</code>	
C#	
<code>public const int FIXED_1</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

*FIXED\_2 Field*

Fixed point number, value 2.0.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Const FIXED_2 As Integer
```

C#

```
public const int FIXED_2
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

*FIXED\_HALF* Field

Fixed point number, value 0.5.

## Syntax

Visual Basic (Declaration)

```
Public Const FIXED_HALF As Integer
```

C#

```
public const int FIXED_HALF
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

### *FIXED\_SQR2 Field*

Fixed point number, value sqrt(2)

## Syntax

Visual Basic (Declaration)	
<code>Public Const FIXED_SQR2 As Integer</code>	
C#	
<code>public const int FIXED_SQR2</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

### *INFINITY Field*

Infinite number value.

## Syntax

Visual Basic (Declaration)	
<code>Public Const INFINITY As Integer</code>	
C#	
<code>public const int INFINITY</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

*TWIPS Field*

The number of twips a logic pixel has.

## Syntax

Visual Basic (Declaration)	
<code>Public Const TWIPS As Integer</code>	
C#	
<code>public const int TWIPS</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Constants Class](#)

[Constants Members](#)

Entity

Class that represents the location, size and visibility of a UI element in slide designer.

## Object Model

Entity

## Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Class Entity
C#
public class Entity

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Entity**

[C1.C1Flash.StaticText](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents the location, size and visibility of a UI element in slide designer.

## Object Model

Entity

## Syntax

Visual Basic (Declaration)
Public Class Entity
C#
public class Entity

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Entity**

[C1.C1Flash.StaticText](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Members](#)

[C1.C1Flash Namespace](#)

*Members*

*Properties*

The following tables list the members exposed by [Entity](#).

## Public Constructors

	Name	Description
	<a href="#">Entity Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Font</a>	Gets or sets the font associated with the text display.
	<a href="#">ForeColor</a>	Gets or sets the foreground color associated with the text display.
	<a href="#">Location</a>	Gets or sets the location of the entity.
	<a href="#">Size</a>	Gets or sets the size of the entity.

 <a href="#">Text</a>	Gets or sets the text of this entity.
 <a href="#">TextAlign</a>	Gets or set the text alignment.
 <a href="#">Visible</a>	Gets or sets the visibility of the entity.

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## See Also

### Reference

[Entity Class](#)

[C1.C1Flash Namespace](#)

*Entity Constructor*

## Overload List

Overload	Description
<a href="#">Entity Constructor()</a>	Initialize a new instance of Entity class.
<a href="#">Entity Constructor(Point,Size)</a>	Initialize a new instance of Entity class with the specified location and size.
<a href="#">Entity Constructor(String)</a>	Initialize a new instance of Entity entity with the text string.
<a href="#">Entity Constructor(String,Point,Size)</a>	Initialize a new instance of Entity entity with the text string, location and size.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)  
[Entity Members](#)

*Entity Constructor()*

Initialize a new instance of Entity class.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public Entity()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)  
[Entity Members](#)  
[Overload List](#)

*Entity Constructor(Point,Size)*

Location of the entity.

Size of the entity.

Initialize a new instance of Entity class with the specified location and size.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New( _     ByVal location As Point, _     ByVal size As Size _</code>	

```
)
```

C#

```
public Entity(  
    Point location,  
    Size size  
)
```

## Parameters

*location*

Location of the entity.

*size*

Size of the entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)  
[Entity Members](#)  
[Overload List](#)

*Entity Constructor(String)*

The text string of this entity.

Initialize a new instance of Entity entity with the text string.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal text As String _  
)
```

C#

```
public Entity(  
    string text  
)
```

## Parameters

*text*

The text string of this entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)  
[Entity Members](#)  
[Overload List](#)

*Entity Constructor(String,Point,Size)*

The text string of this entity.

Location of the entity.

Size of the entity.

Initialize a new instance of Entity entity with the text string, location and size.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal text As String, _  
    ByVal location As Point, _  
    ByVal size As Size _  
)
```

C#

```
public Entity(  
    string text,  
    Point location,  
    Size size  
)
```

## Parameters

*text*

The text string of this entity.

*location*

Location of the entity.

*size*

Size of the entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)  
[Entity Members](#)  
[Overload List](#)

*Properties*

For a list of all members of this type, see [Entity members](#).

## Public Properties

	Name	Description
	Font	Gets or sets the font associated with the text display.

 <a href="#">ForeColor</a>	Gets or sets the foreground color associated with the text display.
 <a href="#">Location</a>	Gets or sets the location of the entity.
 <a href="#">Size</a>	Gets or sets the size of the entity.
 <a href="#">Text</a>	Gets or sets the text of this entity.
 <a href="#">TextAlign</a>	Gets or set the text alignment.
 <a href="#">Visible</a>	Gets or sets the visibility of the entity.

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## See Also

### Reference

[Entity Class](#)

[C1.C1Flash Namespace](#)

#### *Font Property*

Gets or sets the font associated with the text display.

## Syntax

Visual Basic (Declaration)	
<code>Public Overridable Property Font As Font</code>	
C#	
<code>public virtual Font Font {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[Entity Class](#)

[Entity Members](#)

*ForeColor Property*

Gets or sets the foreground color associated with the text display.

## Syntax

Visual Basic (Declaration)	
<code>Public Overridable Property ForeColor As Color</code>	
C#	
<code>public virtual Color ForeColor {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

*Location Property*

Gets or sets the location of the entity.

## Syntax

Visual Basic (Declaration)	
<code>Public Overridable Property Location As Point</code>	
C#	
<code>public virtual Point Location {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

*Size Property*

Gets or sets the size of the entity.

## Syntax

Visual Basic (Declaration)	
<code>Public Overridable Property Size As Size</code>	
C#	
<code>public virtual Size Size {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

*Text Property*

Gets or sets the text of this entity.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Overridable Property Text As String

C#

```
public virtual string Text {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

*TextAlign Property*

Gets or set the text alignment.

## Syntax

Visual Basic (Declaration)

```
Public Overridable Property TextAlign As ContentAlignment
```

C#

```
public virtual ContentAlignment TextAlign {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

### *Visible Property*

Gets or sets the visibility of the entity.

## Syntax

Visual Basic (Declaration)	
<code>Public Overridable Property Visible As Boolean</code>	
C#	
<code>public virtual bool Visible {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[Entity Class](#)

[Entity Members](#)

FArc

Class that represents an arc shape.

## Object Model

FArc

## Syntax

Visual Basic (Declaration)	
<code>Public Class FArc     Inherits FShape</code>	
C#	
<code>public class FArc : FShape</code>	

# Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

**C1.C1Flash.FArc**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FArc Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class the represents a arc shape.

## Object Model

FArc

## Syntax

Visual Basic (Declaration)

```
Public Class FArc  
    Inherits FShape
```

C#

```
public class FArc : FShape
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)  
**C1.C1Flash.FArc**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FArc Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FArc](#).

## Public Constructors

	Name	Description
	<a href="#">FArc Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FArc Class](#)

[C1.C1Flash Namespace](#)

*FArc Constructor*

## Overload List

Overload	Description
<a href="#">FArc Constructor(Rectangle,Single,Single)</a>	Initialize a new instance of FArc.
<a href="#">FArc Constructor(Rectangle,Single,Single,Boolean,Boolean)</a>	Initialize a new instance of FArc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FArc Class](#)

[FArc Members](#)

*FArc Constructor(Rectangle,Single,Single)*

The bounds of this arc.

Start angle.

Sweep angle.

Initialize a new instance of FArc.

## Syntax

Visual Basic (Declaration)
<code>Public Function New( _</code>

```
    ByVal rectangle As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public FArc(  
    Rectangle rectangle,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*rectangle*

The bounds of this arc.

*startAngle*

Start angle.

*sweepAngle*

Sweep angle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FArc Class](#)

[FArc Members](#)

[Overload List](#)

*FArc Constructor(Rectangle,Single,Single,Boolean,Boolean)*

Bounds rectangle.

Start angle.

Sweep angle.

Indicates whether the arc is closed to a pie shape.

Indicates whether the arc is closed to a chord shape.

Initialize a new instance of FArc.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal rectangle As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single, _  
    ByVal pie As Boolean, _  
    ByVal chord As Boolean _  
)
```

C#

```
public FArc(  
    Rectangle rectangle,  
    float startAngle,  
    float sweepAngle,  
    bool pie,  
    bool chord  
)
```

## Parameters

*rectangle*

Bounds rectangle.

*startAngle*

Start angle.

*sweepAngle*

Sweep angle.

*pie*

Indicates whether the arc is closed to a pie shape.

*chord*

Indicates whether the arc is closed to a chord shape.

## Remarks

Only one of pie or chord parameter can be set to true at the same time.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FArc Class](#)  
[FArc Members](#)  
[Overload List](#)

FBeziers

Class that represents a bezier curver line.

## Object Model

FBeziers

## Syntax

Visual Basic (Declaration)

```
Public Class FBeziers  
    Inherits FShape
```

C#

```
public class FBeziers : FShape
```

## Inheritance Hierarchy

[System.Object](#)  
[C1.C1Flash.FObject](#)  
[C1.C1Flash.FShape](#)  
**C1.C1Flash.FBeziers**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FBeziers Members](#)  
[C1.C1Flash Namespace](#)

### *Overview*

Class that represents a bezier curver line.

## Object Model

FBeziers

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FBeziers     Inherits FShape</pre>	
C#	
<pre>public class FBeziers : FShape</pre>	

## Inheritance Hierarchy

[System.Object](#)  
[C1.C1Flash.FObject](#)  
[C1.C1Flash.FShape](#)  
**C1.C1Flash.FBeziers**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FBeziers Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FBeziers](#).

## Public Constructors

	Name	Description
	<a href="#">FBeziers Constructor</a>	Initialize a FBeziers.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

## Reference

[FBeziers Class](#)

[C1.C1Flash Namespace](#)

*FBeziers Constructor*

Array of points.

Initialize a FBeziers.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal points() As Point _  
)
```

C#

```
public FBeziers(  
    Point[] points  
)
```

## Parameters

*points*

Array of points.

## Remarks

The number of points should be greater or equal to 3. The number of points should be odd. The points array is started by a anchor point, then control point, then anchor point...so on.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FBeziers Class](#)  
[FBeziers Members](#)

FButton

Class that represents a button object.

## Object Model

FButton

## Syntax

Visual Basic (Declaration)

```
Public Class FButton  
    Inherits FObject
```

C#

```
public class FButton : FObject
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

**C1.C1Flash.FButton**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FButton Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a button object.

## Object Model

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FButton     Inherits FObject</pre>	
C#	
<pre>public class FButton : FObject</pre>	

## Inheritance Hierarchy

System.Object  
 C1.C1Flash.FObject  
**C1.C1Flash.FButton**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FButton Members](#)  
[C1.C1Flash Namespace](#)

*Members*  
[Properties](#) [Methods](#)

The following tables list the members exposed by [FButton](#).

## Public Constructors

	Name	Description
	<a href="#">FButton Constructor</a>	Initialize a FButton.

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## Public Properties

	Name	Description
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

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## Public Methods

	Name	Description
	<a href="#">AddAction</a>	Associate a button event with a action record.

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## See Also

### Reference

[FButton Class](#)

[C1.C1Flash Namespace](#)

*FButton Constructor*

[FShape](#) for up state.

[FShape](#) for over state.

[FShape](#) for down state.

[FShape](#) for hit state.

Initialize a [FButton](#).

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal shapeUp As FShape, _  
    ByVal shapeOver As FShape, _  
    ByVal shapeDown As FShape, _  
    ByVal shapeHit As FShape _  
)
```

C#

```
public FButton(  
    FShape shapeUp,  
    FShape shapeOver,  
    FShape shapeDown,  
    FShape shapeHit  
)
```

## Parameters

*shapeUp*

FShape for up state.

*shapeOver*

FShape for over state.

*shapeDown*

FShape for down state.

*shapeHit*

FShape for hit state.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FButton Class](#)

[FButton Members](#)

## Methods

For a list of all members of this type, see [FButton members](#).

## Public Methods

	Name	Description
	<a href="#">AddAction</a>	Associate a button event with a action record.

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## See Also

### Reference

[FButton Class](#)

[C1.C1Flash Namespace](#)

### *AddAction Method*

Button event. Please see [FButtonEvent](#).

Action record that specifying an action to be performed by the Flash player when the event happens. Please see [C1.C1Flash.Base.FActionRecord](#)

Associate a button event with a action record.

## Syntax

Visual Basic (Declaration)

```
Public Sub AddAction( _  
    ByVal ev As FButtonEvent, _  
    ByVal record As FActionRecord _  
)
```

C#

```
public void AddAction(  
    FButtonEvent ev,  
    FActionRecord record  
)
```

### Parameters

*ev*

Button event. Please see [FButtonEvent](#).

*record*

Action record that specifying an action to be performed by the Flash player when the event happens. Please see [C1.C1Flash.Base.FActionRecord](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FButton Class](#)

[FButton Members](#)

FCircle

Class that represents a circle shape.

## Object Model

FCircle

## Syntax

Visual Basic (Declaration)

```
Public Class FCircle
    Inherits FOval
```

C#

```
public class FCircle : FOval
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

[C1.C1Flash.FOval](#)

**C1.C1Flash.FCircle**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FCircle Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a circle shape.

## Object Model

FCircle

## Syntax

Visual Basic (Declaration)

```
Public Class FCircle  
    Inherits FOval
```

C#

```
public class FCircle : FOval
```

## Inheritance Hierarchy

System.Object

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

[C1.C1Flash.FOval](#)

**C1.C1Flash.FCircle**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FCircle Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FCircle](#).

## Public Constructors

	Name	Description
	<a href="#">FCircle Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

## Reference

[FCircle Class](#)

[C1.C1Flash Namespace](#)

*FCircle Constructor*

## Overload List

Overload	Description
<a href="#">FCircle Constructor(Int32,Int32,Int32)</a>	Initialize a FCircle.
<a href="#">FCircle Constructor(Point,Int32)</a>	Initialize a FCircle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FCircle Class](#)

[FCircle Members](#)

*FCircle Constructor(Int32,Int32,Int32)*

X position of center.

Y position of center.

Radius of the circle.

Initialize a FCircle.

## Syntax

Visual Basic (Declaration)
<pre>Public Function New( _     ByVal centerX As Integer, _     ByVal centeryY As Integer, _</pre>

```
ByVal radius As Integer _  
)
```

C#

```
public FCircle(  
    int centerX,  
    int centeryY,  
    int radius  
)
```

## Parameters

*centerX*

X position of center.

*centeryY*

Y position of center.

*radius*

Radius of the circle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FCircle Class](#)

[FCircle Members](#)

[Overload List](#)

*FCircle Constructor(Point,Int32)*

Position of the center.

Radius of the circle.

Initialize a FCircle.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal center As Point, _  
    ByVal radius As Integer _  
)
```

C#

```
public FCircle(  
    Point center,  
    int radius  
)
```

### Parameters

*center*

Position of the center.

*radius*

Radius of the circle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FCircle Class](#)  
[FCircle Members](#)  
[Overload List](#)

FEditText

Class that represents a dynamic text.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FEditText  
    Inherits FShape
```

C#

```
public class FEditText : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FEditText**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a dynamic text.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FEditText  
    Inherits FShape
```

C#

```
public class FEditText : FShape
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

**[C1.C1Flash.FEditText](#)**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FEditText](#).

## Public Constructors

	Name	Description
	<a href="#">FEditText Constructor</a>	Overloaded.

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## Public Properties

Name	Description
 <a href="#">Align</a>	Gets or sets the horizontal alignment.
 <a href="#">AutoSize</a>	Gets or sets whether the bounds of text is auto sized.
 <a href="#">Border</a>	Gets or sets whether to display the border.
 <a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Font</a>	Gets or sets the <a href="#">FFont2</a> object associated with the object.
 <a href="#">ForeColor</a>	Gets or sets the foreground color for text display.
 <a href="#">Height</a>	Gets or sets the height of text for display.
 <a href="#">Html</a>	Gets or sets whether the HTML tag can be rendered.
 <a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Indent</a>	Gets or sets the indent size.
 <a href="#">Leading</a>	Gets or sets the leading size between rows.
 <a href="#">LeftMargin</a>	Gets or sets the left margin size.
 <a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">MaxLength</a>	Gets or sets the max-length of this text object.
	<a href="#">MultiLine</a>	Gets or sets whether multiple line text is supported.
	<a href="#">NoSelect</a>	Gets or sets whether the text is selectable by mouse.
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">PassWord</a>	Gets or sets whether the text is displayed in password style.
	<a href="#">ReadOnly</a>	Gets or sets whether the text is readonly when displaying.
	<a href="#">RightMargin</a>	Gets or sets the right margin size.
	<a href="#">Text</a>	Gets or sets the text for display.
	<a href="#">WordWrap</a>	Gets or sets whether the text is word wrapped.

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

 <a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FEditText Class](#)

[C1.C1Flash Namespace](#)

*FEditText Constructor*

## Overload List

Overload	Description
<a href="#">FEditText Constructor(Rectangle,String)</a>	Initialize a FEditText.
<a href="#">FEditText Constructor(Rectangle,String,String)</a>	Initialize a FEditText.
<a href="#">FEditText Constructor(Rectangle,String,String,Boolean,Boolean)</a>	Initialize a FEditText.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*FEditText Constructor(Rectangle,String)*

Bounds rectangle.

Text string for display.

Initialize a FEditText.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal rect As Rectangle, _  
    ByVal text As String _  
)
```

C#

```
public FEditText(  
    Rectangle rect,  
    string text  
)
```

## Parameters

*rect*

Bounds rectangle.

*text*

Text string for display.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

- [FEditText Class](#)
- [FEditText Members](#)
- [Overload List](#)

### *FEditText Constructor(Rectangle,String,String)*

Bounds rectangle.

Text string for display.

Font name associated for text display.

Initialize a FEditText.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal rect As Rectangle, _  
    ByVal text As String, _  
    ByVal fontName As String _  
)
```

C#

```
public FEditText(  
    Rectangle rect,  
    string text,  
    string fontName  
)
```

## Parameters

*rect*

Bounds rectangle.

*text*

Text string for display.

*fontName*

Font name associated for text display.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)  
[FEditText Members](#)  
[Overload List](#)

*FEditText Constructor(Rectangle,String,String,Boolean,Boolean)*

Bounds rectangle.

Text string for display.

Font name associated for text display.

Indicates whether the text is in italic.

Indicates whether the text is in bold.

Initialize a FEditText.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal rect As Rectangle, _  
    ByVal text As String, _  
    ByVal fontName As String, _  
    ByVal italic As Boolean, _  
    ByVal bold As Boolean _  
)
```

C#

```
public FEditText(  
    Rectangle rect,  
    string text,  
    string fontName,  
    bool italic,
```

```
bool bold
)
```

## Parameters

*rect*

Bounds rectangle.

*text*

Text string for display.

*fontName*

Font name associated for text display.

*italic*

Indicates whether the text is in italic.

*bold*

Indicates whether the text is in bold.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

- [FEditText Class](#)
- [FEditText Members](#)
- [Overload List](#)

## Properties

For a list of all members of this type, see [FEditText members](#).

## Public Properties

Name	Description

 <a href="#">Align</a>	Gets or sets the horizontal alignment.
 <a href="#">AutoSize</a>	Gets or sets whether the bounds of text is auto sized.
 <a href="#">Border</a>	Gets or sets whether to display the border.
 <a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Font</a>	Gets or sets the <a href="#">FFont2</a> object associated with the object.
 <a href="#">ForeColor</a>	Gets or sets the forr ground color for text display.
 <a href="#">Height</a>	Gets or sets the height of text for display.
 <a href="#">Html</a>	Gets or sets whether the HTML tag can be rendered.
 <a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Indent</a>	Gets or sets the indent size.
 <a href="#">Leading</a>	Gets or sets the leading size between rows.
 <a href="#">LeftMargin</a>	Gets or sets the left margin size.
 <a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

	<a href="#">MaxLength</a>	Gets or sets the max-length of this text object.
	<a href="#">MultiLine</a>	Gets or sets whether multiple line text is supported.
	<a href="#">NoSelect</a>	Gets or sets whether the text is selectable by mouse.
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">PassWord</a>	Gets or sets whether the text is displayed in password style.
	<a href="#">ReadOnly</a>	Gets or sets whether the text is readonly when displaying.
	<a href="#">RightMargin</a>	Gets or sets the right margin size.
	<a href="#">Text</a>	Gets or sets the text for display.
	<a href="#">WordWrap</a>	Gets or sets whether the text is word wrapped.

[Top](#)

## See Also

### Reference

[FEditText Class](#)

[C1.C1Flash Namespace](#)

*Align Property*

Gets or sets the horizontal alignment.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Align As FAlignment</code>	
C#	
<code>public FAlignment Align {get; set;}</code>	

## Remarks

Please see the definition of [FAlignment](#) for details.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*AutoSize Property*

Gets or sets whether the bounds of text is auto sized.

## Syntax

Visual Basic (Declaration)	
<code>Public Property AutoSize As Boolean</code>	
C#	
<code>public bool AutoSize {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

### *Border Property*

Gets or sets whether to display the border.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Border As Boolean</code>	
C#	
<code>public bool Border {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

### *Font Property*

Gets or sets the [FFont2](#) object associated with the object.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Font As FFont2</code>	
C#	
<code>public FFont2 Font {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*ForeColor Property*

Gets or sets the foreground color for text display.

## Syntax

Visual Basic (Declaration)

```
Public Property ForeColor As Color
```

C#

```
public Color ForeColor {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*Height Property*

Gets or sets the height of text for display.

## Syntax

Visual Basic (Declaration)

```
Public Property Height As Integer
```

C#

```
public int Height {get; set;}
```

## Remarks

The height is in twips.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*Html Property*

Gets or sets whether the HTML tag can be rendered.

## Syntax

Visual Basic (Declaration)

```
Public Property Html As Boolean
```

C#

```
public bool Html {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

### *Indent Property*

Gets or sets the indent size.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Indent As Integer</code>	
C#	
<code>public int Indent {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

### *Leading Property*

Gets or sets the leading size between rows.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Leading As Integer</code>	
C#	
<code>public int Leading {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*LeftMargin Property*

Gets or sets the left margin size.

## Syntax

Visual Basic (Declaration)	
<code>Public Property LeftMargin As Integer</code>	
C#	
<code>public int LeftMargin {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*MaxLength Property*

Gets or sets the max-length of this text object.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MaxLength As Integer</code>	
C#	

```
public int MaxLength {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*MultiLine Property*

Gets or sets whether multiple line text is supported.

## Syntax

Visual Basic (Declaration)

```
Public Property MultiLine As Boolean
```

C#

```
public bool MultiLine {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*NoSelect Property*

Gets or sets whether the text is selectable by mouse.

## Syntax

Visual Basic (Declaration)

```
Public Property NoSelect As Boolean
```

C#

```
public bool NoSelect {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*PassWord Property*

Gets or sets whether the text is displayed in password style.

## Syntax

Visual Basic (Declaration)

```
Public Property PassWord As Boolean
```

C#

```
public bool PassWord {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*ReadOnly Property*

Gets or sets whether the text is readonly when displaying.

## Syntax

Visual Basic (Declaration)	
<code>Public Property ReadOnly As Boolean</code>	
C#	
<code>public bool ReadOnly {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*RightMargin Property*

Gets or sets the right margin size.

## Syntax

Visual Basic (Declaration)	
<code>Public Property RightMargin As Integer</code>	
C#	
<code>public int RightMargin {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*Text Property*

Gets or sets the text for display.

## Syntax

Visual Basic (Declaration)

```
Public Property Text As String
```

C#

```
public string Text {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

*WordWrap Property*

Gets or sets whether the text is word wrapped.

## Syntax

Visual Basic (Declaration)

Public Property WordWrap As Boolean

C#

```
public bool WordWrap {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FEditText Class](#)

[FEditText Members](#)

[FFont](#)

Class that represents Glyph font.

## Object Model

FFont

## Syntax

Visual Basic (Declaration)

```
Public Class FFont  
    Inherits FObject
```

C#

```
public class FFont : FObject
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

**C1.C1Flash.FFont**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents Glyph font.

## Object Model

FFont

## Syntax

Visual Basic (Declaration)

```
Public Class FFont  
    Inherits FObject
```

C#

```
public class FFont : FObject
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

**C1.C1Flash.FFont**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FFont Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FFont](#).

## Public Constructors

	Name	Description
	<a href="#">FFont Constructor</a>	Initialize a instance of FFont.

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## Public Properties

	Name	Description
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">GlyphCount</a>	Gets the number of glyphs.
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

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## Public Methods

	Name	Description
	<a href="#">AddGlyph</a>	Adds a glyph and associate it with a charector code.
	<a href="#">GetAdvance</a>	Gets the advance value of a glyph by index.
	<a href="#">GetGlyphIndexFromAscii</a>	Gets the index of glyph from a charactor code.

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## See Also

### Reference

[FFont Class](#)

[C1.C1Flash Namespace](#)

*FFont Constructor*

Font name.

Initialize a instance of FFont.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal fontName As String _  
)
```

C#

```
public FFont(  
    string fontName  
)
```

### Parameters

*fontName*

Font name.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Class](#)  
[FFont Members](#)

### Methods

For a list of all members of this type, see [FFont members](#).

## Public Methods

	Name	Description
≡♥	<a href="#">AddGlyph</a>	Adds a glyph and associate it with a charector code.
≡♥	<a href="#">GetAdvance</a>	Gets the advance value of a glyph by index.
≡♥	<a href="#">GetGlyphIndexFromAscii</a>	Gets the index of glyph from a charactor code.

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## See Also

### Reference

[FFont Class](#)  
[C1.C1Flash Namespace](#)

#### *AddGlyph Method*

[FPolygon](#) that defines the glyph of the static charactor.

Code value associated with the charactor shape.

Advance value for display.

Adds a glyph and associate it with a charector code.

## Syntax

Visual Basic (Declaration)
<pre>Public Sub AddGlyph( _     ByVal polygon As FPolygon, _     ByVal code As UShort, _     ByVal advance As Short _</pre>

```
)
```

```
C#
```

```
public void AddGlyph(  
    FPolygon polygon,  
    ushort code,  
    short advance  
)
```

## Parameters

*polygon*

[FPolygon](#) that defines the glyph of the static character.

*code*

Code value associated with the character shape.

*advance*

Advance value for display.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Class](#)

[FFont Members](#)

*GetAdvance Method*

Index of the glyph.

Gets the advance value of a glyph by index.

## Syntax

```
Visual Basic (Declaration)
```

```
Public Function GetAdvance( _  
    ByVal index As Integer _  
) As Short
```

C#

```
public short GetAdvance(  
    int index  
)
```

## Parameters

*index*

Index of the glyph.

## Return Value

Advance value.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Class](#)

[FFont Members](#)

*GetGlyphIndexFromAscii Method*

Charactor code.

Gets the index of glyph from a charactor code.

## Syntax

Visual Basic (Declaration)

```
Public Function GetGlyphIndexFromAscii( _  
    ByVal code As UShort _  
) As Integer
```

C#

```
public int GetGlyphIndexFromAscii(  
    ushort code  
)
```

## Parameters

*code*

Character code.

## Return Value

Index of the glyph.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Class](#)

[FFont Members](#)

### Properties

For a list of all members of this type, see [FFont members](#).

## Public Properties

	Name	Description
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">GlyphCount</a>	Gets the number of glyphs.
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

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## See Also

### Reference

[FFont Class](#)

[C1.C1Flash Namespace](#)

*GlyphCount Property*

Gets the number of glyphs.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property GlyphCount As Integer
```

C#

```
public int GlyphCount {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont Class](#)

[FFont Members](#)

[FFont2](#)

Class that represents a DefineFont2 tag in SWF format.

## Object Model

FFont2

## Syntax

Visual Basic (Declaration)

```
Public Class FFont2  
    Inherits FObject
```

C#

```
public class FFont2 : FObject
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

**C1.C1Flash.FFont2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a DefineFont2 tag in SWF format.

## Object Model

FFont2

## Syntax

Visual Basic (Declaration)

```
Public Class FFont2  
    Inherits FObject
```

C#

```
public class FFont2 : FObject
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.FObject

**C1.C1Flash.FFont2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Members](#)

[C1.C1Flash Namespace](#)

*Members*

*Properties*

The following tables list the members exposed by [FFont2](#).

## Public Constructors

	Name	Description
	<a href="#">FFont2 Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Bold</a>	Gets whether the font is in bold.

 <a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">Italic</a>	Gets whether the font is in italic.
 <a href="#">Name</a>	Gets the font name.

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## See Also

### Reference

[FFont2 Class](#)

[C1.C1Flash Namespace](#)

*FFont2 Constructor*

## Overload List

Overload	Description
<a href="#">FFont2 Constructor(String)</a>	Initialize a FFont2.
<a href="#">FFont2 Constructor(String,Boolean,Boolean)</a>	Initialize a FFont2.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Class](#)

[FFont2 Members](#)

*FFont2 Constructor(String)*

Font name.

Initialize a FFont2.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal <i>fontName</i> As String _ )</pre>	
C#	
<pre>public FFont2(     string <i>fontName</i> )</pre>	

### Parameters

*fontName*

Font name.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Class](#)

[FFont2 Members](#)

[Overload List](#)

*FFont2 Constructor(String,Boolean,Boolean)*

Font name.

The font is in italic.

The font is in bold.

Initialize a FFont2.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal fontName As String, _  
    ByVal italic As Boolean, _  
    ByVal bold As Boolean _  
)
```

C#

```
public FFont2(  
    string fontName,  
    bool italic,  
    bool bold  
)
```

## Parameters

*fontName*

Font name.

*italic*

The font is in italic.

*bold*

The font is in bold.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FFont2 Class](#)  
[FFont2 Members](#)  
[Overload List](#)

### Properties

For a list of all members of this type, see [FFont2 members](#).

## Public Properties

	Name	Description
	<a href="#">Bold</a>	Gets whether the font is in bold.
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">Italic</a>	Gets whether the font is in italic.
	<a href="#">Name</a>	Gets the font name.

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## See Also

### Reference

[FFont2 Class](#)  
[C1.C1Flash Namespace](#)

### *Bold Property*

Gets whether the font is in bold.

## Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Bold As Boolean</code>	
C#	

```
public bool Bold {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Class](#)

[FFont2 Members](#)

*Italic Property*

Gets whether the font is in italic.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property Italic As Boolean
```

C#

```
public bool Italic {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Class](#)

[FFont2 Members](#)

*Name Property*

Gets the font name.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property Name As String
```

C#

```
public string Name {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFont2 Class](#)

[FFont2 Members](#)

FFrame

Class that represents a frame in Flash Movie.

## Object Model

FFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FFrame
```

C#

```
public class FFrame
```

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.FFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a frame in Flash Movie.

## Object Model

FFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FFrame
```

C#

```
public class FFrame
```

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.FFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FFrame](#).

## Public Properties

	Name	Description
	<a href="#">MaxDepth</a>	Maximum depth in the frame used by FObjects.
	<a href="#">Opacity</a>	Gets or sets the opacity level of the frame.

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## Public Methods

	Name	Description
	<a href="#">AddAction</a>	Adds an action to this frame.
	<a href="#">AddGroup</a>	Adds a FGroup object to this frame.
	<a href="#">AddObject</a>	Adds a <a href="#">FObject</a> inherited object to this frame. Those shape objects are all from <a href="#">FObject</a> .
	<a href="#">RemoveGroup</a>	Removes a FGroup object from this frame.
	<a href="#">RemoveObject</a>	Removes a <a href="#">FObject</a> object from the frame. This object should have been added to a previous frame.

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## See Also

### Reference

[FFrame Class](#)  
[C1.C1Flash Namespace](#)

### Methods

>

Name	Description
 <a href="#">AddAction</a>	Adds an action to this frame.
 <a href="#">AddGroup</a>	Adds a <a href="#">FGroup</a> object to this frame.
 <a href="#">AddObject</a>	Adds a <a href="#">FObject</a> inherited object to this frame. Those shape objects are all from <a href="#">FObject</a> .
 <a href="#">RemoveGroup</a>	Removes a <a href="#">FGroup</a> object from this frame.
 <a href="#">RemoveObject</a>	Removes a <a href="#">FObject</a> object from the frame. This object should has been added to a previous frame.

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## See Also

### Reference

[FFrame Class](#)  
[C1.C1Flash Namespace](#)

#### *AddAction Method*

[C1.C1Flash.Base.FActionRecord](#) inherited object. For example, [FActionPlay](#), [FActionTop](#) etc.

Adds an action to this frame.

## Syntax

Visual Basic (Declaration)

```
Public Sub AddAction( _  
    ByVal action As FActionRecord _  
)
```

C#

```
public void AddAction(  
    FActionRecord action  
)
```

## Parameters

*action*

[C1.C1Flash.Base.FActionRecord](#) inherited object. For example, FActionPlay, FActionTop etc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

*AddGroup Method*

FGroup object to add.

Adds a FGroup object to this frame.

## Syntax

Visual Basic (Declaration)

```
Public Sub AddGroup( _  
    ByVal group As FGroup _  
)
```

C#

```
public void AddGroup(  
    FGroup group  
)
```

## Parameters

*group*

FGroup object to add.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

*AddObject Method*

[FObject](#) inherited object.

Adds a [FObject](#) inherited object to this frame. Those shape objects are all from [FObject](#).

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddObject( _     ByVal obj As FObject _ )</pre>	
C#	
<pre>public void AddObject(     FObject obj )</pre>	

### Parameters

*obj*

[FObject](#) inherited object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

#### *RemoveGroup Method*

The FGroup object to remove.

Removes a FGroup object from this frame.

## Syntax

Visual Basic (Declaration)

```
Public Sub RemoveGroup( _  
    ByVal group As FGroup _  
)
```

C#

```
public void RemoveGroup(  
    FGroup group  
)
```

### Parameters

*group*

The FGroup object to remove.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

### *RemoveObject Method*

[FObject](#) inherited object.

Removes a [FObject](#) object from the frame. This object should have been added to a previous frame.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub RemoveObject( _     ByVal obj As FObject _ )</pre>	
C#	
<pre>public void RemoveObject(     FObject obj )</pre>	

### Parameters

*obj*

[FObject](#) inherited object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

### *Properties*

For a list of all members of this type, see [FFrame members](#).

## Public Properties

Name	Description
------	-------------

 <a href="#">MaxDepth</a>	Maximum depth in the frame used by FObjects.
 <a href="#">Opacity</a>	Gets or sets the opacity level of the frame.

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## See Also

### Reference

[FFrame Class](#)

[C1.C1Flash Namespace](#)

*MaxDepth Property*

Maximum depth in the frame used by FObjects.

## Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property MaxDepth As Integer</code>	
C#	
<code>public int MaxDepth {get;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

*Opacity Property*

Gets or sets the opacity level of the frame.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Opacity As Double</code>	
C#	
<code>public double Opacity {get; set;}</code>	

## Property Value

The level of opacity for the frame. The default is 1.00.

## Remarks

This property enables you to specify a level of transparency for the frame and shapes added to this frame.

Value should be between 0.00 and 1.00. Setting value to 0 will make the shapes fully transparent.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FFrame Class](#)

[FFrame Members](#)

[FGroup](#)

Group of [FObject](#). Objects could be produced from Metafile automatically.

## Object Model

FGroup

## Syntax

Visual Basic (Declaration)	
<code>Public Class FGroup</code>	

C#

```
public class FGroup
```

## Remarks

Adding or removing the FGroup to or from the frame would add or remove all the [FObject](#).

User can add metafile to this group. The meta file will be played to generate many FObject automatically. This is useful when user want to add an EMF image to a movie's frame without losing its quality.

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.FGroup**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Group of [FObject](#). Objects could be produced from Metafile automatically.

## Object Model

FGroup

## Syntax

Visual Basic (Declaration)

```
Public Class FGroup
```

C#

```
public class FGroup
```

## Remarks

Adding or removing the FGroup to or from the frame would add or remove all the [FObject](#).

User can add metafile to this group. The meta file will be played to generate many FObject automatically. This is useful when user want to add an EMF image to a movie's frame without losing its quality.

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.FGroup**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FGroup](#).

## Public Constructors

	Name	Description
	<a href="#">FGroup Constructor</a>	Initialize a new instance of FGroup.

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## Public Properties

	Name	Description
	<a href="#">Count</a>	Gets the count of <a href="#">FObject</a> object contained in this group.
	<a href="#">Item</a>	Gets a <a href="#">FObject</a> object from the group.

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## Public Methods

	Name	Description
	<a href="#">AddMetafile</a>	Overloaded. Adds a Windows Meta File to this group.
	<a href="#">AddObject</a>	Adds a <a href="#">FObject</a> inherited object to this group. Those shape objects are all from <a href="#">FObject</a> .
	<a href="#">RemoveObject</a>	Removes a <a href="#">FObject</a> object from the group.

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## See Also

### Reference

[FGroup Class](#)

[C1.C1Flash Namespace](#)

*FGroup Constructor*

Initialize a new instance of FGroup.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FGroup()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

### Methods

For a list of all members of this type, see [FGroup members](#).

## Public Methods

	Name	Description
	<a href="#">AddMetafile</a>	Overloaded. Adds a Windows Meta File to this group.
	<a href="#">AddObject</a>	Adds a <a href="#">FObject</a> inherited object to this group. Those shape objects are all from <a href="#">FObject</a> .
	<a href="#">RemoveObject</a>	Removes a <a href="#">FObject</a> object from the group.

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## See Also

### Reference

[FGroup Class](#)

[C1.C1Flash Namespace](#)

### *AddMetafile Method*

Adds a Windows Meta File to this group.

## Overload List

Overload	Description
<a href="#">AddMetafile(Metafile,Point)</a>	Adds a Windows Meta File to this group.
<a href="#">AddMetafile(Metafile,PointF)</a>	Adds a Windows Meta File to this group.
<a href="#">AddMetafile(Metafile,Rectangle)</a>	Adds a Windows Meta File to this group.
<a href="#">AddMetafile(Metafile,RectangleF)</a>	Adds a Windows Meta File to this group.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

[AddMetafile\(Metafile,Point\) Method](#)

The metafile.

The position on frame to place.

Adds a Windows Meta File to this group.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub AddMetafile( _     ByVal meta As Metafile, _     ByVal point As Point _ )</pre>	
C#	
<pre>public void AddMetafile(</pre>	

```
Metafile meta,  
Point point  
)
```

## Parameters

*meta*

The metafile.

*point*

The position on frame to place.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)  
[FGroup Members](#)  
[Overload List](#)

AddMetafile(Metafile,PointF) Method

The metafile.

The position on frame to place.

Adds a Windows Meta File to this group.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub AddMetafile( _  
    ByVal meta As Metafile, _  
    ByVal point As PointF _  
)
```

C#

```
public void AddMetafile(  
    Metafile meta,  
    PointF point  
)
```

## Parameters

*meta*

The metafile.

*point*

The position on frame to place.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FGroup Class](#)  
[FGroup Members](#)  
[Overload List](#)

AddMetafile(Metafile,Rectangle) Method

The metafile.

The rectangle on frame to place.

Adds a Windows Meta File to this group.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub AddMetafile( _  
    ByVal meta As Metafile, _  
    ByVal rect As Rectangle _  
)
```

C#

```
public void AddMetafile(  
    Metafile meta,  
    Rectangle rect  
)
```

## Parameters

*meta*

The metafile.

*rect*

The rectangle on frame to place.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

[Overload List](#)

AddMetafile(Metafile,RectangleF) Method

The metafile.

The rectangle on frame to place.

Adds a Windows Meta File to this group.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub AddMetafile( _  
    ByVal meta As Metafile, _  
    ByVal rect As RectangleF _
```

```
)
```

C#

```
public void AddMetafile(  
    Metafile meta,  
    RectangleF rect  
)
```

## Parameters

*meta*

The metafile.

*rect*

The rectangle on frame to place.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

[Overload List](#)

*AddObject Method*

[FObject](#) inherited object.

Adds a [FObject](#) inherited object to this group. Those shape objects are all from [FObject](#).

## Syntax

Visual Basic (Declaration)

```
Public Sub AddObject( _  
    ByVal obj As FObject _  
)
```

C#

```
public void AddObject(  
    FObject obj  
)
```

## Parameters

*obj*

[FObject](#) inherited object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

*RemoveObject Method*

[FObject](#) inherited object.

Removes a [FObject](#) object from the group.

## Syntax

Visual Basic (Declaration)

```
Public Sub RemoveObject( _  
    ByVal obj As FObject _  
)
```

C#

```
public void RemoveObject(  
    FObject obj  
)
```

## Parameters

*obj*

[FObject](#) inherited object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

### Properties

For a list of all members of this type, see [FGroup members](#).

## Public Properties

	Name	Description
	<a href="#">Count</a>	Gets the count of <a href="#">FObject</a> object contained in this group.
	<a href="#">Item</a>	Gets a <a href="#">FObject</a> object from the group.

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## See Also

### Reference

[FGroup Class](#)

[C1.C1Flash Namespace](#)

### Count Property

Gets the count of [FObject](#) object contained in this group.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property Count As Integer
```

```
C#
```

```
public int Count {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)

[FGroup Members](#)

*Item Property*

Gets a [FObject](#) object from the group.

## Syntax

```
Visual Basic (Declaration)
```

```
Public Default Property Item( _  
    ByVal index As Integer _  
) As FObject
```

```
C#
```

```
public FObject this[  
    int index  
]; {get; set;}
```

### Parameters

*index*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FGroup Class](#)  
[FGroup Members](#)

[FImage](#)  
Class that represents a Image.

## Object Model

FImage

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FImage     Inherits FRectangle</pre>	
C#	
<pre>public class FImage : FRectangle</pre>	

## Inheritance Hierarchy

System.Object  
  C1.C1Flash.FObject  
    C1.C1Flash.FShape  
      C1.C1Flash.FRectangle  
        **C1.C1Flash.FImage**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FImage Members](#)  
[C1.C1Flash Namespace](#)

*Overview*

Class that represents a Image.

## Object Model

FImage

## Syntax

Visual Basic (Declaration)

```
Public Class FImage  
    Inherits FRectangle
```

C#

```
public class FImage : FRectangle
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

      C1.C1Flash.FRectangle

**C1.C1Flash.FImage**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FImage Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FImage](#).

## Public Constructors

	Name	Description
	<a href="#">FImage Constructor</a>	Initialize a new instance of FImage.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

	Name	Description
--	------	-------------

⇒	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FImage Class](#)

[C1.C1Flash Namespace](#)

*FImage Constructor*

Rectangle of this image shape.

Image object.

Initialize a new instance of FImage.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _
```

```
ByVal rect As Rectangle, _  
ByVal img As Image _  
)
```

C#

```
public FImage(  
    Rectangle rect,  
    Image img  
)
```

## Parameters

*rect*

Rectangle of this image shape.

*img*

Image object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FImage Class](#)

[FImage Members](#)

FLine

Class that represents a Line.

## Object Model

FLine

## Syntax

Visual Basic (Declaration)

```
Public Class FLine  
    Inherits FShape
```

C#

```
public class FLine : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FLine**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FLine Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a Line.

## Object Model

FLine

## Syntax

Visual Basic (Declaration)

```
Public Class FLine  
    Inherits FShape
```

C#

```
public class FLine : FShape
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.FObject

C1.C1Flash.FShape

**C1.C1Flash.FLine**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FLine Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FLine](#).

## Public Constructors

	Name	Description
	<a href="#">FLine Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

 <a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

 <a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FLine Class](#)

[C1.C1Flash Namespace](#)

*FLine Constructor*

## Overload List

Overload	Description
<a href="#">FLine Constructor(Int32,Int32,Int32,Int32)</a>	Initialize a new instance of FLine.
<a href="#">FLine Constructor(Point,Point)</a>	Initialize a new instance of FLine.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FLine Class](#)

[FLine Members](#)

*FLine Constructor(Int32,Int32,Int32,Int32)*

X position of the start point.

Y position of the start point.

X position of the end point.

Y position of the end point.

Initialize a new instance of FLine.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal x1 As Integer, _  
    ByVal y1 As Integer, _  
    ByVal x2 As Integer, _  
    ByVal y2 As Integer _  
)
```

C#

```
public FLine(  
    int x1,  
    int y1,  
    int x2,  
    int y2  
)
```

## Parameters

*x1*

X position of the start point.

*y1*

Y position of the start point.

*x2*

X position of the end point.

*y2*

Y position of the end point.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FLine Class](#)  
[FLine Members](#)  
[Overload List](#)

*FLine* Constructor(*Point*,*Point*)

Position of the start point.

Position of the end point.

Initialize a new instance of FLine.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal pt1 As Point, _  
    ByVal pt2 As Point _  
)
```

C#

```
public FLine(  
    Point pt1,  
    Point pt2  
)
```

### Parameters

*pt1*

Position of the start point.

*pt2*

Position of the end point.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FLine Class](#)  
[FLine Members](#)  
[Overload List](#)

### FObject

Abstract base class for objects that can be added to frame. For example, any shape class, FFont class, etc.

## Object Model

FObject

## Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class FObject</code>	
C#	
<code>public abstract class FObject</code>	

## Inheritance Hierarchy

System.Object

**C1.C1Flash.FObject**

C1.C1Flash.FButton

C1.C1Flash.FFont

C1.C1Flash.FFont2

C1.C1Flash.FShape

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FObject Members](#)

[C1.C1Flash Namespace](#)

#### *Overview*

Abstract base class for objects that can be added to frame. For example, any shape class, FFont class, etc.

## Object Model

FObject

## Syntax

Visual Basic (Declaration)

```
Public MustInherit Class FObject
```

C#

```
public abstract class FObject
```

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.FObject**

[C1.C1Flash.FButton](#)

[C1.C1Flash.FFont](#)

[C1.C1Flash.FFont2](#)

[C1.C1Flash.FShape](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FObject Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#)

The following tables list the members exposed by [FObject](#).

### Public Properties

	Name	Description
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame.
	<a href="#">ID</a>	Gets the object ID.

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## See Also

### Reference

[FObject Class](#)

[C1.C1Flash Namespace](#)

*Properties*

For a list of all members of this type, see [FObject members](#).

### Public Properties

	Name	Description
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame.
	<a href="#">ID</a>	Gets the object ID.

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## See Also

### Reference

[FObject Class](#)

[C1.C1Flash Namespace](#)

*Depth Property*

Gets or sets the depth for this object in the frame.

## Syntax

Visual Basic (Declaration)

```
Public Property Depth As Integer
```

C#

```
public int Depth {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FObject Class](#)

[FObject Members](#)

*ID Property*

Gets the object ID.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property ID As UShort
```

C#

```
public ushort ID {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FObject Class](#)

[FObject Members](#)

[FOval](#)

Class that represents a oval shape.

## Object Model

FOval

## Syntax

Visual Basic (Declaration)

```
Public Class FOval  
    Inherits FShape
```

C#

```
public class FOval : FShape
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

**C1.C1Flash.FOval**

[C1.C1Flash.FCircle](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FOval Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a oval shape.

## Object Model

FOval

## Syntax

Visual Basic (Declaration)

```
Public Class FOval  
    Inherits FShape
```

C#

```
public class FOval : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FOval**

        C1.C1Flash.FCircle

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FOval Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FOval](#).

## Public Constructors

	Name	Description
	<a href="#">FOval Constructor</a>	Initialize a FOval.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FOval Class](#)

[C1.C1Flash Namespace](#)

*FOval Constructor*

Bounds rectangle of the oval shape.

Initialize a FOval.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal rect As Rectangle _ )</pre>	
C#	
<pre>public FOval(     Rectangle rect )</pre>	

### Parameters

*rect*

Bounds rectangle of the oval shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FOval Class](#)

[FOval Members](#)

FPage

A wrapper class that provides the drawing methods and properties similar to those used in the .NET Graphics class.

## Object Model

FPage

## Syntax

Visual Basic (Declaration)

```
Public Class FPage  
    Inherits System.ComponentModel.Component
```

C#

```
public class FPage : System.ComponentModel.Component
```

## Remarks

All the drawing method calls will be translated to the SWF file format and applied to an individual flash frame. If you know how to use the graphics class, you already know how to output graphical elements to a flash frame.

You cannot create an instance of FPage directly.

## Inheritance Hierarchy

[System.Object](#)

[System.MarshalByRefObject](#)

[System.ComponentModel.Component](#)

**C1.C1Flash.FPage**

[C1.C1Flash.C1FlashCanvas](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Members](#)

[C1.C1Flash Namespace](#)

*Overview*

A wrapper class that provides the drawing methods and properties similar to those used in the .NET Graphics class.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FPage  
    Inherits System.ComponentModel.Component
```

C#

```
public class FPage : System.ComponentModel.Component
```

## Remarks

All the drawing method calls will be translated to the SWF file format and applied to an individual flash frame. If you know how to use the graphics class, you already know how to output graphical elements to a flash frame.

You cannot create an instance of FPage directly.

## Inheritance Hierarchy

[System.Object](#)

[System.MarshalByRefObject](#)

[System.ComponentModel.Component](#)

**C1.C1Flash.FPage**

[C1.C1Flash.C1FlashCanvas](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [FPage](#).

## Public Properties

	Name	Description
	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Height</a>	Gets the height of the page in logical pixel unit.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Transform</a>	Gets or sets the world transformation for this page.
	<a href="#">Width</a>	Gets the width of the page in logical pixel unit.

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## Public Methods

	Name	Description
	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">DrawArc</a>	Overloaded. Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure.
	<a href="#">DrawBezier</a>	Overloaded. Draws a B <sup>é</sup> zier spline defined by four <a href="#">System.Drawing.Point</a> structures.
	<a href="#">DrawBeziers</a>	Overloaded. Draws a series of B <sup>é</sup> zier splines from an array of <a href="#">System.Drawing.Point</a> structures.
	<a href="#">DrawChord</a>	Overloaded. Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.

≡	<a href="#">DrawEllipse</a>	Overloaded. Draws an ellipse specified by a bounding <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawIcon</a>	Overloaded. Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object within the area specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawImage</a>	Overloaded. Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size.
≡	<a href="#">DrawLine</a>	Overloaded. Draws a line connecting the two points specified by coordinate pairs.
≡	<a href="#">DrawLines</a>	Overloaded. Draws a series of line segments that connect an array of <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawPath</a>	Draws a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object.
≡	<a href="#">DrawPie</a>	Overloaded. Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
≡	<a href="#">DrawPolygon</a>	Overloaded. Draws a polygon defined by an array of <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawRectangle</a>	Overloaded. Draws a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawRectangles</a>	Overloaded. Draws a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
≡	<a href="#">DrawString</a>	Overloaded. Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.
≡	<a href="#">DrawStringHtml</a>	Draws Html string.

≡	<a href="#">FillChord</a>	Overloaded. Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.
≡	<a href="#">FillEllipse</a>	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">FillPath</a>	Fills the interior of a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object.
≡	<a href="#">FillPie</a>	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
≡	<a href="#">FillPolygon</a>	Overloaded. Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">FillRectangle</a>	Overloaded. Fills the interior of a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">FillRectangles</a>	Overloaded. Fills a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
≡	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡ S	<a href="#">MeasureString</a>	Overloaded. Measures the specified string when drawn with the specified <a href="#">System.Drawing.Font</a> object and formatted with the specified <a href="#">System.Drawing.StringFormat</a> object.
≡	<a href="#">MultiplyTransform</a>	Overloaded. Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object.
≡	<a href="#">PlaySound</a>	Plays the specified sound file in this frame.

	<a href="#">ResetTransform</a>	Resets the world transformation matrix of this page object to the identity matrix.
	<a href="#">RotateTransform</a>	Overloaded. Applies the specified rotation to the transformation matrix of this page object.
	<a href="#">ScaleTransform</a>	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
	<a href="#">StopSound</a>	Stops the sound.
	<a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">TranslateTransform</a>	Overloaded. Prepends the specified translation to the transformation matrix of this page object.

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## Public Events

	Name	Description
	<a href="#">Disposed</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )

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## See Also

### Reference

[FPage Class](#)

[C1.C1Flash Namespace](#)

### Methods

For a list of all members of this type, see [FPage members](#).

## Public Methods

	Name	Description
≡	<a href="#">CreateObjRef</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">Dispose</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
≡	<a href="#">DrawArc</a>	Overloaded. Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawBezier</a>	Overloaded. Draws a Bèzier spline defined by four <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawBeziers</a>	Overloaded. Draws a series of Bèzier splines from an array of <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawChord</a>	Overloaded. Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
≡	<a href="#">DrawEllipse</a>	Overloaded. Draws an ellipse specified by a bounding <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawIcon</a>	Overloaded. Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object within the area specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawImage</a>	Overloaded. Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size.
≡	<a href="#">DrawLine</a>	Overloaded. Draws a line connecting the two points specified by coordinate pairs.
≡	<a href="#">DrawLines</a>	Overloaded. Draws a series of line segments that connect an array of <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawPath</a>	Draws a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object.

≡	<a href="#">DrawPie</a>	Overloaded. Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
≡	<a href="#">DrawPolygon</a>	Overloaded. Draws a polygon defined by an array of <a href="#">System.Drawing.Point</a> structures.
≡	<a href="#">DrawRectangle</a>	Overloaded. Draws a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">DrawRectangles</a>	Overloaded. Draws a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
≡	<a href="#">DrawString</a>	Overloaded. Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.
≡	<a href="#">DrawStringHtml</a>	Draws Html string.
≡	<a href="#">FillChord</a>	Overloaded. Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.
≡	<a href="#">FillEllipse</a>	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">FillPath</a>	Fills the interior of a <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object.
≡	<a href="#">FillPie</a>	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
≡	<a href="#">FillPolygon</a>	Overloaded. Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.Point</a> structures.

≡	<a href="#">FillRectangle</a>	Overloaded. Fills the interior of a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
≡	<a href="#">FillRectangles</a>	Overloaded. Fills a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
≡	<a href="#">GetLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡	<a href="#">InitializeLifetimeService</a>	(Inherited from <a href="#">System.MarshalByRefObject</a> )
≡ S	<a href="#">MeasureString</a>	Overloaded. Measures the specified string when drawn with the specified <a href="#">System.Drawing.Font</a> object and formatted with the specified <a href="#">System.Drawing.StringFormat</a> object.
≡	<a href="#">MultiplyTransform</a>	Overloaded. Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object.
≡	<a href="#">PlaySound</a>	Plays the specified sound file in this frame.
≡	<a href="#">ResetTransform</a>	Resets the world transformation matrix of this page object to the identity matrix.
≡	<a href="#">RotateTransform</a>	Overloaded. Applies the specified rotation to the transformation matrix of this page object.
≡	<a href="#">ScaleTransform</a>	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
≡	<a href="#">StopSound</a>	Stops the sound.
≡	<a href="#">ToString</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
≡	<a href="#">TranslateTransform</a>	Overloaded. Prepends the specified translation to the transformation matrix of this page object.

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## See Also

### Reference

[FPage Class](#)

[C1.C1Flash Namespace](#)

#### *DrawArc Method*

Draws an arc representing a portion of an ellipse specified by a [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">DrawArc(Pen,Rectangle,Single,Single)</a>	Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">DrawArc(Pen,RectangleF,Single,Single)</a>	Draws an arc representing a portion of an ellipse specified by a <a href="#">System.Drawing.RectangleF</a> structure.
<a href="#">DrawArc(Pen,Int32,Int32,Int32,Int32,Int32,Int32)</a>	Draws an arc representing a portion of an ellipse specified by a pair of coordinates, a width, and a height.
<a href="#">DrawArc(Pen,Single,Single,Single,Single,Single,Single,Single)</a>	Draws an arc representing a portion of an ellipse specified by a pair of coordinates, a width, and a height.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[DrawArc\(Pen,Rectangle,Single,Single\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

Angle in degrees measured clockwise from the `startAngle` parameter to ending point of the arc.

Draws an arc representing a portion of an ellipse specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawArc( _  
    ByVal pen As Pen, _  
    ByVal rect As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawArc(  
    Pen pen,  
    Rectangle rect,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

*rect*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

*sweepAngle*

Angle in degrees measured clockwise from the *startAngle* parameter to ending point of the arc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawArc\(Pen,RectangleF,Single,Single\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

Angle in degrees measured clockwise from the *startAngle* parameter to ending point of the arc.

Draws an arc representing a portion of an ellipse specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawArc( _  
    ByVal pen As Pen, _  
    ByVal rect As RectangleF, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _
```

```
)
```

```
C#
```

```
public void DrawArc(  
    Pen pen,  
    RectangleF rect,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

*rect*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

*sweepAngle*

Angle in degrees measured clockwise from the *startAngle* parameter to ending point of the arc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawArc(Pen,Int32,Int32,Int32,Int32,Int32,Int32) Method

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

x-coordinate of the upper-left corner of the rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the rectangle that defines the ellipse.

Width of the rectangle that defines the ellipse.

Height of the rectangle that defines the ellipse.

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

Angle in degrees measured clockwise from the startAngle parameter to ending point of the arc.

Draws an arc representing a portion of an ellipse specified by a pair of coordinates, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawArc( _  
    ByVal pen As Pen, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer, _  
    ByVal startAngle As Integer, _  
    ByVal sweepAngle As Integer _  
)
```

C#

```
public void DrawArc(  
    Pen pen,  
    int x,  
    int y,  
    int width,  
    int height,  
    int startAngle,  
    int sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

*x*

x-coordinate of the upper-left corner of the rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the rectangle that defines the ellipse.

*width*

Width of the rectangle that defines the ellipse.

*height*

Height of the rectangle that defines the ellipse.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to ending point of the arc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawArc\(Pen,Single,Single,Single,Single,Single,Single,Single\)](#) Method

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

x-coordinate of the upper-left corner of the rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the rectangle that defines the ellipse.

Width of the rectangle that defines the ellipse.

Height of the rectangle that defines the ellipse.

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

Angle in degrees measured clockwise from the startAngle parameter to ending point of the arc.

Draws an arc representing a portion of an ellipse specified by a pair of coordinates, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawArc( _  
    ByVal pen As Pen, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawArc(  
    Pen pen,  
    float x,  
    float y,  
    float width,  
    float height,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the arc.

*x*

x-coordinate of the upper-left corner of the rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the rectangle that defines the ellipse.

*width*

Width of the rectangle that defines the ellipse.

*height*

Height of the rectangle that defines the ellipse.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the starting point of the arc.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to ending point of the arc.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *DrawBezier Method*

Draws a Bézier spline defined by four [System.Drawing.Point](#) structures.

## Overload List

Overload	Description
<a href="#">DrawBezier(Pen,Point,Point,Point,Point)</a>	Draws a Bézier spline defined by four <a href="#">System.Drawing.Point</a> structures.
<a href="#">DrawBezier(Pen,PointF,PointF,PointF,PointF)</a>	Draws a Bézier spline defined by four <a href="#">System.Drawing.PointF</a> structures.
<a href="#">DrawBezier(Pen,Single,Single,Single,Single,Single,Single,Single,Single)</a>	Draws a Bézier spline defined by four ordered pairs of coordinates that represent points.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawBezier\(Pen,Point,Point,Point,Point\)](#) Method

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

[System.Drawing.Point](#) structure that represents the starting point of the curve.

[System.Drawing.Point](#) structure that represents the first control point for the curve.

[System.Drawing.Point](#) structure that represents the second control point for the curve.

[System.Drawing.Point](#) structure that represents the ending point of the curve.

Draws a Bézier spline defined by four [System.Drawing.Point](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawBezier( _  
    ByVal pen As Pen, _  
    ByVal pt0 As Point, _  
    ByVal pt1 As Point, _  
    ByVal pt2 As Point, _  
    ByVal pt3 As Point _  
)
```

C#

```
public void DrawBezier(  
    Pen pen,  
    Point pt0,  
    Point pt1,  
    Point pt2,  
    Point pt3  
)
```

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

*pt0*

[System.Drawing.Point](#) structure that represents the starting point of the curve.

*pt1*

[System.Drawing.Point](#) structure that represents the first control point for the curve.

*pt2*

[System.Drawing.Point](#) structure that represents the second control point for the curve.

*pt3*

[System.Drawing.Point](#) structure that represents the ending point of the curve.

### Remarks

The Bezier spline is a smooth curve that passes through the start and end points and is shaped by the control points (but doesn't pass through them).

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawBezier(Pen,PointF,PointF,PointF,PointF) Method

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

[System.Drawing.PointF](#) structure that represents the starting point of the curve.

[System.Drawing.PointF](#) structure that represents the first control point for the curve.

[System.Drawing.PointF](#) structure that represents the second control point for the curve.

[System.Drawing.PointF](#) structure that represents the ending point of the curve.

Draws a Bezier spline defined by four [System.Drawing.PointF](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawBezier( _  
    ByVal pen As Pen, _  
    ByVal pt0 As PointF, _  
    ByVal pt1 As PointF, _  
    ByVal pt2 As PointF, _  
    ByVal pt3 As PointF _  
)
```

C#

```
public void DrawBezier(  
    Pen pen,  
    PointF pt0,  
    PointF pt1,  
    PointF pt2,  
    PointF pt3  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

*pt0*

[System.Drawing.PointF](#) structure that represents the starting point of the curve.

*pt1*

[System.Drawing.PointF](#) structure that represents the first control point for the curve.

*pt2*

[System.Drawing.PointF](#) structure that represents the second control point for the curve.

*pt3*

[System.Drawing.PointF](#) structure that represents the ending point of the curve.

## Remarks

The Bezier spline is a smooth curve that passes through the start and end points and is shaped by the control points (but doesn't pass through them).

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawBezier(Pen,Single,Single,Single,Single,Single,Single,Single,Single)` Method  
A [System.Drawing.Pen](#) object that determines the color, width of the curve.

x-coordinate of the starting point of the curve.

y-coordinate of the starting point of the curve.

x-coordinate of the first control point of the curve.

y-coordinate of the first control point of the curve.

x-coordinate of the second control point of the curve.

y-coordinate of the second control point of the curve.

x-coordinate of the ending point of the curve.

y-coordinate of the ending point of the curve.

Draws a Bézier spline defined by four ordered pairs of coordinates that represent points.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawBezier( _  
    ByVal pen As Pen, _  
    ByVal x1 As Single, _  
    ByVal y1 As Single, _  
    ByVal x2 As Single, _  
    ByVal y2 As Single, _  
    ByVal x3 As Single, _  
    ByVal y3 As Single, _  
    ByVal x4 As Single, _  
    ByVal y4 As Single _  
)
```

C#

```
public void DrawBezier(  
    Pen pen,  
    float x1,  
    float y1,  
    float x2,  
    float y2,  
    float x3,  
    float y3,  
    float x4,  
    float y4  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

*x1*

x-coordinate of the starting point of the curve.

*y1*

y-coordinate of the starting point of the curve.

*x2*

x-coordinate of the first control point of the curve.

*y2*

y-coordinate of the first control point of the curve.

*x3*

x-coordinate of the second control point of the curve.

*y3*

y-coordinate of the second control point of the curve.

*x4*

x-coordinate of the ending point of the curve.

*y4*

y-coordinate of the ending point of the curve.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *DrawBeziers Method*

Draws a series of Bézier splines from an array of [System.Drawing.Point](#) structures.

## Overload List

Overload	Description
<a href="#">DrawBeziers(Pen,Point[])</a>	Draws a series of Bézier splines from an array of <a href="#">System.Drawing.Point</a> structures.
<a href="#">DrawBeziers(Pen,PointF[])</a>	Draws a series of Bézier splines from an array of <a href="#">System.Drawing.PointF</a> structures.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

DrawBeziers(Pen,Point[]) Method

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

Array of [System.Drawing.Point](#) structures that represent the points that determine the curve.

Draws a series of B-splines from an array of [System.Drawing.Point](#) structures.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawBeziers( _     ByVal pen As Pen, _     ByVal points() As Point _ )</pre>	
C#	
<pre>public void DrawBeziers(     Pen pen,     Point[] points )</pre>	

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

*points*

Array of [System.Drawing.Point](#) structures that represent the points that determine the curve.

### Remarks

The first spline is defined by the first four points in the array. Each additional spline uses the last point as a start and requires an extra three points. The total number of points in the array must be of the form  $3 * n + 1$  or an exception will be thrown.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawBeziers(Pen,PointF[]) Method

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

Array of [System.Drawing.PointF](#) structures that represent the points that determine the curve.

Draws a series of Bézier splines from an array of [System.Drawing.PointF](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawBeziers( _  
    ByVal pen As Pen, _  
    ByVal points() As PointF _  
)
```

C#

```
public void DrawBeziers(  
    Pen pen,  
    PointF[] points  
)
```

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the curve.

*points*

Array of [System.Drawing.PointF](#) structures that represent the points that determine the curve.

## Remarks

The first spline is defined by the first four points in the array. Each additional spline uses the last point as a start and requires an extra three points. The total number of points in the array must be of the form  $3 * n + 1$  or an exception will be thrown.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawChord Method*

Draws a chord shape defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Overload List

Overload	Description
<a href="#">DrawChord(Pen,Rectangle,Single,Single)</a>	Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
<a href="#">DrawChord(Pen,RectangleF,Single,Single)</a>	Draws a chord shape defined by an ellipse specified by a <a href="#">System.Drawing.RectangleF</a> structure and two radial lines.
<a href="#">DrawChord(Pen,Int32,Int32,Int32,Int32,Int32,Int32)</a>	Draws a chord shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

<code>DrawChord(Pen,Single,Single,Single,Single,Single,Single)</code>	Draws a chord shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.
---	---

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

`DrawChord(Pen,Rectangle,Single,Single)` Method

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the chord shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

Angle measured in degrees clockwise from the `startAngle` parameter to the second side of the chord shape.

Draws a chord shape defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawChord( _
    ByVal pen As Pen, _
    ByVal rect As Rectangle, _
    ByVal startAngle As Single, _
    ByVal sweepAngle As Single _
)
```

C#

```
public void DrawChord(  
    Pen pen,  
    Rectangle rect,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

*rect*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the chord shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

*sweepAngle*

Angle measured in degrees clockwise from the *startAngle* parameter to the second side of the chord shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawChord\(Pen,RectangleF,Single,Single\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the chord shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

Angle measured in degrees clockwise from the `startAngle` parameter to the second side of the chord shape.

Draws a chord shape defined by an ellipse specified by a [System.Drawing.RectangleF](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawChord( _     ByVal pen As Pen, _     ByVal rect As RectangleF, _     ByVal startAngle As Single, _     ByVal sweepAngle As Single _ )</pre>	
C#	
<pre>public void DrawChord(     Pen pen,     RectangleF rect,     float startAngle,     float sweepAngle )</pre>	

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

*rect*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the chord shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the chord shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

DrawChord(Pen,Int32,Int32,Int32,Int32,Int32,Int32) Method

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

Width of the bounding rectangle that defines the ellipse from which the chord shape comes.

Height of the bounding rectangle that defines the ellipse from which the chord shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

Angle measured in degrees clockwise from the startAngle parameter to the second side of the chord shape.

Draws a chord shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawChord( _
```

```
ByVal pen As Pen, _
ByVal x As Integer, _
ByVal y As Integer, _
ByVal width As Integer, _
ByVal height As Integer, _
ByVal startAngle As Integer, _
ByVal sweepAngle As Integer _
)

C#

public void DrawChord(
    Pen pen,
    int x,
    int y,
    int width,
    int height,
    int startAngle,
    int sweepAngle
)
```

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the chord shape comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the chord shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the chord shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawChord\(Pen,Single,Single,Single,Single,Single,Single\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

Width of the bounding rectangle that defines the ellipse from which the chord shape comes.

Height of the bounding rectangle that defines the ellipse from which the chord shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

Angle measured in degrees clockwise from the startAngle parameter to the second side of the chord shape.

Draws a chord shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawChord( _  
    ByVal pen As Pen, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawChord(  
    Pen pen,  
    float x,  
    float y,  
    float width,  
    float height,  
    float startAngle,  
    float sweepAngle  
)
```

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the chord.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord shape comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the chord shape comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the chord shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the chord shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the chord shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *DrawEllipse Method*

Draws an ellipse specified by a bounding [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">DrawEllipse(Pen,Rectangle)</a>	Draws an ellipse specified by a bounding <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">DrawEllipse(Pen,RectangleF)</a>	Draws an ellipse specified by a bounding

	<a href="#">System.Drawing.RectangleF</a> structure.
<a href="#">DrawEllipse(Pen,Int32,Int32,Int32,Int32)</a>	Draws an ellipse defined by a bounding rectangle specified by a pair of coordinates, a height, and a width.
<a href="#">DrawEllipse(Pen,Single,Single,Single,Single)</a>	Draws an ellipse defined by a bounding rectangle specified by a pair of coordinates, a height, and a width.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawEllipse\(Pen,Rectangle\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

Draws an ellipse specified by a bounding [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawEllipse( _     ByVal pen As Pen, _     ByVal rectangle As Rectangle _ )</pre>	
C#	

```
public void DrawEllipse(  
    Pen pen,  
    Rectangle rectangle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

*rectangle*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

## Remarks

The outline of the ellipse is drawn using the given Pen object. To fill the ellipse, use the [FillEllipse\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawEllipse\(Pen,RectangleF\)](#) Method

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

Draws an ellipse specified by a bounding [System.Drawing.RectangleF](#) structure.

## Syntax

#### Visual Basic (Declaration)

```
Public Overloads Sub DrawEllipse( _  
    ByVal pen As Pen, _  
    ByVal rectangle As RectangleF _  
)
```

#### C#

```
public void DrawEllipse(  
    Pen pen,  
    RectangleF rectangle  
)
```

### Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

*rectangle*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

### Remarks

The outline of the ellipse is drawn using the given Pen object. To fill the ellipse, use the [FillEllipse\(Brush,Rectangle\)](#) method.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

### See Also

#### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawEllipse(Pen,Int32,Int32,Int32,Int32) Method

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

Width of the bounding rectangle that defines the ellipse.

Height of the bounding rectangle that defines the ellipse.

Draws an ellipse defined by a bounding rectangle specified by a pair of coordinates, a height, and a width.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawEllipse( _  
    ByVal pen As Pen, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

C#

```
public void DrawEllipse(  
    Pen pen,  
    int x,  
    int y,  
    int width,  
    int height  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*width*

Width of the bounding rectangle that defines the ellipse.

*height*

Height of the bounding rectangle that defines the ellipse.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

DrawEllipse(Pen,Single,Single,Single,Single) Method

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

Width of the bounding rectangle that defines the ellipse.

Height of the bounding rectangle that defines the ellipse.

Draws an ellipse defined by a bounding rectangle specified by a pair of coordinates, a height, and a width.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawEllipse( _
```

```
ByVal pen As Pen, _  
ByVal x As Single, _  
ByVal y As Single, _  
ByVal width As Single, _  
ByVal height As Single _  
)
```

C#

```
public void DrawEllipse(  
    Pen pen,  
    float x,  
    float y,  
    float width,  
    float height  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the ellipse.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*width*

Width of the bounding rectangle that defines the ellipse.

*height*

Height of the bounding rectangle that defines the ellipse.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawIcon Method*

Draws the image represented by the specified [System.Drawing.Icon](#) object within the area specified by a [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">DrawIcon(Icon,Rectangle)</a>	Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object within the area specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">DrawIcon(Icon,Int32,Int32)</a>	Draws the image represented by the specified <a href="#">System.Drawing.Icon</a> object at the specified coordinates.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)

[DrawIcon\(Icon,Rectangle\) Method](#)  
[System.Drawing.Icon](#) object to draw.

[System.Drawing.Rectangle](#) structure that specifies the location and size of the resulting image on the display surface. The image contained in the icon parameter is scaled to the dimensions of this rectangular area.

Draws the image represented by the specified [System.Drawing.Icon](#) object within the area specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawIcon( _     ByVal icon As Icon, _     ByVal targetRect As Rectangle _ )</pre>	
C#	
<pre>public void DrawIcon(     Icon icon,     Rectangle targetRect )</pre>	

## Parameters

*icon*

[System.Drawing.Icon](#) object to draw.

*targetRect*

[System.Drawing.Rectangle](#) structure that specifies the location and size of the resulting image on the display surface. The image contained in the icon parameter is scaled to the dimensions of this rectangular area.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawIcon(Icon,Int32,Int32) Method  
[System.Drawing.Icon](#) object to draw.

x-coordinate of the upper-left corner of the drawn image.

y-coordinate of the upper-left corner of the drawn image.

Draws the image represented by the specified [System.Drawing.Icon](#) object at the specified coordinates.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawIcon( _     ByVal icon As Icon, _     ByVal x As Integer, _     ByVal y As Integer _ )</pre>	
C#	
<pre>public void DrawIcon(     Icon icon,     int x,     int y )</pre>	

## Parameters

*icon*

[System.Drawing.Icon](#) object to draw.

*x*

x-coordinate of the upper-left corner of the drawn image.

*y*

y-coordinate of the upper-left corner of the drawn image.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawImage Method*

Draws the specified [System.Drawing.Image](#) object at the specified location and with the original size.

## Overload List

Overload	Description
<a href="#">DrawImage(Image,Point)</a>	Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size.
<a href="#">DrawImage(Image,PointF)</a>	Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the original size.
<a href="#">DrawImage(Image,Rectangle)</a>	Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the specified size.
<a href="#">DrawImage(Image,RectangleF)</a>	Draws the specified <a href="#">System.Drawing.Image</a> object at the specified location and with the specified size.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawImage\(Image,Point\) Method](#)

[System.Drawing.Image](#) object to draw.

[System.Drawing.Point](#) structure that represents the location of the upper-left corner of the drawn image.

Draws the specified [System.Drawing.Image](#) object at the specified location and with the original size.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawImage( _  
    ByVal image As Image, _  
    ByVal point As Point _  
)
```

C#

```
public void DrawImage(  
    Image image,  
    Point point  
)
```

## Parameters

*image*

[System.Drawing.Image](#) object to draw.

*point*

[System.Drawing.Point](#) structure that represents the location of the upper-left corner of the drawn image.

## Remarks

SWF specification only supports JPEG image files and some of the Bitmap files. C1Flash tries to convert any other images format to the one SWF supports. Currently we support: JPEG, BMP, GIF, TIFF, PNG, ICON and WMF.

If you call `DrawImage` and pass it a metafile, however, C1Flash Library will play the metafile and convert it into graphics commands instead. This has the advantage of preserving the quality and resolution-independence of the metafile images.

If for some reason you want to render metafiles as regular bitmap images, you should convert the image before calling the `DrawImage` method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawImage(Image,PointF)` Method  
[System.Drawing.Image](#) object to draw.

[System.Drawing.PointF](#) structure that represents the location of the upper-left corner of the drawn image.

Draws the specified [System.Drawing.Image](#) object at the specified location and with the original size.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawImage( _     ByVal image As Image, _     ByVal point As PointF _ )</pre>	
C#	
<pre>public void DrawImage(     Image image,     PointF point</pre>	

)

## Parameters

*image*

[System.Drawing.Image](#) object to draw.

*point*

[System.Drawing.PointF](#) structure that represents the location of the upper-left corner of the drawn image.

## Remarks

SWF specification only supports JPEG image files and some of the Bitmap files. C1Flash tries to convert any other images format to the one SWF supports. Currently we support: JPEG, BMP, GIF, TIFF, PNG, ICON and WMF.

If you call DrawImage and pass it a metafile, however, C1Flash Library will play the metafile and convert it into graphics commands instead. This has the advantage of preserving the quality and resolution-independence of the metafile images.

If for some reason you want to render metafiles as regular bitmap images, you should convert the image before calling the DrawImage method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawImage\(Image,Rectangle\) Method](#)  
[System.Drawing.Image](#) object to draw.

[System.Drawing.Rectangle](#) structure that specifies the location and size of the drawn image.

Draws the specified [System.Drawing.Image](#) object at the specified location and with the specified size.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawImage( _     ByVal image As Image, _     ByVal rect As Rectangle _ )</pre>	
C#	
<pre>public void DrawImage(     Image image,     Rectangle rect )</pre>	

## Parameters

*image*

[System.Drawing.Image](#) object to draw.

*rect*

[System.Drawing.Rectangle](#) structure that specifies the location and size of the drawn image.

## Remarks

SWF specification only supports JPEG image files and some of the Bitmap files. C1Flash tries to convert any other images format to the one SWF supports. Currently we support: JPEG, BMP, GIF, TIFF, PNG, ICON and WMF.

If you call DrawImage and pass it a metafile, however, C1Flash Library will play the metafile and convert it into graphics commands instead. This has the advantage of preserving the quality and resolution-independence of the metafile images.

If for some reason you want to render metafiles as regular bitmap images, you should convert the image before calling the DrawImage method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawImage\(Image,RectangleF\) Method](#)  
[System.Drawing.Image](#) object to draw.

[System.Drawing.RectangleF](#) structure that specifies the location and size of the drawn image.

Draws the specified [System.Drawing.Image](#) object at the specified location and with the specified size.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawImage( _  
    ByVal image As Image, _  
    ByVal rect As RectangleF _  
)
```

C#

```
public void DrawImage(  
    Image image,  
    RectangleF rect  
)
```

### Parameters

*image*

[System.Drawing.Image](#) object to draw.

*rect*

[System.Drawing.RectangleF](#) structure that specifies the location and size of the drawn image.

## Remarks

SWF specification only supports JPEG image files and some of the Bitmap files. C1Flash tries to convert any other images format to the one SWF supports. Currently we support: JPEG, BMP, GIF, TIFF, PNG, ICON and WMF.

If you call DrawImage and pass it a metafile, however, C1Flash Library will play the metafile and convert it into graphics commands instead. This has the advantage of preserving the quality and resolution-independence of the metafile images.

If for some reason you want to render metafiles as regular bitmap images, you should convert the image before calling the DrawImage method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *DrawLine Method*

Draws a line connecting the two points specified by coordinate pairs.

## Overload List

Overload	Description
<a href="#">DrawLine(Pen,Point,Point)</a>	Draws a line connecting the two points specified by coordinate pairs.
<a href="#">DrawLine(Pen,PointF,PointF)</a>	Draws a line connecting the two points specified by coordinate pairs.
<a href="#">DrawLine(Pen,Int32,Int32,Int32,Int32)</a>	Draws a line connecting the two points specified by

	coordinate pairs.
<a href="#">DrawLine(Pen,Single,Single,Single,Single)</a>	Draws a line connecting the two points specified by coordinate pairs.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawLine\(Pen,Point,Point\) Method](#)

[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the line.

[System.Drawing.Point](#) structure that represents the first point to connect.

[System.Drawing.Point](#) structure that represents the second point to connect.

Draws a line connecting the two points specified by coordinate pairs.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawLine( _     ByVal pen As Pen, _     ByVal point1 As Point, _     ByVal point2 As Point _ )</pre>	
C#	
<pre>public void DrawLine(     Pen pen,</pre>	

```
Point point1,  
Point point2  
)
```

## Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line.

*point1*

[System.Drawing.Point](#) structure that represents the first point to connect.

*point2*

[System.Drawing.Point](#) structure that represents the second point to connect.

## Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Example

The code below draws several lines using different pens:

- [C#](#)

```
C1FlashCanvas canvas = new C1FlashCanvas();  
// draw a line with system pen  
canvas.DrawLine(Pens.Green, 100, 100, 300, 100);  
// create a thick blue pen  
Pen thickPen = new Pen(Color.Blue, 3);  
canvas.DrawLine(thickPen, 100, 120, 300, 120);  
// change the color and width  
thickPen.Color = Color.Red;  
thickPen.Width = 6;  
canvas.DrawLine(thickPen, 100, 140, 300, 140);  
canvas.RenderToFile(@"c:\temp\line.swf");
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawLine\(Pen,PointF,PointF\) Method](#)

[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the line.

[System.Drawing.PointF](#) structure that represents the first point to connect.

[System.Drawing.PointF](#) structure that represents the second point to connect.

Draws a line connecting the two points specified by coordinate pairs.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawLine( _  
    ByVal pen As Pen, _  
    ByVal point1 As PointF, _  
    ByVal point2 As PointF _  
)
```

C#

```
public void DrawLine(  
    Pen pen,  
    PointF point1,  
    PointF point2  
)
```

### Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line.

*point1*

[System.Drawing.PointF](#) structure that represents the first point to connect.

*point2*

[System.Drawing.PointF](#) structure that represents the second point to connect.

## Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Example

The code below draws several lines using different pens:

- [C#](#)

```
C1FlashCanvas canvas = new C1FlashCanvas();
// draw a line with system pen
canvas.DrawLine(Pens.Green, 100, 100, 300, 100);
// create a thick blue pen
Pen thickPen = new Pen(Color.Blue, 3);
canvas.DrawLine(thickPen, 100, 120, 300, 120);
// change the color and width
thickPen.Color = Color.Red;
thickPen.Width = 6;
canvas.DrawLine(thickPen, 100, 140, 300, 140);
canvas.RenderToFile(@"c:\temp\line.swf");
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawLine\(Pen,Int32,Int32,Int32,Int32\) Method](#)

[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the line.

x-coordinate of the first point.

y-coordinate of the first point.

x-coordinate of the second point.

y-coordinate of the second point.

Draws a line connecting the two points specified by coordinate pairs.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawLine( _  
    ByVal pen As Pen, _  
    ByVal x1 As Integer, _  
    ByVal y1 As Integer, _  
    ByVal x2 As Integer, _  
    ByVal y2 As Integer _  
)
```

C#

```
public void DrawLine(  
    Pen pen,  
    int x1,  
    int y1,  
    int x2,  
    int y2  
)
```

## Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line.

*x1*

x-coordinate of the first point.

*y1*

y-coordinate of the first point.

*x2*

x-coordinate of the second point.

*y2*

y-coordinate of the second point.

## Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. `Pens.Black`, `Pens.Red`, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Example

The code below draws several lines using different pens:

- [C#](#)

```
C1FlashCanvas canvas = new C1FlashCanvas();
// draw a line with system pen
canvas.DrawLine(Pens.Green, 100, 100, 300, 100);
// create a thick blue pen
Pen thickPen = new Pen(Color.Blue, 3);
canvas.DrawLine(thickPen, 100, 120, 300, 120);
// change the color and width
thickPen.Color = Color.Red;
thickPen.Width = 6;
canvas.DrawLine(thickPen, 100, 140, 300, 140);
canvas.RenderToFile(@"c:\temp\line.swf");
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawLine\(Pen,Single,Single,Single,Single\) Method](#)  
[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the line.

x-coordinate of the first point.

y-coordinate of the first point.

x-coordinate of the second point.

y-coordinate of the second point.

Draws a line connecting the two points specified by coordinate pairs.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawLine( _     ByVal pen As Pen, _     ByVal x1 As Single, _     ByVal y1 As Single, _     ByVal x2 As Single, _     ByVal y2 As Single _ )</pre>	
C#	
<pre>public void DrawLine(     Pen pen,</pre>	

```
float x1,  
float y1,  
float x2,  
float y2  
)
```

## Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line.

*x1*

x-coordinate of the first point.

*y1*

y-coordinate of the first point.

*x2*

x-coordinate of the second point.

*y2*

y-coordinate of the second point.

## Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Example

The code below draws several lines using different pens:

- [C#](#)

```
C1FlashCanvas canvas = new C1FlashCanvas();
```

```

// draw a line with system pen
canvas.DrawLine(Pens.Green, 100, 100, 300, 100);
// create a thick blue pen
Pen thickPen = new Pen(Color.Blue, 3);
canvas.DrawLine(thickPen, 100, 120, 300, 120);
// change the color and width
thickPen.Color = Color.Red;
thickPen.Width = 6;
canvas.DrawLine(thickPen, 100, 140, 300, 140);
canvas.RenderToFile(@"c:\temp\line.swf");

```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawLines Method*

Draws a series of line segments that connect an array of [System.Drawing.Point](#) structures.

## Overload List

Overload	Description
<a href="#">DrawLines(Pen,Point[])</a>	Draws a series of line segments that connect an array of <a href="#">System.Drawing.Point</a> structures.
<a href="#">DrawLines(Pen,PointF[])</a>	Draws a series of line segments that connect an array of <a href="#">System.Drawing.PointF</a> structures.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawLines\(Pen,Point\[\]\) Method](#)

[System.Drawing.Pen](#) object that determines the color, width of the line segments.

Array of [System.Drawing.Point](#) structures that represent the points to connect.

Draws a series of line segments that connect an array of [System.Drawing.Point](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawLines( _  
    ByVal pen As Pen, _  
    ByVal points() As Point _  
)
```

C#

```
public void DrawLines(  
    Pen pen,  
    Point[] points  
)
```

### Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line segments.

*points*

Array of [System.Drawing.Point](#) structures that represent the points to connect.

### Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width

of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawLines\(Pen,PointF\[\]\) Method](#)

[System.Drawing.Pen](#) object that determines the color, width of the line segments.

Array of [System.Drawing.PointF](#) structures that represent the points to connect.

Draws a series of line segments that connect an array of [System.Drawing.PointF](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawLines( _  
    ByVal pen As Pen, _  
    ByVal points() As PointF _  
)
```

C#

```
public void DrawLines(  
    Pen pen,  
    PointF[] points  
)
```

### Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the line segments.

*points*

Array of [System.Drawing.PointF](#) structures that represent the points to connect.

## Remarks

The pen parameter is a regular [System.Drawing.Pen](#) object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new [System.Drawing.Pen](#) objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

*DrawPath Method*

[System.Drawing.Pen](#) object that determines the color, width, and style of the path.

[System.Drawing.Drawing2D.GraphicsPath](#) object to draw.

Draws a [System.Drawing.Drawing2D.GraphicsPath](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Sub DrawPath( _
```

```
ByVal pen As Pen, _
ByVal path As GraphicsPath _
)
C#
public void DrawPath(
    Pen pen,
    GraphicsPath path
)
```

## Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width, and style of the path.

*path*

[System.Drawing.Drawing2D.GraphicsPath](#) object to draw.

## Remarks

The pen parameter is a regular Pen object, which defines the width, color, and style of the line. The system pens (e.g. Pens.Black, Pens.Red, etc) have a width of one point. If you want to draw thinner or thicker lines, you have to create new Pen objects.

SWF file format has no native support for dashed or dotted line styles. A dashed line can be simulated by breaking up the path into a series of short lines. All lines in SWF file format have rounded joins and end-caps.

The current transformation in the graphic context is applied to the [System.Drawing.Drawing2D.GraphicsPath](#) object before it is drawn.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

### *DrawPie Method*

Draws a pie shape defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Overload List

Overload	Description
<a href="#">DrawPie(Pen,Rectangle,Single,Single)</a>	Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
<a href="#">DrawPie(Pen,RectangleF,Single,Single)</a>	Draws a pie shape defined by an ellipse specified by a <a href="#">System.Drawing.RectangleF</a> structure and two radial lines.
<a href="#">DrawPie(Pen,Int32,Int32,Int32,Int32,Int32,Int32)</a>	Draws a pie shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.
<a href="#">DrawPie(Pen,Single,Single,Single,Single,Single,Single,Single)</a>	Draws a pie shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

DrawPie(Pen,Rectangle,Single,Single) Method

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the pie shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

Draws a pie shape defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawPie( _     ByVal pen As Pen, _     ByVal rect As Rectangle, _     ByVal startAngle As Single, _     ByVal sweepAngle As Single _ )</pre>	
C#	
<pre>public void DrawPie(     Pen pen,     Rectangle rect,     float startAngle,     float sweepAngle )</pre>	

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

*rect*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the pie shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

*sweepAngle*

Angle measured in degrees clockwise from the *startAngle* parameter to the second side of the pie shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawPie\(Pen,RectangleF,Single,Single\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the pie shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

Angle measured in degrees clockwise from the *startAngle* parameter to the second side of the pie shape.

Draws a pie shape defined by an ellipse specified by a [System.Drawing.RectangleF](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawPie( _  
    ByVal pen As Pen, _  
    ByVal rect As RectangleF, _  
    ByVal startAngle As Single, _
```

```
ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawPie(  
    Pen pen,  
    RectangleF rect,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

*rect*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the pie shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

DrawPie(Pen,Int32,Int32,Int32,Int32,Int32,Int32) Method

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

Width of the bounding rectangle that defines the ellipse from which the pie shape comes.

Height of the bounding rectangle that defines the ellipse from which the pie shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

Draws a pie shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawPie( _  
    ByVal pen As Pen, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer, _  
    ByVal startAngle As Integer, _  
    ByVal sweepAngle As Integer _  
)
```

C#

```
public void DrawPie(  
    Pen pen,  
    int x,  
    int y,  
    int width,  
    int height,
```

```
int startAngle,  
int sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the pie shape comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the pie shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawPie(Pen,Single,Single,Single,Single,Single,Single) Method

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

Width of the bounding rectangle that defines the ellipse from which the pie shape comes.

Height of the bounding rectangle that defines the ellipse from which the pie shape comes.

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

Draws a pie shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawPie( _  
    ByVal pen As Pen, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawPie(  
    Pen pen,  
    float x,
```

```
float y,  
float width,  
float height,  
float startAngle,  
float sweepAngle  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the pie.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie shape comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the pie shape comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the pie shape comes.

*startAngle*

Angle measured in degrees clockwise from the x-axis to the first side of the pie shape.

*sweepAngle*

Angle measured in degrees clockwise from the startAngle parameter to the second side of the pie shape.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawPolygon Method*

Draws a polygon defined by an array of [System.Drawing.Point](#) structures.

### Overload List

Overload	Description
<a href="#">DrawPolygon(Pen,Point[])</a>	Draws a polygon defined by an array of <a href="#">System.Drawing.Point</a> structures.
<a href="#">DrawPolygon(Pen,PointF[])</a>	Draws a polygon defined by an array of <a href="#">System.Drawing.PointF</a> structures.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)

[DrawPolygon\(Pen,Point\[\]\) Method](#)  
[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the polygon.

Array of [System.Drawing.Point](#) structures that represent the vertices of the polygon.

Draws a polygon defined by an array of [System.Drawing.Point](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawPolygon( _  
    ByVal pen As Pen, _  
    ByVal points() As Point _  
)
```

C#

```
public void DrawPolygon(  
    Pen pen,  
    Point[] points  
)
```

### Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the polygon.

*points*

Array of [System.Drawing.Point](#) structures that represent the vertices of the polygon.

### Remarks

The polygon is drawn by joining each pair of points with a line, and connecting the last point in the array with the first one.

The DrawPolygon method draws the outline of the polygon. To fill the polygon, use the [FillPolygon\(Brush,Point\[\]\)](#) method.

### Example

The code below draws a beige triangle with a black outline:

- C#

```
C1FlashCanvas canvas = new C1FlashCanvas();  
Point[] points = new Point[4]{ new Point(100, 100), new Point(200,  
100), new Point(300, 200), new Point(100, 200) };  
// fill the polygon  
canvas.FillPolygon(Brushes.LightBlue, points);  
// draw the polygon
```

```
Pen pen = new Pen(Color.Blue, 3);
canvas.DrawPolygon(pen,
points);canvas.RenderToFile(@"c:\temp\polygon.swf");
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawPolygon\(Pen,PointF\[\]\) Method](#)

[Example](#)

[System.Drawing.Pen](#) object that determines the color, width of the polygon.

Array of [System.Drawing.PointF](#) structures that represent the vertices of the polygon.

Draws a polygon defined by an array of [System.Drawing.PointF](#) structures.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawPolygon( _     ByVal pen As Pen, _     ByVal points() As PointF _ )</pre>	
C#	
<pre>public void DrawPolygon(     Pen pen,     PointF[] points )</pre>	

### Parameters

*pen*

[System.Drawing.Pen](#) object that determines the color, width of the polygon.

*points*

Array of [System.Drawing.PointF](#) structures that represent the vertices of the polygon.

## Remarks

The polygon is drawn by joining each pair of points with a line, and connecting the last point in the array with the first one.

The `DrawPolygon` method draws the outline of the polygon. To fill the polygon, use the [FillPolygon\(Brush,Point\[\]\)](#) method.

## Example

The code below draws a beige triangle with a black outline:

- [C#](#)

```
C1FlashCanvas canvas = new C1FlashCanvas();
Point[] points = new Point[4]{ new Point(100, 100), new Point(200,
100), new Point(300, 200), new Point(100, 200) };
// fill the polygon
canvas.FillPolygon(Brushes.LightBlue, points);
// draw the polygon
Pen pen = new Pen(Color.Blue, 3);
canvas.DrawPolygon(pen,
points);canvas.RenderToFile(@"c:\temp\polygon.swf");
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

*DrawRectangle Method*

Draws a rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">DrawRectangle(Pen,Rectangle)</a>	Draws a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">DrawRectangle(Pen,RectangleF)</a>	Draws a rectangle specified by a <a href="#">System.Drawing.RectangleF</a> structure.
<a href="#">DrawRectangle(Pen,Int32,Int32,Int32,Int32)</a>	Draws a rectangle specified by a coordinate pair, a width, and a height.
<a href="#">DrawRectangle(Pen,Single,Single,Single,Single)</a>	Draws a rectangle specified by a coordinate pair, a width, and a height.
<a href="#">DrawRectangle(Pen,Rectangle,Size)</a>	Draws a round corner rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">DrawRectangle(Pen,RectangleF,SizeF)</a>	Draws a round corner rectangle specified by a <a href="#">System.Drawing.RectangleF</a> structure.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawRectangle\(Pen,Rectangle\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

A [System.Drawing.Rectangle](#) structure that represents the rectangle to draw.

Draws a rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawRectangle( _     ByVal pen As Pen, _     ByVal rect As Rectangle _ )</pre>	
C#	
<pre>public void DrawRectangle(     Pen pen,     Rectangle rect )</pre>	

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rect*

A [System.Drawing.Rectangle](#) structure that represents the rectangle to draw.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawRectangle(Pen,RectangleF) Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

A [System.Drawing.RectangleF](#) structure that represents the rectangle to draw.

Draws a rectangle specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangle( _  
    ByVal pen As Pen, _  
    ByVal rect As RectangleF _  
)
```

C#

```
public void DrawRectangle(  
    Pen pen,  
    RectangleF rect  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rect*

A [System.Drawing.RectangleF](#) structure that represents the rectangle to draw.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawRectangle(Pen,Int32,Int32,Int32,Int32) Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

x-coordinate of the upper-left corner of the rectangle to draw.

y-coordinate of the upper-left corner of the rectangle to draw.

Width of the rectangle to draw.

Height of the rectangle to draw.

Draws a rectangle specified by a coordinate pair, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangle( _  
    ByVal pen As Pen, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

C#

```
public void DrawRectangle(  
    Pen pen,  
    int x,  
    int y,  
    int width,
```

```
int height
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*x*

x-coordinate of the upper-left corner of the rectangle to draw.

*y*

y-coordinate of the upper-left corner of the rectangle to draw.

*width*

Width of the rectangle to draw.

*height*

Height of the rectangle to draw.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

- [FPage Class](#)
- [FPage Members](#)
- [Overload List](#)

DrawRectangle(Pen,Single,Single,Single,Single) Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

x-coordinate of the upper-left corner of the rectangle to draw.

y-coordinate of the upper-left corner of the rectangle to draw.

Width of the rectangle to draw.

Height of the rectangle to draw.

Draws a rectangle specified by a coordinate pair, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangle( _  
    ByVal pen As Pen, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single _  
)
```

C#

```
public void DrawRectangle(  
    Pen pen,  
    float x,  
    float y,  
    float width,  
    float height  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*x*

x-coordinate of the upper-left corner of the rectangle to draw.

*y*

y-coordinate of the upper-left corner of the rectangle to draw.

*width*

Width of the rectangle to draw.

*height*

Height of the rectangle to draw.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawRectangle(Pen,Rectangle,Size) Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

A [System.Drawing.Rectangle](#) structure that represents the rectangle to draw.

Size of the ellipse used to draw the round corners of the rectangle.

Draws a round corner rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)
<pre>Public Overloads Sub DrawRectangle( _     ByVal pen As Pen, _     ByVal rect As Rectangle, _     ByVal corner As Size _</pre>

```
)
```

```
C#
```

```
public void DrawRectangle(  
    Pen pen,  
    Rectangle rect,  
    Size corner  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rect*

A [System.Drawing.Rectangle](#) structure that represents the rectangle to draw.

*corner*

Size of the ellipse used to draw the round corners of the rectangle.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawRectangle(Pen,RectangleF,SizeF) Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

A [System.Drawing.RectangleF](#) structure that represents the rectangle to draw.

Size of the ellipse used to draw the round corners of the rectangle.

Draws a round corner rectangle specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangle( _  
    ByVal pen As Pen, _  
    ByVal rect As RectangleF, _  
    ByVal corner As SizeF _  
)
```

C#

```
public void DrawRectangle(  
    Pen pen,  
    RectangleF rect,  
    SizeF corner  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rect*

A [System.Drawing.RectangleF](#) structure that represents the rectangle to draw.

*corner*

Size of the ellipse used to draw the round corners of the rectangle.

## Remarks

The DrawRectangle method draws the outline of the rectangle. To fill the rectangle, use the [FillRectangle\(Brush,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawRectangles Method*

Draws a series of rectangles specified by [System.Drawing.Rectangle](#) structures.

## Overload List

Overload	Description
<a href="#">DrawRectangles(Pen,Rectangle[])</a>	Draws a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
<a href="#">DrawRectangles(Pen,RectangleF[])</a>	Draws a series of rectangles specified by <a href="#">System.Drawing.RectangleF</a> structures.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)

#### [DrawRectangles\(Pen,Rectangle\[\]\) Method](#)

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

Array of [System.Drawing.Rectangle](#) structures that represent the rectangles to draw.

Draws a series of rectangles specified by [System.Drawing.Rectangle](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangles( _  
    ByVal pen As Pen, _  
    ByVal rects() As Rectangle _  
)
```

C#

```
public void DrawRectangles(  
    Pen pen,  
    Rectangle[] rects  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rects*

Array of [System.Drawing.Rectangle](#) structures that represent the rectangles to draw.

## Remarks

The `DrawRectangles` method draws the outline of the rectangles. To fill the rectangles, use the [FillRectangles\(Brush,Rectangle\[\]\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawRectangles(Pen,RectangleF[])` Method

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

Array of [System.Drawing.RectangleF](#) structures that represent the rectangles to draw.

Draws a series of rectangles specified by [System.Drawing.RectangleF](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawRectangles( _  
    ByVal pen As Pen, _  
    ByVal rects() As RectangleF _  
)
```

C#

```
public void DrawRectangles(  
    Pen pen,  
    RectangleF[] rects  
)
```

## Parameters

*pen*

A [System.Drawing.Pen](#) object that determines the color, width of the rectangle.

*rects*

Array of [System.Drawing.RectangleF](#) structures that represent the rectangles to draw.

## Remarks

The `DrawRectangles` method draws the outline of the rectangles. To fill the rectangles, use the `FillRectangles(Brush,RectangleF[])` method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *DrawString Method*

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Overload List

Overload	Description
<a href="#">DrawString(String,Font,Brush,Point)</a>	Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.
<a href="#">DrawString(String,Font,Brush,PointF)</a>	Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.
<a href="#">DrawString(String,Font,Brush,Rectangle)</a>	Draws the specified text string in the specified rectangle with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.
<a href="#">DrawString(String,Font,Brush,RectangleF)</a>	Draws the specified text string in the specified rectangle with the specified <a href="#">System.Drawing.Brush</a> and

	<p><a href="#">System.Drawing.Font</a> objects.</p>
<p><a href="#">DrawString(String,Font,Brush,Point,StringFormat)</a></p>	<p>Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects using the formatting attributes of the specified <a href="#">System.Drawing.StringFormat</a> object.</p>
<p><a href="#">DrawString(String,Font,Brush,PointF,StringFormat)</a></p>	<p>Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects using the formatting attributes of the specified <a href="#">System.Drawing.StringFormat</a> object.</p>
<p><a href="#">DrawString(String,Font,Brush,Rectangle,StringFormat)</a></p>	<p>Draws the specified text string in the specified rectangle with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects using the formatting attributes of the specified <a href="#">StringFormat</a> object.</p>
<p><a href="#">DrawString(String,Font,Brush,RectangleF,StringFormat)</a></p>	<p>Draws the specified text string in the specified rectangle with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects using the formatting attributes of the specified <a href="#">System.Drawing.StringFormat</a> object.</p>
<p><a href="#">DrawString(String,Font,Brush,Single,Single)</a></p>	<p>Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects.</p>

<a href="#">DrawString(String,Font,Brush,Single,Single,StringFormat)</a>	Draws the specified text string at the specified location with the specified <a href="#">System.Drawing.Brush</a> and <a href="#">System.Drawing.Font</a> objects using the formatting attributes of the specified <a href="#">System.Drawing.StringFormat</a> object..
--	---

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[DrawString\(String,Font,Brush,Point\) Method](#)

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.Point](#) structure that specifies the upper-left corner of the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _
    ByVal s As String, _
    ByVal font As Font, _
    ByVal brush As Brush, _
    ByVal point As Point _
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    Point point  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*point*

[System.Drawing.Point](#) structure that specifies the upper-left corner of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawString\(String,Font,Brush,PointF\) Method](#)

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.PointF](#) structure that specifies the upper-left corner of the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawString( _     ByVal s As String, _     ByVal font As Font, _     ByVal brush As Brush, _     ByVal point As PointF _ )</pre>	
C#	
<pre>public void DrawString(     string s,     Font font,     Brush brush,     PointF point )</pre>	

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*point*

[System.Drawing.PointF](#) structure that specifies the upper-left corner of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

DrawString(String,Font,Brush,Rectangle) Method  
String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

Draws the specified text string in the specified rectangle with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal layoutRectangle As Rectangle _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    Rectangle layoutRectangle  
)
```

### Parameters

s

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*layoutRectangle*

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawString\(String,Font,Brush,RectangleF\)](#) Method

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.RectangleF](#) structure that specifies the location of the drawn text.

Draws the specified text string in the specified rectangle with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal layoutRectangle As RectangleF _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    RectangleF layoutRectangle  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*layoutRectangle*

[System.Drawing.RectangleF](#) structure that specifies the location of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawString(String,Font,Brush,Point,StringFormat)` Method  
String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.Point](#) structure that specifies the upper-left corner of the drawn text.

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects using the formatting attributes of the specified [System.Drawing.StringFormat](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal point As Point, _  
    ByVal format As StringFormat _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    Point point,  
    StringFormat format  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*point*

[System.Drawing.Point](#) structure that specifies the upper-left corner of the drawn text.

*format*

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawString\(String,Font,Brush,PointF,StringFormat\) Method](#)

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.PointF](#) structure that specifies the upper-left corner of the drawn text.

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects using the formatting attributes of the specified [System.Drawing.StringFormat](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal point As PointF, _  
    ByVal format As StringFormat _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    PointF point,  
    StringFormat format  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*point*

[System.Drawing.PointF](#) structure that specifies the upper-left corner of the drawn text.

*format*

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[DrawString\(String,Font,Brush,Rectangle,StringFormat\)](#) Method  
String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

Draws the specified text string in the specified rectangle with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects using the formatting attributes of the specified [StringFormat](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal layoutRectangle As Rectangle, _  
    ByVal format As StringFormat _
```

```
)
```

```
C#
```

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    Rectangle layoutRectangle,  
    StringFormat format  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*layoutRectangle*

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

*format*

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawString(String,Font,Brush,RectangleF,StringFormat)` Method  
String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.RectangleF](#) structure that specifies the location of the drawn text.

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

Draws the specified text string in the specified rectangle with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects using the formatting attributes of the specified [System.Drawing.StringFormat](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal layoutRectangle As RectangleF, _  
    ByVal format As StringFormat _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    RectangleF layoutRectangle,  
    StringFormat format  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*layoutRectangle*

[System.Drawing.RectangleF](#) structure that specifies the location of the drawn text.

*format*

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[DrawString\(String,Font,Brush,Single,Single\)](#) Method

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

x coordinate of the upper-left corner of the drawn text.

y coordinate of the upper-left corner of the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub DrawString( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal x As Single, _  
    ByVal y As Single _  
)
```

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    float x,  
    float y  
)
```

### Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*x*

x coordinate of the upper-left corner of the drawn text.

*y*

y coordinate of the upper-left corner of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`DrawString(String,Font,Brush,Single,Single,StringFormat)` Method  
String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

x coordinate of the upper-left corner of the drawn text.

y coordinate of the upper-left corner of the drawn text.

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

Draws the specified text string at the specified location with the specified [System.Drawing.Brush](#) and [System.Drawing.Font](#) objects using the formatting attributes of the specified [System.Drawing.StringFormat](#) object..

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub DrawString( _     ByVal s As String, _     ByVal font As Font, _     ByVal brush As Brush, _     ByVal x As Single, _     ByVal y As Single, _     ByVal format As StringFormat _ )</pre>	

C#

```
public void DrawString(  
    string s,  
    Font font,  
    Brush brush,  
    float x,  
    float y,  
    StringFormat format  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*x*

x coordinate of the upper-left corner of the drawn text.

*y*

y coordinate of the upper-left corner of the drawn text.

*format*

[System.Drawing.StringFormat](#) object that specifies formatting attributes, such as line spacing and alignment, that are applied to the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *DrawStringHtml Method*

String to draw.

[System.Drawing.Font](#) object that defines the text format of the string.

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

Draws Html string.

## Syntax

Visual Basic (Declaration)

```
Public Sub DrawStringHtml( _  
    ByVal s As String, _  
    ByVal font As Font, _  
    ByVal brush As Brush, _  
    ByVal layoutRectangle As RectangleF _  
)
```

C#

```
public void DrawStringHtml(  
    string s,  
    Font font,  
    Brush brush,  
    RectangleF layoutRectangle  
)
```

## Parameters

*s*

String to draw.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*brush*

[System.Drawing.Brush](#) object that determines the color and texture of the drawn text.

*layoutRectangle*

[System.Drawing.Rectangle](#) structure that specifies the location of the drawn text.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

#### *FillChord Method*

Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.

## Overload List

Overload	Description
<a href="#">FillChord(Brush,Int32,Int32,Int32,Int32,Int32,Int32)</a>	Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.
<a href="#">FillChord(Brush,Single,Single,Single,Single,Single,Single)</a>	Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.
<a href="#">FillChord(Brush,Rectangle,Single,Single)</a>	Fills the interior of a chord defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure.

[FillChord\(Brush,RectangleF,Single,Single\)](#)

Fills the interior of a chord defined by an ellipse specified by a [System.Drawing.RectangleF](#) structure.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FillChord\(Brush,Int32,Int32,Int32,Int32,Int32,Int32\)](#) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

Width of the bounding rectangle that defines the ellipse from which the chord section comes.

Height of the bounding rectangle that defines the ellipse from which the chord section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the chord section.

Angle in degrees measured clockwise from the `startAngle` parameter to the second side of the chord section.

Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillChord( _  
    ByVal brush As Brush, _
```

```
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer, _  
    ByVal startAngle As Integer, _  
    ByVal sweepAngle As Integer _  
)
```

C#

```
public void FillChord(  
    Brush brush,  
    int x,  
    int y,  
    int width,  
    int height,  
    int startAngle,  
    int sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the chord section comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the chord section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the chord section.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord section.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillChord(Brush,Single,Single,Single,Single,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

Width of the bounding rectangle that defines the ellipse from which the chord section comes.

Height of the bounding rectangle that defines the ellipse from which the chord section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the chord section.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord section.

Fills the interior of a chord defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial angle.

## Syntax

## Visual Basic (Declaration)

```
Public Overloads Sub FillChord( _  
    ByVal brush As Brush, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

## C#

```
public void FillChord(  
    Brush brush,  
    float x,  
    float y,  
    float width,  
    float height,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the chord section comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the chord section comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the chord section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the chord section.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord section.

## Remarks

To draw the outline of the path, please see the [DrawPath](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillChord(Brush,Rectangle,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the chord section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the chord.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord.

Fills the interior of a chord defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillChord( _  
    ByVal brush As Brush, _  
    ByVal rectangle As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void FillChord(  
    Brush brush,  
    Rectangle rectangle,  
    float startAngle,  
    float sweepAngle  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the chord section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the chord.

*sweepAngle*

Angle in degrees measured clockwise from the *startAngle* parameter to the second side of the chord.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillChord(Brush,RectangleF,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the chord section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the chord.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord.

Fills the interior of a chord defined by an ellipse specified by a [System.Drawing.RectangleF](#) structure.

### Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillChord( _  
    ByVal brush As Brush, _  
    ByVal rectangle As RectangleF, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void FillChord(  
    Brush brush,  
    RectangleF rectangle,  
    float startAngle,  
    float sweepAngle  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the chord section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the chord.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to the second side of the chord.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *FillEllipse Method*

Fills the interior of an ellipse defined by a bounding rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">FillEllipse(Brush,Rectangle)</a>	Fills the interior of an ellipse defined by a bounding rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">FillEllipse(Brush,RectangleF)</a>	Fills the interior of an ellipse defined by a bounding

	rectangle specified by a <a href="#">System.Drawing.RectangleF</a> structure.
<a href="#">FillEllipse(Brush,Int32,Int32,Int32,Int32)</a>	Fills the interior of an ellipse defined by a bounding rectangle specified by a pair of coordinates, a width, and a height.
<a href="#">FillEllipse(Brush,Single,Single,Single,Single)</a>	Fills the interior of an ellipse defined by a bounding rectangle specified by a pair of coordinates, a width, and a height.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FillEllipse\(Brush,Rectangle\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

Fills the interior of an ellipse defined by a bounding rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub FillEllipse( _     ByVal brush As Brush, _     ByVal rectangle As Rectangle _ )</pre>	

C#

```
public void FillEllipse(  
    Brush brush,  
    Rectangle rectangle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse.

## Remarks

To draw the outline of the ellipse shape, please see the [DrawEllipse\(Pen,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillEllipse(Brush,RectangleF) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

Fills the interior of an ellipse defined by a bounding rectangle specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillEllipse( _  
    ByVal brush As Brush, _  
    ByVal rectangle As RectangleF _  
)
```

C#

```
public void FillEllipse(  
    Brush brush,  
    RectangleF rectangle  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse.

### Remarks

To draw the outline of the ellipse shape, please see the [DrawEllipse\(Pen,Rectangle\)](#) method.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

### See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillEllipse(Brush,Int32,Int32,Int32,Int32) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

Width of the bounding rectangle that defines the ellipse.

Height of the bounding rectangle that defines the ellipse.

Fills the interior of an ellipse defined by a bounding rectangle specified by a pair of coordinates, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillEllipse( _  
    ByVal brush As Brush, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

C#

```
public void FillEllipse(  
    Brush brush,  
    int x,  
    int y,  
    int width,  
    int height  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*width*

Width of the bounding rectangle that defines the ellipse.

*height*

Height of the bounding rectangle that defines the ellipse.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillEllipse(Brush,Single,Single,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

Width of the bounding rectangle that defines the ellipse.

Height of the bounding rectangle that defines the ellipse.

Fills the interior of an ellipse defined by a bounding rectangle specified by a pair of coordinates, a width, and a height.

## Syntax

## Visual Basic (Declaration)

```
Public Overloads Sub FillEllipse( _  
    ByVal brush As Brush, _  
    ByVal x As Single, _  
    ByVal y As Single, _  
    ByVal width As Single, _  
    ByVal height As Single _  
)
```

## C#

```
public void FillEllipse(  
    Brush brush,  
    float x,  
    float y,  
    float width,  
    float height  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse.

*width*

Width of the bounding rectangle that defines the ellipse.

*height*

Height of the bounding rectangle that defines the ellipse.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server

2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *FillPath Method*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Drawing2D.GraphicsPath](#) object that represents the path to fill.

Fills the interior of a [System.Drawing.Drawing2D.GraphicsPath](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Sub FillPath( _  
    ByVal brush As Brush, _  
    ByVal path As GraphicsPath _  
)
```

C#

```
public void FillPath(  
    Brush brush,  
    GraphicsPath path  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*path*

[System.Drawing.Drawing2D.GraphicsPath](#) object that represents the path to fill.

## Remarks

To draw the outline of the path, please see the [DrawPath](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

#### *FillPie Method*

Fills the interior of a pie section defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Overload List

Overload	Description
<a href="#">FillPie(Brush,Rectangle,Single,Single)</a>	Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.Rectangle</a> structure and two radial lines.
<a href="#">FillPie(Brush,RectangleF,Single,Single)</a>	Fills the interior of a pie section defined by an ellipse specified by a <a href="#">System.Drawing.RectangleF</a> structure and two radial lines.
<a href="#">FillPie(Brush,Int32,Int32,Int32,Int32,Int32,Int32)</a>	Fills the interior of a pie section defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial lines.
<a href="#">FillPie(Brush,Single,Single,Single,Single,Single,Single)</a>	Fills the interior of a pie section defined by an ellipse specified by a pair of coordinates, a

	width, and a height and two radial lines.
--	---

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FillPie\(Brush,Rectangle,Single,Single\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the pie section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the pie section.

Fills the interior of a pie section defined by an ellipse specified by a [System.Drawing.Rectangle](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPie( _  
    ByVal brush As Brush, _  
    ByVal rectangle As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void FillPie(  

```

```
Brush brush,  
Rectangle rectangle,  
float startAngle,  
float sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.Rectangle](#) structure that represents the bounding rectangle that defines the ellipse from which the pie section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

*sweepAngle*

Angle in degrees measured clockwise from the *startAngle* parameter to the second side of the pie section.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillPie(Brush,RectangleF,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the pie section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

Angle in degrees measured clockwise from the `startAngle` parameter to the second side of the pie section.

Fills the interior of a pie section defined by an ellipse specified by a [System.Drawing.RectangleF](#) structure and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPie( _  
    ByVal brush As Brush, _  
    ByVal rectangle As RectangleF, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void FillPie(  
    Brush brush,  
    RectangleF rectangle,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.RectangleF](#) structure that represents the bounding rectangle that defines the ellipse from which the pie section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

*sweepAngle*

Angle in degrees measured clockwise from the `startAngle` parameter to the second side of the pie section.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillPie(Brush,Int32,Int32,Int32,Int32,Int32,Int32) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

Width of the bounding rectangle that defines the ellipse from which the pie section comes.

Height of the bounding rectangle that defines the ellipse from which the pie section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the pie section.

Fills the interior of a pie section defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPie( _  
    ByVal brush As Brush, _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _
```

```
    ByVal height As Integer, _  
    ByVal startAngle As Integer, _  
    ByVal sweepAngle As Integer _  
)
```

C#

```
public void FillPie(  
    Brush brush,  
    int x,  
    int y,  
    int width,  
    int height,  
    int startAngle,  
    int sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the pie section comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the pie section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to the second side of the pie section.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

FillPie(Brush,Single,Single,Single,Single,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

Width of the bounding rectangle that defines the ellipse from which the pie section comes.

Height of the bounding rectangle that defines the ellipse from which the pie section comes.

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

Angle in degrees measured clockwise from the startAngle parameter to the second side of the pie section.

Fills the interior of a pie section defined by an ellipse specified by a pair of coordinates, a width, and a height and two radial lines.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPie( _  
    ByVal brush As Brush, _
```

```
ByVal x As Single, _  
ByVal y As Single, _  
ByVal width As Single, _  
ByVal height As Single, _  
ByVal startAngle As Single, _  
ByVal sweepAngle As Single _  
)
```

C#

```
public void FillPie(  
    Brush brush,  
    float x,  
    float y,  
    float width,  
    float height,  
    float startAngle,  
    float sweepAngle  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

*y*

y-coordinate of the upper-left corner of the bounding rectangle that defines the ellipse from which the pie section comes.

*width*

Width of the bounding rectangle that defines the ellipse from which the pie section comes.

*height*

Height of the bounding rectangle that defines the ellipse from which the pie section comes.

*startAngle*

Angle in degrees measured clockwise from the x-axis to the first side of the pie section.

*sweepAngle*

Angle in degrees measured clockwise from the startAngle parameter to the second side of the pie section.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *FillPolygon Method*

Fills the interior of a polygon defined by an array of points specified by [System.Drawing.Point](#) structures.

## Overload List

Overload	Description
<a href="#">FillPolygon(Brush,Point[])</a>	Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.Point</a> structures.
<a href="#">FillPolygon(Brush,PointF[])</a>	Fills the interior of a polygon defined by an array of points specified by <a href="#">System.Drawing.PointF</a> structures.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FillPolygon\(Brush,Point\[\]\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

Array of [System.Drawing.Point](#) structures that represent the vertices of the polygon to fill.

Fills the interior of a polygon defined by an array of points specified by [System.Drawing.Point](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPolygon( _  
    ByVal brush As Brush, _  
    ByVal points() As Point _  
)
```

C#

```
public void FillPolygon(  
    Brush brush,  
    Point[] points  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*points*

Array of [System.Drawing.Point](#) structures that represent the vertices of the polygon to fill.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillPolygon(Brush,PointF[]) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

Array of [System.Drawing.PointF](#) structures that represent the vertices of the polygon to fill.

Fills the interior of a polygon defined by an array of points specified by [System.Drawing.PointF](#) structures.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillPolygon( _  
    ByVal brush As Brush, _  
    ByVal points() As PointF _  
)
```

C#

```
public void FillPolygon(  
    Brush brush,  
    PointF[] points  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*points*

Array of [System.Drawing.PointF](#) structures that represent the vertices of the polygon to fill.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *FillRectangle Method*

Fills the interior of a rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Overload List

Overload	Description
<a href="#">FillRectangle(Brush,Rectangle)</a>	Fills the interior of a rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">FillRectangle(Brush,RectangleF)</a>	Fills the interior of a rectangle specified by a <a href="#">System.Drawing.RectangleF</a> structure.
<a href="#">FillRectangle(Brush,Int32,Int32,Int32,Int32)</a>	Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.
<a href="#">FillRectangle(Brush,Single,Single,Single,Single)</a>	Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.
<a href="#">FillRectangle(Brush,Rectangle,Size)</a>	Fills a round corner rectangle specified by a <a href="#">System.Drawing.Rectangle</a> structure.
<a href="#">FillRectangle(Brush,RectangleF,SizeF)</a>	Fills a round corner rectangle specified by a <a href="#">System.Drawing.RectangleF</a> structure.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FillRectangle\(Brush,Rectangle\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Rectangle](#) structure that represents the rectangle to fill.

Fills the interior of a rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillRectangle( _  
    ByVal brush As Brush, _  
    ByVal rectangle As Rectangle _  
)
```

C#

```
public void FillRectangle(  
    Brush brush,  
    Rectangle rectangle  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.Rectangle](#) structure that represents the rectangle to fill.

## Remarks

The `FillRectangle` method fills the interior of the rectangle. To draw the outline of the rectangle, use the `DrawRectangle(Pen,Rectangle)` method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

`FillRectangle(Brush,RectangleF)` Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.RectangleF](#) structure that represents the rectangle to fill.

Fills the interior of a rectangle specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillRectangle( _  
    ByVal brush As Brush, _  
    ByVal rectangle As RectangleF _  
)
```

C#

```
public void FillRectangle(  
    Brush brush,  
    RectangleF rectangle  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rectangle*

[System.Drawing.RectangleF](#) structure that represents the rectangle to fill.

## Remarks

The `FillRectangle` method fills the interior of the rectangle. To draw the outline of the rectangle, use the [DrawRectangle\(Pen,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

`FillRectangle(Brush,Int32,Int32,Int32,Int32)` Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the rectangle to fill.

y-coordinate of the upper-left corner of the rectangle to fill.

Width of the rectangle to fill.

Height of the rectangle to fill.

Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillRectangle( _
```

```
ByVal brush As Brush, _  
ByVal x As Integer, _  
ByVal y As Integer, _  
ByVal width As Integer, _  
ByVal height As Integer _  
)
```

C#

```
public void FillRectangle(  
    Brush brush,  
    int x,  
    int y,  
    int width,  
    int height  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the rectangle to fill.

*y*

y-coordinate of the upper-left corner of the rectangle to fill.

*width*

Width of the rectangle to fill.

*height*

Height of the rectangle to fill.

## Remarks

The `FillRectangle` method fills the interior of the rectangle. To draw the outline of the rectangle, use the [DrawRectangle\(Pen,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillRectangle(Brush,Single,Single,Single,Single) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

x-coordinate of the upper-left corner of the rectangle to fill.

y-coordinate of the upper-left corner of the rectangle to fill.

Width of the rectangle to fill.

Height of the rectangle to fill.

Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub FillRectangle( _     ByVal brush As Brush, _     ByVal x As Single, _     ByVal y As Single, _     ByVal width As Single, _     ByVal height As Single _ )</pre>	
C#	
<pre>public void FillRectangle(     Brush brush,     float x,     float y,</pre>	

```
float width,  
float height  
)
```

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*x*

x-coordinate of the upper-left corner of the rectangle to fill.

*y*

y-coordinate of the upper-left corner of the rectangle to fill.

*width*

Width of the rectangle to fill.

*height*

Height of the rectangle to fill.

## Remarks

The FillRectangle method fills the interior of the rectangle. To draw the outline of the rectangle, use the [DrawRectangle\(Pen,Rectangle\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

FillRectangle(Brush,Rectangle,Size) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.Rectangle](#) structure that represents the rectangle to fill.

Size of the ellipse used to decide the round corners of the rectangle.

Fills a round corner rectangle specified by a [System.Drawing.Rectangle](#) structure.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub FillRectangle( _     ByVal brush As Brush, _     ByVal rect As Rectangle, _     ByVal corner As Size _ )</pre>	
C#	
<pre>public void FillRectangle(     Brush brush,     Rectangle rect,     Size corner )</pre>	

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rect*

[System.Drawing.Rectangle](#) structure that represents the rectangle to fill.

*corner*

Size of the ellipse used to decide the round corners of the rectangle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[FillRectangle\(Brush,RectangleF,SizeF\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

[System.Drawing.RectangleF](#) structure that represents the rectangle to fill.

Size of the ellipse used to decide the round corners of the rectangle.

Fills a round corner rectangle specified by a [System.Drawing.RectangleF](#) structure.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillRectangle( _  
    ByVal brush As Brush, _  
    ByVal rect As RectangleF, _  
    ByVal corner As SizeF _  
)
```

C#

```
public void FillRectangle(  
    Brush brush,  
    RectangleF rect,  
    SizeF corner  
)
```

### Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rect*

[System.Drawing.RectangleF](#) structure that represents the rectangle to fill.

*corner*

Size of the ellipse used to decide the round corners of the rectangle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *FillRectangles Method*

Fills a series of rectangles specified by [System.Drawing.Rectangle](#) structures.

## Overload List

Overload	Description
<a href="#">FillRectangles(Brush,Rectangle[])</a>	Fills a series of rectangles specified by <a href="#">System.Drawing.Rectangle</a> structures.
<a href="#">FillRectangles(Brush,RectangleF[])</a>	Fills a series of rectangles specified by <a href="#">System.Drawing.RectangleF</a> structures.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)

FillRectangles(Brush,Rectangle[]) Method

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

Array of [System.Drawing.Rectangle](#) structures that represent the rectangles to draw.

Fills a series of rectangles specified by [System.Drawing.Rectangle](#) structures.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub FillRectangles( _     ByVal brush As Brush, _     ByVal rects() As Rectangle _ )</pre>	
C#	
<pre>public void FillRectangles(     Brush brush,     Rectangle[] rects )</pre>	

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rects*

Array of [System.Drawing.Rectangle](#) structures that represent the rectangles to draw.

## Remarks

To draw the outline of the rectangles, use the [DrawRectangles\(Pen,Rectangle\[\]\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

[FillRectangles\(Brush,RectangleF\[\]\) Method](#)

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

Array of [System.Drawing.RectangleF](#) structures that represent the rectangles to draw.

Fills a series of rectangles specified by [System.Drawing.RectangleF](#) structures.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub FillRectangles( _     ByVal brush As Brush, _     ByVal rects() As RectangleF _ )</pre>	
C#	
<pre>public void FillRectangles(     Brush brush,     RectangleF[] rects )</pre>	

## Parameters

*brush*

[System.Drawing.Brush](#) object that determines the characteristics of the fill.

*rects*

Array of [System.Drawing.RectangleF](#) structures that represent the rectangles to draw.

## Remarks

To draw the outline of the rectangles, use the [DrawRectangles\(Pen,Rectangle\[\]\)](#) method.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *MeasureString Method*

Measures the specified string when drawn with the specified [System.Drawing.Font](#) object and formatted with the specified [System.Drawing.StringFormat](#) object.

## Overload List

Overload	Description
<a href="#">MeasureString(String,Font,Single,StringFormat)</a>	Measures the specified string when drawn with the specified <a href="#">System.Drawing.Font</a> object and formatted with the specified <a href="#">System.Drawing.StringFormat</a> object.
<a href="#">MeasureString(String,Font,Single)</a>	Measures the specified string when drawn with the specified <a href="#">System.Drawing.Font</a> object.
<a href="#">MeasureString(String,Font)</a>	Measures the specified string when drawn with the specified <a href="#">System.Drawing.Font</a> object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[MeasureString\(String,Font,Single,StringFormat\) Method](#)

String to measure.

[System.Drawing.Font](#) object that defines the text format of the string.

Maximum width of the string.

[System.Drawing.StringFormat](#) object that represents formatting information, such as line spacing, for the string.

Measures the specified string when drawn with the specified [System.Drawing.Font](#) object and formatted with the specified [System.Drawing.StringFormat](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Shared Function MeasureString( _  
    ByVal text As String, _  
    ByVal font As Font, _  
    ByVal width As Single, _  
    ByVal sf As StringFormat _  
) As SizeF
```

C#

```
public static SizeF MeasureString(  
    string text,  
    Font font,  
    float width,  
    StringFormat sf  
)
```

## Parameters

*text*

String to measure.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*width*

Maximum width of the string.

*sf*

[System.Drawing.StringFormat](#) object that represents formatting information, such as line spacing, for the string.

## Return Value

A [System.Drawing.SizeF](#) structure that contains the width and height of the string (in points) when rendered with a given font.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[MeasureString\(String,Font,Single\) Method](#)

String to measure.

[System.Drawing.Font](#) object that defines the text format of the string.

Maximum width of the string.

Measures the specified string when drawn with the specified [System.Drawing.Font](#) object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Shared Function MeasureString( _  
    ByVal text As String, _  
    ByVal font As Font, _  
    ByVal width As Single _
```

```
) As SizeF
C#
public static SizeF MeasureString(
    string text,
    Font font,
    float width
)
```

## Parameters

*text*

String to measure.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

*width*

Maximum width of the string.

## Return Value

A [System.Drawing.SizeF](#) structure that contains the width and height of the string (in points) when rendered with a given font.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

[MeasureString\(String,Font\) Method](#)

String to measure.

[System.Drawing.Font](#) object that defines the text format of the string.

Measures the specified string when drawn with the specified [System.Drawing.Font](#) object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Shared Function MeasureString( _     ByVal text As String, _     ByVal font As Font _ ) As SizeF</pre>	
C#	
<pre>public static SizeF MeasureString(     string text,     Font font )</pre>	

## Parameters

*text*

String to measure.

*font*

[System.Drawing.Font](#) object that defines the text format of the string.

## Return Value

A [System.Drawing.SizeF](#) structure that contains the width and height of the string (in points) when rendered with a given font.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

- [FPage Class](#)
- [FPage Members](#)
- [Overload List](#)

### *MultiplyTransform Method*

Multiplies the world transformation of this page object and specified the [System.Drawing.Drawing2D.Matrix](#) object.

## Overload List

Overload	Description
<a href="#">MultiplyTransform(Matrix)</a>	Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object.
<a href="#">MultiplyTransform(Matrix,MatrixOrder)</a>	Multiplies the world transformation of this page object and specified the <a href="#">System.Drawing.Drawing2D.Matrix</a> object in the specified order.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

- [FPage Class](#)
- [FPage Members](#)

[MultiplyTransform\(Matrix\) Method](#)

4x4 [System.Drawing.Drawing2D.Matrix](#) object that multiplies the world transformation.

Multiplies the world transformation of this page object and specified the [System.Drawing.Drawing2D.Matrix](#) object.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Overloads Sub MultiplyTransform( _  
    ByVal matrix As Matrix _  
)
```

C#

```
public void MultiplyTransform(  
    Matrix matrix  
)
```

## Parameters

*matrix*

4x4 [System.Drawing.Drawing2D.Matrix](#) object that multiplies the world transformation.

## Remarks

This method prepends the matrix specified by the matrix parameter, so that the result is matrix x world transformation.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[Overload List](#)

MultiplyTransform(Matrix,MatrixOrder) Method

4x4 [System.Drawing.Drawing2D.Matrix](#) object that multiplies the world transformation.

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that determines the order of the multiplication.

Multiplies the world transformation of this page object and specified the [System.Drawing.Drawing2D.Matrix](#) object in the specified order.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub MultiplyTransform( _  
    ByVal matrix As Matrix, _  
    ByVal order As MatrixOrder _  
)
```

C#

```
public void MultiplyTransform(  
    Matrix matrix,  
    MatrixOrder order  
)
```

## Parameters

*matrix*

4x4 [System.Drawing.Drawing2D.Matrix](#) object that multiplies the world transformation.

*order*

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that determines the order of the multiplication.

## Remarks

A value of [MatrixOrder.Prepend](#) for the order parameter specifies that the order of the multiplication is matrix x world transformation. A value of [MatrixOrder.Append](#) for order specifies that the order of the multiplication is world transformation x matrix.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

### *PlaySound Method*

Plays the specified sound file in this frame.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function PlaySound( _     ByVal fileName As String _ ) As UShort</pre>	
C#	
<pre>public ushort PlaySound(     string fileName )</pre>	

### Parameters

*fileName*

### Return Value

Returns the ID of the sound, which can be used to stop it.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

### *ResetTransform Method*

Resets the world transformation matrix of this page object to the identity matrix.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Sub ResetTransform()
```

```
C#
```

```
public void ResetTransform()
```

## Remarks

The identity matrix represents a transformation with no scaling, rotation, or translation.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

*RotateTransform Method*

Applies the specified rotation to the transformation matrix of this page object.

## Overload List

Overload	Description
<a href="#">RotateTransform(Single)</a>	Applies the specified rotation to the transformation matrix of this page object.
<a href="#">RotateTransform(Single,MatrixOrder)</a>	Applies the specified rotation to the transformation matrix of this page object in the specified order.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

RotateTransform(Single) Method

Angle of rotation in degrees.

Applies the specified rotation to the transformation matrix of this page object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub RotateTransform( _     ByVal angle As Single _ )</pre>	
C#	
<pre>public void RotateTransform(     float angle )</pre>	

### Parameters

*angle*

Angle of rotation in degrees.

## Remarks

The rotation operation consists of multiplying the transformation matrix by a matrix whose elements are derived from the angle parameter. This method applies the rotation by prepending it to the transformation matrix.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

RotateTransform(Single,MatrixOrder) Method

Angle of rotation in degrees.

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the rotation is appended or prepended to the matrix transformation.

Applies the specified rotation to the transformation matrix of this page object in the specified order.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub RotateTransform( _  
    ByVal angle As Single, _  
    ByVal order As MatrixOrder _  
)
```

C#

```
public void RotateTransform(  
    float angle,  
    MatrixOrder order  
)
```

### Parameters

*angle*

Angle of rotation in degrees.

*order*

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the rotation is appended or prepended to the matrix transformation.

## Remarks

The rotation operation consists of multiplying the transformation matrix by a matrix whose elements are derived from the angle parameter. This method premultiplies (prepends) or postmultiplies (appends) the transformation matrix of the page object by the rotation matrix according to the order parameter.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

#### *ScaleTransform Method*

Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.

## Overload List

Overload	Description
<a href="#">ScaleTransform(Single,Single)</a>	Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
<a href="#">ScaleTransform(Single,Single,MatrixOrder)</a>	Applies the specified scaling operation to the transformation matrix of this page object in the specified order.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

ScaleTransform(Single,Single) Method

Scale factor in the x direction.

Scale factor in the y direction.

Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub ScaleTransform( _  
    ByVal sx As Single, _  
    ByVal sy As Single _  
)
```

C#

```
public void ScaleTransform(  
    float sx,  
    float sy  
)
```

### Parameters

*sx*

Scale factor in the x direction.

*sy*

Scale factor in the y direction.

## Remarks

The scaling operation consists of multiplying the transformation matrix by a diagonal matrix whose elements are (sx, sy, 1). This method premultiplies (prepends) the transformation matrix of the page object by the scaling matrix.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

ScaleTransform(Single,Single,MatrixOrder) Method

Scale factor in the x direction.

Scale factor in the y direction.

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the scaling operation is prepended or appended to the transformation matrix.

Applies the specified scaling operation to the transformation matrix of this page object in the specified order.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub ScaleTransform( _     ByVal sx As Single, _     ByVal sy As Single, _     ByVal order As MatrixOrder _ )</pre>	
C#	
<pre>public void ScaleTransform(     float sx,     float sy,</pre>	

```
MatrixOrder order  
)
```

## Parameters

*sx*

Scale factor in the x direction.

*sy*

Scale factor in the y direction.

*order*

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the scaling operation is prepended or appended to the transformation matrix.

## Remarks

The scaling operation consists of multiplying the transformation matrix by a diagonal matrix whose elements are (*sx*, *sy*, 1). This method premultiplies (prepends) the transformation matrix of the page object by the scaling matrix.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

- [FPage Class](#)
- [FPage Members](#)
- [Overload List](#)

*StopSound Method*

Stops the sound.

## Syntax

```
Visual Basic (Declaration)
```

```
Public Sub StopSound( _
    ByVal soundID As UShort _
)
```

C#

```
public void StopSound(
    ushort soundID
)
```

## Parameters

*soundID*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

### *TranslateTransform Method*

Prepends the specified translation to the transformation matrix of this page object.

## Overload List

Overload	Description
<a href="#">TranslateTransform(Single,Single)</a>	Prepends the specified translation to the transformation matrix of this page object.
<a href="#">TranslateTransform(Single,Single,MatrixOrder)</a>	Applies the specified translation to the transformation matrix of this page object in the specified order.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

TranslateTransform(Single,Single) Method  
x component of the translation.

y component of the translation.

Prepends the specified translation to the transformation matrix of this page object.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub TranslateTransform( _  
    ByVal dx As Single, _  
    ByVal dy As Single _  
)
```

C#

```
public void TranslateTransform(  
    float dx,  
    float dy  
)
```

### Parameters

*dx*

x component of the translation.

*dy*

y component of the translation.

## Remarks

The translation operation consists of multiplying the transformation matrix by a matrix whose translation part is the dx and dy parameters. This method applies the translation by prepending the translation matrix to the transformation matrix.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)  
[FPage Members](#)  
[Overload List](#)

TranslateTransform(Single,Single,MatrixOrder) Method  
x component of the translation.

y component of the translation.

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the translation is prepended or appended to the transformation matrix.

Applies the specified translation to the transformation matrix of this page object in the specified order.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub TranslateTransform( _     ByVal dx As Single, _     ByVal dy As Single, _     ByVal order As MatrixOrder _ )</pre>	
C#	
<pre>public void TranslateTransform(     float dx,     float dy,</pre>	

```
MatrixOrder order
)
```

## Parameters

*dx*

x component of the translation.

*dy*

y component of the translation.

*order*

Member of the [System.Drawing.Drawing2D.MatrixOrder](#) enumeration that specifies whether the translation is prepended or appended to the transformation matrix.

## Remarks

The translation operation consists of multiplying the transformation matrix by a matrix whose translation part is the dx and dy parameters. This method premultiplies (prepends) or postmultiplies (appends) the transformation matrix of the page object by the translation matrix according to the order parameter.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

- [FPage Class](#)
- [FPage Members](#)
- [Overload List](#)

### Properties

For a list of all members of this type, see [FPage members](#).

## Public Properties

Name	Description

	<a href="#">Container</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Height</a>	Gets the height of the page in logical pixel unit.
	<a href="#">Site</a>	(Inherited from <a href="#">System.ComponentModel.Component</a> )
	<a href="#">Transform</a>	Gets or sets the world transformation for this page.
	<a href="#">Width</a>	Gets the width of the page in logical pixel unit.

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## See Also

### Reference

[FPage Class](#)

[C1.C1Flash Namespace](#)

*Height Property*

Gets the height of the page in logical pixel unit.

## Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Height As Integer</code>	
C#	
<code>public int Height {get;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

*Transform Property*

Gets or sets the world transformation for this page.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Transform As Matrix</code>	
C#	
<code>public Matrix Transform {get; set;}</code>	

## Remarks

See the [System.Drawing.Drawing2D.Matrix](#) for more information.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

*Width Property*

Gets the width of the page in logical pixel unit.

## Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Width As Integer</code>	
C#	

```
public int Width {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPage Class](#)

[FPage Members](#)

[FPath](#)

Class that represents a Path.

## Object Model

FPath

## Syntax

Visual Basic (Declaration)

```
Public Class FPath  
    Inherits FShape
```

C#

```
public class FPath : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FPath**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPath Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a Path.

## Object Model

FPath

## Syntax

Visual Basic (Declaration)

```
Public Class FPath
    Inherits FShape
```

C#

```
public class FPath : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FPath**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPath Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FPath](#).

## Public Constructors

	Name	Description
	<a href="#">FPath Constructor</a>	Initialize a new instance of FPath.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from

		<a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Path</a>	Gets the <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object that defines the path.

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## Public Methods

	Name	Description
	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FPath Class](#)

[C1.C1Flash Namespace](#)

### *FPath Constructor*

[System.Drawing.Drawing2D.GraphicsPath](#) object that defines the path.

Initialize a new instance of [FPath](#).

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal path As GraphicsPath _ )</pre>	
C#	
<pre>public FPath(     GraphicsPath path )</pre>	

### Parameters

*path*

[System.Drawing.Drawing2D.GraphicsPath](#) object that defines the path.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPath Class](#)

[FPath Members](#)

### *Properties*

For a list of all members of this type, see [FPath members](#).

## Public Properties

Name	Description
------	-------------

	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Path</a>	Gets the <a href="#">System.Drawing.Drawing2D.GraphicsPath</a> object that defines the path.

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## See Also

### Reference

[FPath Class](#)

[C1.C1Flash Namespace](#)

#### *Path Property*

Gets the [System.Drawing.Drawing2D.GraphicsPath](#) object that defines the path.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property Path As GraphicsPath
```

C#

```
public GraphicsPath Path {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPath Class](#)

[FPath Members](#)

[FPolygon](#)

Class that represents a polygon shape.

## Object Model

FPolygon

## Syntax

Visual Basic (Declaration)

```
Public Class FPolygon  
    Inherits FShape
```

C#

```
public class FPolygon : FShape
```

## Inheritance Hierarchy

System.Object

    C1.C1Flash.FObject

        C1.C1Flash.FShape

**C1.C1Flash.FPolygon**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a polygon shape.

## Object Model

FPolygon

## Syntax

Visual Basic (Declaration)

```
Public Class FPolygon
    Inherits FShape
```

C#

```
public class FPolygon : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FPolygon**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPolygon Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FPolygon](#).

## Public Constructors

	Name	Description
	<a href="#">FPolygon Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from

		<a href="#">C1.C1Flash.FShape</a> )
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## Public Methods

	Name	Description
⇒	<a href="#">AddCurvedLine</a>	Adds a curve line.
⇒	<a href="#">AddStraightLine</a>	Adds a straight line.
⇒	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FPolygon Class](#)

[C1.C1Flash Namespace](#)

## Overload List

Overload	Description
<a href="#">FPolygon Constructor(Int32,Int32)</a>	Initialize a new instance of FPolygon.
<a href="#">FPolygon Constructor(Point)</a>	Initialize a new instance of FPolygon.
<a href="#">FPolygon Constructor(Int32,Int32,Boolean)</a>	Initialize a new instance of FPolygon.
<a href="#">FPolygon Constructor(Point,Boolean)</a>	Initialize a new instance of FPolygon.
<a href="#">FPolygon Constructor(Point[],Boolean)</a>	Initialize a new instance of FPolygon.
<a href="#">FPolygon Constructor(Point[])</a>	Initialize a new instance of FPolygon.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)

[FPolygon Members](#)

*FPolygon Constructor(Int32,Int32)*

The X position of the start point.

The Y position of the start point.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Function New( _  
    ByVal originX As Integer, _  
    ByVal originY As Integer _  
)
```

C#

```
public FPolygon(  
    int originX,  
    int originY  
)
```

## Parameters

*originX*

The X position of the start point.

*originY*

The Y position of the start point.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)  
[FPolygon Members](#)  
[Overload List](#)

*FPolygon Constructor(Point)*

The position of the start point.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal point As Point _  
)
```

C#

```
public FPolygon(  
    Point point  
)
```

## Parameters

*point*

The position of the start point.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)

[FPolygon Members](#)

[Overload List](#)

*FPolygon Constructor(Int32,Int32,Boolean)*

The X position of the start point.

The Y position of the start point.

True to close the shape automatically.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal originX As Integer, _
```

```
    ByVal originY As Integer, _  
    ByVal autoClose As Boolean _  
)
```

C#

```
public FPolygon(  
    int originX,  
    int originY,  
    bool autoClose  
)
```

## Parameters

*originX*

The X position of the start point.

*originY*

The Y position of the start point.

*autoClose*

True to close the shape automatically.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)

[FPolygon Members](#)

[Overload List](#)

*FPolygon Constructor(Point, Boolean)*

The position of the start point.

True to close the shape automatically.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal point As Point, _  
    ByVal autoClose As Boolean _  
)
```

C#

```
public FPolygon(  
    Point point,  
    bool autoClose  
)
```

### Parameters

*point*

The position of the start point.

*autoClose*

True to close the shape automatically.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)

[FPolygon Members](#)

[Overload List](#)

*FPolygon Constructor(Point[], Boolean)*

Point array of the polygon.

True to close the shape automatically.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal points() As Point, _     ByVal autoClose As Boolean _ )</pre>	
C#	
<pre>public FPolygon(     Point[] points,     bool autoClose )</pre>	

## Parameters

*points*

Point array of the polygon.

*autoClose*

True to close the shape automatically.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)  
[FPolygon Members](#)  
[Overload List](#)

*FPolygon Constructor(Point[])*  
Point array of the polygon.

Initialize a new instance of FPolygon.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal points() As Point _ )</pre>	
C#	
<pre>public FPolygon(     Point[] points )</pre>	

## Parameters

*points*

Point array of the polygon.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FPolygon Class](#)  
[FPolygon Members](#)  
[Overload List](#)

## Methods

For a list of all members of this type, see [FPolygon members](#).

## Public Methods

Name	Description
------	-------------

⇒ <a href="#">AddCurvedLine</a>	Adds a curve line.
⇒ <a href="#">AddStraightLine</a>	Adds a straight line.
⇒ <a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
⇒ <a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FPolygon Class](#)

[C1.C1Flash Namespace](#)

#### *AddCurvedLine Method*

Distance to the last control point in X direction.

Distance to the last control point in Y direction.

Distance to the last anchor point in X direction.

Distance to the last anchor point in Y direction.

Adds a curve line.

## Syntax

Visual Basic (Declaration)

```
Public Sub AddCurvedLine( _  
    ByVal controlDX As Integer, _  
    ByVal controlDY As Integer, _  
    ByVal anchorDX As Integer, _  
    ByVal anchorDY As Integer _  
)
```

C#

```
public void AddCurvedLine(  
    int controlDX,  
    int controlDY,  
    int anchorDX,  
    int anchorDY  
)
```

## Parameters

*controlDX*

Distance to the last control point in X direction.

*controlDY*

Distance to the last control point in Y direction.

*anchorDX*

Distance to the last anchor point in X direction.

*anchorDY*

Distance to the last anchor point in Y direction.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)

[FPolygon Members](#)

#### *AddStraightLine Method*

Distance to the last point in X direction.

Distance to the last point in Y direction.

Adds a straight line.

## Syntax

Visual Basic (Declaration)

```
Public Sub AddStraightLine( _  
    ByVal dx As Integer, _  
    ByVal dy As Integer _  
)
```

C#

```
public void AddStraightLine(  
    int dx,  
    int dy  
)
```

### Parameters

*dx*

Distance to the last point in X direction.

*dy*

Distance to the last point in Y direction.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FPolygon Class](#)  
[FPolygon Members](#)

### FRectangle

Class that represents a rectangle shape.

## Object Model

FRectangle

## Syntax

Visual Basic (Declaration)

```
Public Class FRectangle  
    Inherits FShape
```

C#

```
public class FRectangle : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FRectangle**

        C1.C1Flash.FImage

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FRectangle Members](#)  
[C1.C1Flash Namespace](#)

*Overview*

Class that represents a rectangle shape.

## Object Model

FRectangle

## Syntax

Visual Basic (Declaration)

```
Public Class FRectangle  
    Inherits FShape
```

C#

```
public class FRectangle : FShape
```

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FRectangle**

        C1.C1Flash.FImage

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FRectangle Members](#)  
[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FRectangle](#).

## Public Constructors

Name	Description
 <a href="#">FRectangle Constructor</a>	Overloaded.

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## Public Properties

Name	Description
 <a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## Public Methods

Name	Description
------	-------------

≡	<a href="#">ClearFilling</a>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
≡	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FRectangle Class](#)

[C1.C1Flash Namespace](#)

*FRectangle Constructor*

## Overload List

Overload	Description
<a href="#">FRectangle Constructor(Rectangle)</a>	Initialize a new instance of FRectangle.
<a href="#">FRectangle Constructor(Int32,Int32,Int32,Int32)</a>	Initialize a new instance of FRectangle.

<a href="#">FRectangle Constructor(Point,Size)</a>	Initialize a new instance of FRectangle.
<a href="#">FRectangle Constructor(Rectangle,Size)</a>	Initialize a new instance of FRectangle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FRectangle Class](#)

[FRectangle Members](#)

*FRectangle Constructor(Rectangle)*

Rectangle that specifies the location and size.

Initialize a new instance of FRectangle.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal rect As Rectangle _ )</pre>	
C#	
<pre>public FRectangle(     Rectangle rect )</pre>	

### Parameters

*rect*

Rectangle that specifies the location and size.

## Remarks

Location and size are in twips.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FRectangle Class](#)  
[FRectangle Members](#)  
[Overload List](#)

*FRectangle Constructor(Int32,Int32,Int32,Int32)*

X position of this rectangle..

Y position of this rectangle.

Width of this rectangle.

Height of this rectangle.

Initialize a new instance of FRectangle.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal x As Integer, _  
    ByVal y As Integer, _  
    ByVal width As Integer, _  
    ByVal height As Integer _  
)
```

C#

```
public FRectangle(  
    int x,  
    int y,  
    int width,
```

```
int height
)
```

### Parameters

*x*

X position of this rectangle..

*y*

Y position of this rectangle.

*width*

Width of this rectangle.

*height*

Height of this rectangle.

### Remarks

Location and size are in twips.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

### See Also

### Reference

- [FRectangle Class](#)
- [FRectangle Members](#)
- [Overload List](#)

*FRectangle Constructor(Point,Size)*

Location of this rectangle.

Size of this rectangle.

Initialize a new instance of FRectangle.

### Syntax

#### Visual Basic (Declaration)

```
Public Function New( _  
    ByVal location As Point, _  
    ByVal size As Size _  
)
```

#### C#

```
public FRectangle(  
    Point location,  
    Size size  
)
```

### Parameters

#### *location*

Location of this rectangle.

#### *size*

Size of this rectangle.

### Remarks

Location and size are in twips.

### Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

### See Also

#### Reference

- [FRectangle Class](#)
- [FRectangle Members](#)
- [Overload List](#)

*FRectangle Constructor(Rectangle,Size)*  
Rectangle specifies the location and size.

Size of the corner.

Initialize a new instance of FRectangle.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal rect As Rectangle, _  
    ByVal corner As Size _  
)
```

C#

```
public FRectangle(  
    Rectangle rect,  
    Size corner  
)
```

## Parameters

*rect*

Rectangle specifies the location and size.

*corner*

Size of the corner.

## Remarks

If the corner is set with a non empty size, this FRectangle object represents a round corner rectangle.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FRectangle Class](#)  
[FRectangle Members](#)  
[Overload List](#)

FShape

Base class for all the shape objects.

## Object Model

FShape

## Syntax

Visual Basic (Declaration)

```
Public MustInherit Class FShape  
    Inherits FObject
```

C#

```
public abstract class FShape : FObject
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.FObject

**C1.C1Flash.FShape**

C1.C1Flash.FArc

C1.C1Flash.FBeziars

C1.C1Flash.FEditText

C1.C1Flash.FLine

C1.C1Flash.FOval

C1.C1Flash.FPath

C1.C1Flash.FPolygon

C1.C1Flash.FRectangle

C1.C1Flash.FText

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Base class for all the shape objects.

## Object Model

FShape

## Syntax

Visual Basic (Declaration)

```
Public MustInherit Class FShape  
    Inherits FObject
```

C#

```
public abstract class FShape : FObject
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

**C1.C1Flash.FShape**

[C1.C1Flash.FArc](#)

[C1.C1Flash.FBeziers](#)

[C1.C1Flash.FEditText](#)

[C1.C1Flash.FLine](#)

[C1.C1Flash.FOval](#)

[C1.C1Flash.FPath](#)

[C1.C1Flash.FPolygon](#)

[C1.C1Flash.FRectangle](#)

[C1.C1Flash.FText](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FShape](#).

## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape.
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled.
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type.
	<a href="#">LineColor</a>	Gets or sets the line color of this shape.
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape.
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape.

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## Public Methods

	Name	Description
≡	<a href="#">ClearFilling</a>	Clears the fill if has.
≡	<a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors.
≡	<a href="#">FillImage</a>	Overloaded. Fills the shape with a image.
≡	<a href="#">FillJpeg</a>	Fills the shape with a JPEG file.
≡	<a href="#">FillSolidColor</a>	Fills the shape with solid color.
≡	<a href="#">ResetTransform</a>	Resets the transformation.
≡	<a href="#">Rotate</a>	Rotates the shape about its own center.
≡	<a href="#">Scale</a>	Scales the shape about its own center.
≡	<a href="#">Translate</a>	Offsets the shape.

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## See Also

### Reference

[FShape Class](#)

[C1.C1Flash Namespace](#)

### Methods

For a list of all members of this type, see [FShape members](#).

## Public Methods

	Name	Description
≡	<a href="#">ClearFilling</a>	Clears the fill if has.

⇒  <a href="#">FillGradientColor</a>	Overloaded. Fills the shape with gradient colors.
⇒  <a href="#">FillImage</a>	Overloaded. Fills the shape with a image.
⇒  <a href="#">FillJpeg</a>	Fills the shape with a JPEG file.
⇒  <a href="#">FillSolidColor</a>	Fills the shape with solid color.
⇒  <a href="#">ResetTransform</a>	Resets the transformation.
⇒  <a href="#">Rotate</a>	Rotates the shape about its own center.
⇒  <a href="#">Scale</a>	Scales the shape about its own center.
⇒  <a href="#">Translate</a>	Offsets the shape.

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## See Also

### Reference

[FShape Class](#)

[C1.C1Flash Namespace](#)

*ClearFilling Method*

Clears the fill if has.

## Syntax

Visual Basic (Declaration)	
<code>Public Sub ClearFilling()</code>	
C#	
<code>public void ClearFilling()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*FillGradientColor Method*

Fills the shape with gradient colors.

## Overload List

Overload	Description
<a href="#">FillGradientColor(ColorBlend,Boolean)</a>	Fills the shape with gradient colors.
<a href="#">FillGradientColor(Color,Color,Boolean)</a>	Fills the shape with gradient colors.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

[FillGradientColor\(ColorBlend,Boolean\) Method](#)

The [System.Drawing.Drawing2D.ColorBlend](#) objects that specifies the gradient information.

Indicates it is a linear or radiate gradient fill.

Fills the shape with gradient colors.

## Syntax

## Visual Basic (Declaration)

```
Public Overloads Sub FillGradientColor( _  
    ByVal blend As ColorBlend, _  
    ByVal linear As Boolean _  
)
```

## C#

```
public void FillGradientColor(  
    ColorBlend blend,  
    bool linear  
)
```

## Parameters

*blend*

The [System.Drawing.Drawing2D.ColorBlend](#) objects that specifies the gradient information.

*linear*

Indicates it is a linear or radiate gradient fill.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FShape Class](#)

[FShape Members](#)

[Overload List](#)

FillGradientColor(Color,Color,Boolean) Method

Color of start point.

Color of end point.

Indicates it is a linear or radiate gradient fill.

Fills the shape with gradient colors.

## Syntax

Visual Basic (Declaration)

```
Public Overloads Sub FillGradientColor( _  
    ByVal a As Color, _  
    ByVal b As Color, _  
    ByVal Linear As Boolean _  
)
```

C#

```
public void FillGradientColor(  
    Color a,  
    Color b,  
    bool Linear  
)
```

### Parameters

*a*

Color of start point.

*b*

Color of end point.

*linear*

Indicates it is a linear or radiate gradient fill.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)  
[FShape Members](#)  
[Overload List](#)

### *FillImage Method*

Fills the shape with a image.

## Overload List

Overload	Description
<a href="#">FillImage(Image)</a>	Fills the shape with a image.
<a href="#">FillImage(String)</a>	Fills the shape with image specified by a full path file name.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

[FillImage\(Image\) Method](#)

The image to fill.

Fills the shape with a image.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function FillImage( _     ByVal img As Image _ ) As Integer</pre>	
C#	
<pre>public int FillImage(     Image img )</pre>	

## Parameters

*img*

The image to fill.

## Return Value

The ID of the define tag. Could be used later.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

[Overload List](#)

FillImage(String) Method

The full path name of the image file.

Fills the shape with image specified by a full path file name.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function FillImage( _     ByVal filename As String _ ) As Integer</pre>	
C#	
<pre>public int FillImage(     string filename )</pre>	

### Parameters

*filename*

The full path name of the image file.

## Return Value

The ID of the define tag.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)  
[FShape Members](#)  
[Overload List](#)

#### *FillJpeg Method*

Width of the image.

Height of the image.

The full path name of the JPEG file.

Fills the shape with a JPEG file.

## Syntax

Visual Basic (Declaration)

```
Public Function FillJpeg( _  
    ByVal width As Integer, _  
    ByVal height As Integer, _  
    ByVal jpegFilename As String _  
) As Integer
```

C#

```
public int FillJpeg(  
    int width,  
    int height,
```

```
string jpegFilename  
)
```

## Parameters

*width*

Width of the image.

*height*

Height of the image.

*jpegFilename*

The full path name of the JPEG file.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FShape Class](#)

[FShape Members](#)

*FillSolidColor Method*

The color to fill.

Fills the shape with solid color.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub FillSolidColor( _     ByVal color As Color _ )</pre>	
C#	

```
public void FillSolidColor(  
    Color color  
)
```

## Parameters

*color*

The color to fill.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*ResetTransform Method*

Resets the transformation.

## Syntax

Visual Basic (Declaration)

```
Public Sub ResetTransform()
```

C#

```
public void ResetTransform()
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*Rotate Method*

Degree value to rotate.

Rotates the shape about its own center.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub Rotate( _     ByVal degree As Single _ )</pre>	
C#	
<pre>public void Rotate(     float degree )</pre>	

## Parameters

*degree*

Degree value to rotate.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*Scale Method*

Ratio to scale in X direction.

Ratio to scale in Y direction.

Scales the shape about its own center.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub Scale( _     ByVal scaleX As Single, _     ByVal scaleY As Single _ )</pre>	
C#	
<pre>public void Scale(     float scaleX,     float scaleY )</pre>	

## Parameters

*scaleX*

Ratio to scale in X direction.

*scaleY*

Ratio to scale in Y direction.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)  
[FShape Members](#)

*Translate Method*

Offset in X direction.

Offset in Y direction.

Offsets the shape.

## Syntax

Visual Basic (Declaration)

```
Public Sub Translate( _  
    ByVal offsetX As Integer, _  
    ByVal offsetY As Integer _  
)
```

C#

```
public void Translate(  
    int offsetX,  
    int offsetY  
)
```

## Parameters

*offsetX*

Offset in X direction.

*offsetY*

Offset in Y direction.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)  
[FShape Members](#)

*Properties*

For a list of all members of this type, see [FShape members](#).

## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape.
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled.
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">ImageFillType</a>	Specifies the image fill type.
	<a href="#">LineColor</a>	Gets or sets the line color of this shape.
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape.
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape.

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## See Also

### Reference

[FShape Class](#)

[C1.C1Flash Namespace](#)

*Bounds Property*

Gets or sets the bounds of this shape.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Bounds As Rectangle</code>	
C#	
<code>public Rectangle Bounds {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*FillMode Property*

Specifies how the interior of a closed path is filled.

## Syntax

Visual Basic (Declaration)

```
Public Property FillMode As FillMode
```

C#

```
public FillMode FillMode {get; set;}
```

## Remarks

Please see the [System.Drawing.Drawing2D.FillMode](#) for details.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*ImageFillType Property*  
Specifies the image fill type.

## Syntax

Visual Basic (Declaration)	
<code>Public Property ImageFillType As FImageFillType</code>	
C#	
<code>public FImageFillType ImageFillType {get; set;}</code>	

## Remarks

Please see the definition of [FImageFillType](#) for details.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*LineColor Property*

Gets or sets the line color of this shape.

## Syntax

Visual Basic (Declaration)	
<code>Public Property LineColor As Color</code>	
C#	
<code>public Color LineColor {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*LineWidth Property*

Gets or sets the line width of this shape.

## Syntax

Visual Basic (Declaration)	
<code>Public Property LineWidth As Integer</code>	
C#	
<code>public int LineWidth {get; set;}</code>	

## Remarks

The width is in twips measurement.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

*Opacity Property*

Gets or sets the Opacity level for this shape.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Opacity As Double</code>	
C#	
<code>public double Opacity {get; set;}</code>	

## Remarks

This value overrides the `FFrame.Opacity` value defined in `FFrame` object.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FShape Class](#)

[FShape Members](#)

[FText](#)

Class that represents static text.

## Object Model

FText

## Syntax

Visual Basic (Declaration)	
<code>Public Class FText</code> <code>    Inherits FShape</code>	
C#	

```
public class FText : FShape
```

## Remarks

Displaying the text requires the Glyph definition stored in the [FFont](#) object.

## Inheritance Hierarchy

System.Object

  C1.C1Flash.FObject

    C1.C1Flash.FShape

**C1.C1Flash.FText**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FText Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents static text.

## Object Model

FText

## Syntax

Visual Basic (Declaration)

```
Public Class FText  
    Inherits FShape
```

C#

```
public class FText : FShape
```

## Remarks

Displaying the text requires the Glyph definition stored in the [FFont](#) object.

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.FObject](#)

[C1.C1Flash.FShape](#)

**C1.C1Flash.FText**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FText Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FText](#).

## Public Constructors

	Name	Description
	<a href="#">FText Constructor</a>	Initialize a new instance of FText object.

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## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

 <b>Depth</b>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <b>FillMode</b>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>Font</b>	Gets or sets the <b>FFont</b> object associated with the text display.
 <b>ID</b>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
 <b>ImageFillType</b>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>LineColor</b>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>LineWidth</b>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>Opacity</b>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>Text</b>	Gets or sets the text string.

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## Public Methods

Name	Description
 <b>ClearFilling</b>	Clears the fill if has. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>FillGradientColor</b>	Overloaded. Fills the shape with gradient colors. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>FillImage</b>	Overloaded. Fills the shape with a image. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
 <b>FillJpeg</b>	Fills the shape with a JPEG file. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

◆	<a href="#">FillSolidColor</a>	Fills the shape with solid color. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
◆	<a href="#">ResetTransform</a>	Resets the transformation. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
◆	<a href="#">Rotate</a>	Rotates the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
◆	<a href="#">Scale</a>	Scales the shape about its own center. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
◆	<a href="#">Translate</a>	Offsets the shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )

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## See Also

### Reference

[FText Class](#)

[C1.C1Flash Namespace](#)

*FText Constructor*

The text string.

The [FFont](#) object associated with text display.

Initialize a new instance of FText object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal text As String, _     ByVal font As FFont _ )</pre>	
C#	
<pre>public FText(     string text,     FFont font )</pre>	

## Parameters

*text*

The text string.

*font*

The [FFont](#) object associated with text display.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FText Class](#)

[FText Members](#)

### Properties

For a list of all members of this type, see [FText members](#).

## Public Properties

	Name	Description
	<a href="#">Bounds</a>	Gets or sets the bounds of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Depth</a>	Gets or sets the depth for this object in the frame. (Inherited from <a href="#">C1.C1Flash.FObject</a> )
	<a href="#">FillMode</a>	Specifies how the interior of a closed path is filled. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Font</a>	Gets or sets the <a href="#">FFont</a> object associated with the text display.
	<a href="#">ID</a>	Gets the object ID. (Inherited from <a href="#">C1.C1Flash.FObject</a> )

	<a href="#">ImageFillType</a>	Specifies the image fill type. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineColor</a>	Gets or sets the line color of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">LineWidth</a>	Gets or sets the line width of this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Opacity</a>	Gets or sets the Opacity level for this shape. (Inherited from <a href="#">C1.C1Flash.FShape</a> )
	<a href="#">Text</a>	Gets or sets the text string.

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## See Also

### Reference

[FText Class](#)

[C1.C1Flash Namespace](#)

*Font Property*

Gets or sets the [FFont](#) object associated with the text display.

## Syntax

Visual Basic (Declaration)	
<code>Public Property Font As FFont</code>	
C#	
<code>public FFont Font {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FText Class](#)

[FText Members](#)

*Text Property*

Gets or sets the text string.

## Syntax

Visual Basic (Declaration)

```
Public Property Text As String
```

C#

```
public string Text {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FText Class](#)

[FText Members](#)

[PageNumber](#)

Class that represents a page number entity appears in slide designer.

## Object Model

PageNumber

## Syntax

Visual Basic (Declaration)

```
Public Class PageNumber  
    Inherits StaticText
```

C#

```
public class PageNumber : StaticText
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Entity

C1.C1Flash.StaticText

**C1.C1Flash.PageNumber**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[PageNumber Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a page number entity appears in slide designer.

## Object Model

PageNumber

## Syntax

Visual Basic (Declaration)

```
Public Class PageNumber  
    Inherits StaticText
```

C#

```
public class PageNumber : StaticText
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Entity](#)

[C1.C1Flash.StaticText](#)

**C1.C1Flash.PageNumber**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[PageNumber Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Properties](#)

The following tables list the members exposed by [PageNumber](#).

## Public Constructors

	Name	Description
	<a href="#">PageNumber Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Font</a>	Gets or sets the font associated with the text display. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">ForeColor</a>	Gets or sets the foreground color associated with the text display. (Inherited from <a href="#">C1.C1Flash.Entity</a> )

 <a href="#">Location</a>	Gets or sets the location of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
 <a href="#">Size</a>	Gets or sets the size of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
 <a href="#">Text</a>	Gets or sets the text of this entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
 <a href="#">TextAlign</a>	Gets or set the text alignment. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
 <a href="#">Visible</a>	Gets or sets the visibility of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )

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## See Also

### Reference

[PageNumber Class](#)

[C1.C1Flash Namespace](#)

*PageNumber Constructor*

## Overload List

Overload	Description
<a href="#">PageNumber Constructor()</a>	Initialize a new instance of PageNumber entity.
<a href="#">PageNumber Constructor(Point,Size)</a>	Initialize a new instance of PageNumber entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[PageNumber Class](#)

[PageNumber Members](#)

### *PageNumber Constructor()*

Initialize a new instance of PageNumber entity.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public PageNumber()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[PageNumber Class](#)

[PageNumber Members](#)

[Overload List](#)

### *PageNumber Constructor(Point,Size)*

Location of the entity.

Size of the entity.

Initialize a new instance of PageNumber entity.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New( _     ByVal location As Point, _     ByVal size As Size _ )</code>	

C#

```
public PageNumber(  
    Point location,  
    Size size  
)
```

## Parameters

*location*

Location of the entity.

*size*

Size of the entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[PageNumber Class](#)

[PageNumber Members](#)

[Overload List](#)

StaticText

Class that represents a text entity appears in slide designer.

## Object Model

StaticText

## Syntax

Visual Basic (Declaration)

```
Public Class StaticText
```

[Inherits Entity](#)

C#

```
public class StaticText : Entity
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Entity](#)

**C1.C1Flash.StaticText**

[C1.C1Flash.PageNumber](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[StaticText Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Class that represents a text entity appears in slide designer.

## Object Model

StaticText

## Syntax

Visual Basic (Declaration)

```
Public Class StaticText  
    Inherits Entity
```

C#

```
public class StaticText : Entity
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Entity](#)

**C1.C1Flash.StaticText**

[C1.C1Flash.PageNumber](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[StaticText Members](#)

[C1.C1Flash Namespace](#)

*Members*

*Properties*

The following tables list the members exposed by [StaticText](#).

## Public Constructors

	Name	Description
	<a href="#">StaticText Constructor</a>	Overloaded.

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## Public Properties

	Name	Description
	<a href="#">Font</a>	Gets or sets the font associated with the text display. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">ForeColor</a>	Gets or sets the foreground color associated with the text display. (Inherited

		from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">Location</a>	Gets or sets the location of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">Size</a>	Gets or sets the size of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">Text</a>	Gets or sets the text of this entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">TextAlign</a>	Gets or set the text alignment. (Inherited from <a href="#">C1.C1Flash.Entity</a> )
	<a href="#">Visible</a>	Gets or sets the visibility of the entity. (Inherited from <a href="#">C1.C1Flash.Entity</a> )

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## See Also

### Reference

[StaticText Class](#)

[C1.C1Flash Namespace](#)

*StaticText Constructor*

## Overload List

Overload	Description
<a href="#">StaticText Constructor(String)</a>	Initialize a new instance of StaticText entity with the text string.
<a href="#">StaticText Constructor(String,Point,Size)</a>	Initialize a new instance of StaticText entity with the text string, location and size.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[StaticText Class](#)

[StaticText Members](#)

*StaticText Constructor(String)*

The text string of this entity.

Initialize a new instance of StaticText entity with the text string.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal text As String _  
)
```

C#

```
public StaticText(  
    string text  
)
```

## Parameters

*text*

The text string of this entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[StaticText Class](#)

[StaticText Members](#)

[Overload List](#)

*StaticText* Constructor(*String*,*Point*,*Size*)

The text string of this entity.

Location of the entity.

Size of the entity.

Initialize a new instance of *StaticText* entity with the text string, location and size.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal text As String, _  
    ByVal location As Point, _  
    ByVal size As Size _  
)
```

C#

```
public StaticText(  
    string text,  
    Point location,  
    Size size  
)
```

## Parameters

*text*

The text string of this entity.

*location*

Location of the entity.

*size*

Size of the entity.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[StaticText Class](#)  
[StaticText Members](#)  
[Overload List](#)

### Enumerations

#### FAlignment

Specifies the horizontal alignment of text.

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum FAlignment     Inherits System.Enum</pre>	
C#	
<pre>public enum FAlignment : System.Enum</pre>	

## Members

Member	Description
<b>Center</b>	Center align.
<b>Justify</b>	Justify the text.
<b>Left</b>	Left align.
<b>Right</b>	Right align.

## Inheritance Hierarchy

[System.Object](#)  
[System.ValueType](#)  
[System.Enum](#)  
**C1.C1Flash.FAlignment**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.C1Flash Namespace](#)

FButtonEvent

Enumeration that defines the event related to button actions.

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum FButtonEvent     Inherits System.Enum</pre>	
C#	
<pre>public enum FButtonEvent : System.Enum</pre>	

## Members

Member	Description
<b>MENU_DRAG_OUT</b>	Mouse is dragged outside the hit area while the mouse button is down. Valid only for menu buttons.
<b>MENU_DRAG_OVER</b>	Mouse is dragged inside the hit area while the mouse button is down. Valid only for menu buttons.
<b>PRESS</b>	Mouse button is pressed while the mouse is inside the hit area.
<b>PUSH_DRAG_OUT</b>	Mouse is dragged outside the hit area while the mouse button is down. Valid only for push buttons.

<b>PUSH_DRAG_OVER</b>	Mouse is dragged inside the hit area while the mouse button is down. Valid only for push buttons.
<b>PUSH_RELEASE_OUTSIDE</b>	Mouse button is released outside the hit area while the mouse is captured. Valid only for push buttons.
<b>RELEASE</b>	Mouse button is released while the mouse is inside the hit area.
<b>ROLL_OUT</b>	Mouse leaves the hit area while the mouse button is up.
<b>ROLL_OVER</b>	Mouse enters the hit area while the mouse button is up.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.C1Flash.FButtonEvent**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.C1Flash Namespace](#)

[FImageFillType](#)

The fill type for images.

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum FImageFillType     Inherits System.Enum</pre>	

C#

```
public enum FImageFillType : System.Enum
```

## Members

Member	Description
<b>Fill</b>	Fill the image into the area, the size of the image will be adjusted according to the size of the area.
<b>Tile</b>	Tile the image into the area.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.C1Flash.FImageFillType**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.C1Flash Namespace](#)

[SlideMode](#)

Enumeration determines whether the slide is played automatically or manually.

## Syntax

Visual Basic (Declaration)

```
Public Enum SlideMode  
    Inherits System.Enum
```

C#

```
public enum SlideMode : System.Enum
```

## Members

Member	Description
<b>Automatic</b>	The slide is played automatically.
<b>Manual</b>	The slide is played manually, user has to navigate the pages with navigation buttons.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.C1Flash.SlideMode**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.C1Flash Namespace](#)

### Interfaces

[IWebFlashSink](#)

Interface C1WebFlash used to communicate with Flash Engines.

## Object Model

[IWebFlashSink](#)

## Syntax

Visual Basic (Declaration)	
<code>Public Interface IWebFlashSink</code>	
C#	
<code>public interface IWebFlashSink</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[IWebFlashSink Members](#)

[C1.C1Flash Namespace](#)

*Overview*

Interface C1WebFlash used to communicate with Flash Engines.

## Object Model

IWebFlashSink

## Syntax

Visual Basic (Declaration)	
<code>Public Interface IWebFlashSink</code>	
C#	
<code>public interface IWebFlashSink</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[IWebFlashSink Members](#)

[C1.C1Flash Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [IWebFlashSink](#).

### Public Methods

	Name	Description
	<a href="#">RenderToFile</a>	Renders the content to a specified file.
	<a href="#">RenderToStream</a>	Renders the content to a memory stream.

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## See Also

### Reference

[IWebFlashSink Interface](#)

[C1.C1Flash Namespace](#)

*Methods*

For a list of all members of this type, see [IWebFlashSink members](#).

### Public Methods

	Name	Description
	<a href="#">RenderToFile</a>	Renders the content to a specified file.
	<a href="#">RenderToStream</a>	Renders the content to a memory stream.

[Top](#)

## See Also

### Reference

[IWebFlashSink Interface](#)

[C1.C1Flash Namespace](#)

*RenderToFile Method*

Full path file name to render.

Renders the content to a specified file.

## Syntax

Visual Basic (Declaration)

```
Sub RenderToFile( _  
    ByVal fileName As String _  
)
```

C#

```
void RenderToFile(  
    string fileName  
)
```

### Parameters

*fileName*

Full path file name to render.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[IWebFlashSink Interface](#)

[IWebFlashSink Members](#)

### *RenderToStream Method*

Memory stream to render.

Renders the content to a memory stream.

## Syntax

Visual Basic (Declaration)	
<pre>Sub RenderToStream( _     ByVal memStream As MemoryStream _ )</pre>	
C#	
<pre>void RenderToStream(     MemoryStream memStream )</pre>	

### Parameters

*memStream*

Memory stream to render.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[IWebFlashSink Interface](#)

[IWebFlashSink Members](#)

### C1.C1Flash.Base Namespace

#### *Overview*

## Classes

Class	Description
-------	-------------

 <a href="#">FActionEndDrag</a>	An action that ends drag operation.
 <a href="#">FActionGetProperty</a>	An action that gets a movie property
 <a href="#">FActionGetURL</a>	An action that opens the given URL in a given window
 <a href="#">FActionGetURL2</a>	An action that opens a URL in an indicated window (stack based)
 <a href="#">FActionGetVariable</a>	An action that gets a variable's value.
 <a href="#">FActionGotoFrame</a>	An action that goes to the specified frame.
 <a href="#">FActionGotoFrame2</a>	An action that goes to a identified frame (stack based).
 <a href="#">FActionGotoLabel</a>	An action that Instructs Flash Player to go to frame associated with the specified label.
 <a href="#">FActionNextFrame</a>	An action that goes to next frame.
 <a href="#">FActionPlay</a>	An action that starts playing the movie at the current frame.
 <a href="#">FActionPop</a>	An action that pops a value off the stack.
 <a href="#">FActionPrevFrame</a>	An action that goes to the previous frame.
 <a href="#">FActionPush</a>	An action that pushes a given value onto the stack.
 <a href="#">FActionRecord</a>	A general class specifying an action to be performed by the Flash player.
 <a href="#">FActionSetProperty</a>	An action that sets a movie property
 <a href="#">FActionSetTarget</a>	An action that sets the context of action.
 <a href="#">FActionSetTarget2</a>	An action that sets the context of action (stack based)

 <a href="#">FActionSetVariable</a>	An action that sets a variable.
 <a href="#">FActionStartDrag</a>	An action that starts dragging a movie clip.
 <a href="#">FActionStop</a>	An action that stops movie play at the current frame
 <a href="#">FActionStopSounds</a>	An action that stops playing all sounds in movie.
 <a href="#">FActionToggleQuality</a>	An action that toggles screen quality between high and low.
 <a href="#">FActionWaitForFrame</a>	An action that waits for a specified frame, otherwise skips a specified number of actions.
 <a href="#">FActionWaitForFrame2</a>	An action that waits for a frame to be loaded.
 <a href="#">FSWFStream</a>	Class used to store data before it is written to a .swf file

## Enumerations

Enumeration	Description
 <a href="#">FActionGetURL2.SendMethod</a>	Method to use for the HTTP request.

## See Also

### Reference

[C1.C1Flash.4 Assembly](#)

### Classes

[FActionEndDrag](#)

An action that ends drag operation.

## Object Model

[FActionEndDrag](#)

## Syntax

Visual Basic (Declaration)

```
Public Class FActionEndDrag  
    Inherits FActionRecord
```

C#

```
public class FActionEndDrag : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionEndDrag**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionEndDrag Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that ends drag operation.

## Object Model

**FActionEndDrag**

## Syntax

Visual Basic (Declaration)

```
Public Class FActionEndDrag  
    Inherits FActionRecord
```

C#

```
public class FActionEndDrag : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionEndDrag**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionEndDrag Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionEndDrag](#).

## Public Constructors

	Name	Description
	<a href="#">FActionEndDrag Constructor</a>	Initialize a FActionEndDrag object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionEndDrag Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionEndDrag Constructor*

Initialize a FActionEndDrag object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionEndDrag()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionEndDrag Class](#)

[FActionEndDrag Members](#)

*Methods*

For a list of all members of this type, see [FActionEndDrag members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionEndDrag Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionEndDrag Class](#)

[FActionEndDrag Members](#)

FActionGetProperty

An action that gets a movie property

## Object Model

FActionGetProperty

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetProperty  
    Inherits FActionRecord
```

C#

```
public class FActionGetProperty : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGetProperty**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetProperty Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that gets a movie property

## Object Model

FActionGetProperty

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetProperty  
    Inherits FActionRecord
```

C#

```
public class FActionGetProperty : FActionRecord
```

## Inheritance Hierarchy

System.Object

    C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGetProperty**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetProperty Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionGetProperty](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGetProperty Constructor</a>	Initialize a FActionGetProperty object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetProperty Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGetProperty Constructor*

Initialize a FActionGetProperty object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionGetProperty()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetProperty Class](#)

[FActionGetProperty Members](#)

*Methods*

For a list of all members of this type, see [FActionGetProperty members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetProperty Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetProperty Class](#)  
[FActionGetProperty Members](#)

FActionGetURL

An action that opens the given URL in a given window

## Object Model

FActionGetURL

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetURL  
    Inherits FActionRecord
```

C#

```
public class FActionGetURL : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGetURL**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGetURL Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that opens the given URL in a given window

## Object Model

FActionGetURL

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FActionGetURL     Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGetURL : FActionRecord</pre>	

## Inheritance Hierarchy

System.Object

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGetURL**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetURL Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionGetURL](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGetURL Constructor</a>	Overloaded.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetURL Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGetURL Constructor*

## Overload List

Overload	Description
<a href="#">FActionGetURL Constructor(String)</a>	Initialize a FActionGetURL object with the target url address.
<a href="#">FActionGetURL Constructor(String,String)</a>	Initialize a FActionGetURL object with the target url address and window.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetURL Class](#)

[FActionGetURL Members](#)

*FActionGetURL Constructor(String)*

Url address.

Initialize a FActionGetURL object with the target url address.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal url As String _  
)
```

C#

```
public FActionGetURL(  
    string url  
)
```

### Parameters

*url*

Url address.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetURL Class](#)

[FActionGetURL Members](#)

[Overload List](#)

*FActionGetURL* Constructor(*String*,*String*)

Url address.

Window to open the url.

Initialize a FActionGetURL object with the target url address and window.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal url As String, _  
    ByVal window As String _  
)
```

C#

```
public FActionGetURL(  
    string url,  
    string window  
)
```

## Parameters

*url*

Url address.

*window*

Window to open the url.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGetURL Class](#)  
[FActionGetURL Members](#)  
[Overload List](#)

### Methods

For a list of all members of this type, see [FActionGetURL members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetURL Class](#)  
[C1.C1Flash.Base Namespace](#)

#### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetURL Class](#)  
[FActionGetURL Members](#)

FActionGetURL2

An action that opens a URL in an indicated window (stack based)

## Object Model

FActionGetURL2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetURL2  
    Inherits FActionRecord
```

C#

```
public class FActionGetURL2 : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGetURL2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetURL2 Members](#)  
[C1.C1Flash.Base Namespace](#)

#### *Overview*

An action that opens a URL in an indicated window (stack based)

## Object Model

FActionGetURL2

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FActionGetURL2     Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGetURL2 : FActionRecord</pre>	

## Inheritance Hierarchy

System.Object  
  C1.C1Flash.Base.FActionRecord  
    **C1.C1Flash.Base.FActionGetURL2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGetURL2 Members](#)  
[C1.C1Flash.Base Namespace](#)

*Members*

Methods

The following tables list the members exposed by [FActionGetURL2](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGetURL2 Constructor</a>	

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetURL2 Class](#)  
[C1.C1Flash.Base Namespace](#)

*FActionGetURL2 Constructor*

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal method As FActionGetURL2.SendMethod, _     ByVal LoadTarget As Boolean, _     ByVal LoadVariables As Boolean _</pre>	

```
)
```

```
C#
```

```
public FActionGetURL2(  
    FActionGetURL2.SendMethod method,  
    bool LoadTarget,  
    bool LoadVariables  
)
```

## Parameters

*method*

*loadTarget*

*loadVariables*

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGetURL2 Class](#)

[FActionGetURL2 Members](#)

### Methods

For a list of all members of this type, see [FActionGetURL2 members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

## Reference

[FActionGetURL2 Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGetURL2 Class](#)

[FActionGetURL2 Members](#)

[FActionGetVariable](#)

An action that gets a variable's value.

## Object Model

FActionGetVariable

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetVariable  
    Inherits FActionRecord
```

C#

```
public class FActionGetVariable : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGetVariable**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetVariable Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that gets a variable's value.

## Object Model

FActionGetVariable

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGetVariable  
    Inherits FActionRecord
```

C#

```
public class FActionGetVariable : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGetVariable**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetVariable Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionGetVariable](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGetVariable Constructor</a>	Initialize a FActionGetVariable object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetVariable Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGetVariable Constructor*

Initialize a FActionGetVariable object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionGetVariable()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetVariable Class](#)

[FActionGetVariable Members](#)

*Methods*

For a list of all members of this type, see [FActionGetVariable members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGetVariable Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGetVariable Class](#)  
[FActionGetVariable Members](#)

[FActionGotoFrame](#)

An action that goes to the specified frame.

## Object Model

[FActionGotoFrame](#)

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGotoFrame  
    Inherits FActionRecord
```

C#

```
public class FActionGotoFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGotoFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame Members](#)  
[C1.C1Flash.Base Namespace](#)

## Overview

An action that goes to the specified frame.

## Object Model

**FActionGotoFrame**

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FActionGotoFrame     Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGotoFrame : FActionRecord</pre>	

## Inheritance Hierarchy

System.Object

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGotoFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

*Methods*

The following tables list the members exposed by [FActionGotoFrame](#).

## Public Constructors

	Name	Description
≡	<a href="#">FActionGotoFrame Constructor</a>	Initialize a FActionGotoFrame object.

[Top](#)

## Public Methods

	Name	Description
≡	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGotoFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGotoFrame Constructor*

Index of frame to go.

Initialize a FActionGotoFrame object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal <i>frameIndex</i> As UShort _ )</pre>	
C#	
<pre>public FActionGotoFrame(     ushort <i>frameIndex</i> )</pre>	

### Parameters

*frameIndex*

Index of frame to go.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame Class](#)

[FActionGotoFrame Members](#)

### Methods

>

Name	Description
 <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGotoFrame Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame Class](#)

[FActionGotoFrame Members](#)

FActionGotoFrame2

An action that goes to a identified frame (stack based).

## Object Model

FActionGotoFrame2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGotoFrame2  
    Inherits FActionRecord
```

C#

```
public class FActionGotoFrame2 : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGotoFrame2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame2 Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that goes to a identified frame (stack based).

## Object Model

FActionGotoFrame2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGotoFrame2
    Inherits FActionRecord
```

C#

```
public class FActionGotoFrame2 : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGotoFrame2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame2 Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionGotoFrame2](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGotoFrame2 Constructor</a>	Initialize a FActionGotoFrame2 object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGotoFrame2 Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGotoFrame2 Constructor*

True to play the moive after jumping to the frame, false to stop.

Initialize a FActionGotoFrame2 object.

## Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal play As Boolean _  
)
```

C#

```
public FActionGotoFrame2(  
    bool play  
)
```

### Parameters

*play*

True to play the movie after jumping to the frame, false to stop.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame2 Class](#)

[FActionGotoFrame2 Members](#)

*Methods*

>

**Name**

**Description**

⇒ [WriteToSWFStream](#) Overridden. Writes the object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionGotoFrame2 Class](#)  
[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoFrame2 Class](#)  
[FActionGotoFrame2 Members](#)

[FActionGotoLabel](#)

An action that instructs Flash Player to go to frame associated with the specified label.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGotoLabel  
    Inherits FActionRecord
```

C#

```
public class FActionGotoLabel : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionGotoLabel**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoLabel Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that instructs Flash Player to go to frame associated with the specified label.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionGotoLabel
    Inherits FActionRecord
```

C#

```
public class FActionGotoLabel : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionGotoLabel**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoLabel Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionGotoLabel](#).

## Public Constructors

	Name	Description
	<a href="#">FActionGotoLabel Constructor</a>	Initialize a FActionGotoLabel object.

[Top](#)

## Public Methods

	Name	Description
--	------	-------------

 <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
--	--

[Top](#)

## See Also

### Reference

[FActionGotoLabel Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionGotoLabel Constructor*

The label of the target frame.

Initialize a FActionGotoLabel object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal <i>label</i> As String _ )</pre>	
C#	
<pre>public FActionGotoLabel(     string <i>label</i> )</pre>	

### Parameters

*label*

The label of the target frame.

## Remarks

A label can be attached to a frame with the CTFrameLabel tag.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionGotoLabel Class](#)

[FActionGotoLabel Members](#)

### Methods

For a list of all members of this type, see [FActionGotoLabel members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionGotoLabel Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionGotoLabel Class](#)

[FActionGotoLabel Members](#)

FActionNextFrame

An action that goes to next frame.

## Object Model

FActionNextFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FActionNextFrame  
    Inherits FActionRecord
```

C#

```
public class FActionNextFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionNextFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionNextFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that goes to next frame.

## Object Model

FActionNextFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FActionNextFrame
    Inherits FActionRecord
```

C#

```
public class FActionNextFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionNextFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionNextFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionNextFrame](#).

## Public Constructors

	Name	Description
	<a href="#">FActionNextFrame Constructor</a>	Initialize a FActionNextFrame object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionNextFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionNextFrame Constructor*

Initialize a FActionNextFrame object.

## Syntax

Visual Basic (Declaration)

```
Public Function New()
```

C#

```
public FActionNextFrame()
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionNextFrame Class](#)

[FActionNextFrame Members](#)

*Methods*

>

Name	Description
------	-------------

 <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
--	--

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## See Also

### Reference

[FActionNextFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionNextFrame Class](#)

[FActionNextFrame Members](#)

FActionPlay

An action that starts playing the movie at the current frame.

## Object Model

FActionPlay

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPlay
```

[Inherits FActionRecord](#)

C#

```
public class FActionPlay : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPlay**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPlay Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that starts playing the movie at the current frame.

## Object Model

FActionPlay

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPlay  
    Inherits FActionRecord
```

C#

```
public class FActionPlay : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPlay**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPlay Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionPlay](#).

## Public Constructors

	Name	Description
	<a href="#">FActionPlay Constructor</a>	Initialize a FActionPlay object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionPlay Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionPlay Constructor*

Initialize a FActionPlay object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionPlay()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPlay Class](#)

[FActionPlay Members](#)

*Methods*

For a list of all members of this type, see [FActionPlay members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionPlay Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPlay Class](#)

[FActionPlay Members](#)

[FActionPop](#)

An action that pops a value off the stack.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPop  
    Inherits FActionRecord
```

C#

```
public class FActionPop : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPop**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPop Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that pops a value off the stack.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPop
    Inherits FActionRecord
```

C#

```
public class FActionPop : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPop**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPop Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionPop](#).

## Public Constructors

	Name	Description
	<a href="#">FActionPop Constructor</a>	Initialize a FActionStop object.

[Top](#)

## Public Methods

	Name	Description
--	------	-------------

	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
---	----------------------------------	--

[Top](#)

## See Also

### Reference

[FActionPop Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionPop Constructor*

Initialize a FActionStop object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New()</pre>	
C#	
<pre>public FActionPop()</pre>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPop Class](#)

[FActionPop Members](#)

*Methods*

For a list of all members of this type, see [FActionPop members](#).

## Public Methods

	Name	Description
--	------	-------------

 <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
--	--

[Top](#)

## See Also

### Reference

[FActionPop Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionPop Class](#)  
[FActionPop Members](#)

[FActionPrevFrame](#)

An action that goes to the previous frame.

## Object Model

[FActionPrevFrame](#)

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPrevFrame  
    Inherits FActionRecord
```

C#

```
public class FActionPrevFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPrevFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPrevFrame Members](#)  
[C1.C1Flash.Base Namespace](#)

*Overview*

An action that goes to the previous frame.

# Object Model

FActionPrevFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPrevFrame  
    Inherits FActionRecord
```

C#

```
public class FActionPrevFrame : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionPrevFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPrevFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionPrevFrame](#).

## Public Constructors

Name	Description
------	-------------

 <a href="#">FActionPrevFrame Constructor</a>	Initialize a FActionPrevFrame object.
--	---------------------------------------

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## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionPrevFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionPrevFrame Constructor*

Initialize a FActionPrevFrame object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionPrevFrame()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPrevFrame Class](#)  
[FActionPrevFrame Members](#)

*Methods*

>

Name	Description
------	-------------

 <a href="#">WriteToSWFStream</a> Overridden. Writes the object out to a FSWFStream.
---

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## See Also

### Reference

[FActionPrevFrame Class](#)  
[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*  
FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPrevFrame Class](#)  
[FActionPrevFrame Members](#)

FActionPush

An action that pushes a given value onto the stack.

## Object Model

FActionPush

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPush  
    Inherits FActionRecord
```

C#

```
public class FActionPush : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionPush**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionPush Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that pushes a given value onto the stack.

## Object Model

FActionPush

## Syntax

Visual Basic (Declaration)

```
Public Class FActionPush  
    Inherits FActionRecord
```

C#

```
public class FActionPush : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionPush**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPush Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionPush](#).

## Public Constructors

	Name	Description
	<a href="#">FActionPush Constructor</a>	Overloaded.

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## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionPush Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionPush Constructor*

## Overload List

Overload	Description
<a href="#">FActionPush Constructor(String)</a>	Initialize a FActionPush object with specified string value to push.
<a href="#">FActionPush Constructor(Single)</a>	Initialize a FActionPush object with specified number value to push.
<a href="#">FActionPush Constructor(Boolean)</a>	Initialize a FActionPush object with specified boolean value to push.

<a href="#">FActionPush Constructor(UInt32)</a>	Initialize a FActionPush object with specified integer value to push.
---	---

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPush Class](#)

[FActionPush Members](#)

*FActionPush Constructor(String)*

Null terminated character string to push.

Initialize a FActionPush object with specified string value to push.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal value As String _ )</pre>	
C#	
<pre>public FActionPush(     string value )</pre>	

### Parameters

*value*

Null terminated character string to push.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPush Class](#)  
[FActionPush Members](#)  
[Overload List](#)

*FActionPush Constructor(Single)*

Float number value to push.

Initialize a FActionPush object with specified number value to push.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal value As Single _ )</pre>	
C#	
<pre>public FActionPush(     float value )</pre>	

### Parameters

*value*

Float number value to push.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionPush Class](#)  
[FActionPush Members](#)  
[Overload List](#)

### *FActionPush Constructor(Boolean)*

Boolean value to push.

Initialize a FActionPush object with specified boolean value to push.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal value As Boolean _ )</pre>	
C#	
<pre>public FActionPush(     bool value )</pre>	

## Parameters

*value*

Boolean value to push.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionPush Class](#)  
[FActionPush Members](#)  
[Overload List](#)

*FActionPush Constructor(UInt32)*

Integer value to push.

Initialize a FActionPush object with specified integer value to push.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal value As UInteger _ )</pre>	
C#	
<pre>public FActionPush(     uint value )</pre>	

## Parameters

*value*

Integer value to push.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPush Class](#)  
[FActionPush Members](#)  
[Overload List](#)

### Methods

For a list of all members of this type, see [FActionPush members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionPush Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionPush Class](#)  
[FActionPush Members](#)

FActionRecord

A general class specifying an action to be performed by the Flash player.

## Object Model

FActionRecord

## Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class FActionRecord</code>	
C#	
<code>public abstract class FActionRecord</code>	

## Inheritance Hierarchy

System.Object

### **C1.C1Flash.Base.FActionRecord**

- [C1.C1Flash.Base.FActionEndDrag](#)
- [C1.C1Flash.Base.FActionGetProperty](#)
- [C1.C1Flash.Base.FActionGetURL](#)
- [C1.C1Flash.Base.FActionGetURL2](#)
- [C1.C1Flash.Base.FActionGetVariable](#)
- [C1.C1Flash.Base.FActionGotoFrame](#)
- [C1.C1Flash.Base.FActionGotoFrame2](#)
- [C1.C1Flash.Base.FActionGotoLabel](#)
- [C1.C1Flash.Base.FActionNextFrame](#)
- [C1.C1Flash.Base.FActionPlay](#)
- [C1.C1Flash.Base.FActionPop](#)
- [C1.C1Flash.Base.FActionPrevFrame](#)
- [C1.C1Flash.Base.FActionPush](#)
- [C1.C1Flash.Base.FActionSetProperty](#)
- [C1.C1Flash.Base.FActionSetTarget](#)

[C1.C1Flash.Base.FActionSetTarget2](#)  
[C1.C1Flash.Base.FActionSetVariable](#)  
[C1.C1Flash.Base.FActionStartDrag](#)  
[C1.C1Flash.Base.FActionStop](#)  
[C1.C1Flash.Base.FActionStopSounds](#)  
[C1.C1Flash.Base.FActionToggleQuality](#)  
[C1.C1Flash.Base.FActionWaitForFrame](#)  
[C1.C1Flash.Base.FActionWaitForFrame2](#)

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionRecord Members](#)  
[C1.C1Flash.Base Namespace](#)

### Overview

A general class specifying an action to be performed by the Flash player.

## Object Model

FActionRecord

## Syntax

Visual Basic (Declaration)	
<pre>Public MustInherit Class FActionRecord</pre>	
C#	
<pre>public abstract class FActionRecord</pre>	

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Base.FActionRecord**

C1.C1Flash.Base.FActionEndDrag  
C1.C1Flash.Base.FActionGetProperty  
C1.C1Flash.Base.FActionGetURL  
C1.C1Flash.Base.FActionGetURL2  
C1.C1Flash.Base.FActionGetVariable  
C1.C1Flash.Base.FActionGotoFrame  
C1.C1Flash.Base.FActionGotoFrame2  
C1.C1Flash.Base.FActionGotoLabel  
C1.C1Flash.Base.FActionNextFrame  
C1.C1Flash.Base.FActionPlay  
C1.C1Flash.Base.FActionPop  
C1.C1Flash.Base.FActionPrevFrame  
C1.C1Flash.Base.FActionPush  
C1.C1Flash.Base.FActionSetProperty  
C1.C1Flash.Base.FActionSetTarget  
C1.C1Flash.Base.FActionSetTarget2  
C1.C1Flash.Base.FActionSetVariable  
C1.C1Flash.Base.FActionStartDrag  
C1.C1Flash.Base.FActionStop  
C1.C1Flash.Base.FActionStopSounds  
C1.C1Flash.Base.FActionToggleQuality  
C1.C1Flash.Base.FActionWaitForFrame  
C1.C1Flash.Base.FActionWaitForFrame2

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionRecord Members](#)  
[C1.C1Flash.Base Namespace](#)

*Members*  
*Methods*

The following tables list the members exposed by [FActionRecord](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	A general function that will write its object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionRecord Class](#)

[C1.C1Flash.Base Namespace](#)

### Methods

For a list of all members of this type, see [FActionRecord members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	A general function that will write its object out to a FSWFStream

[Top](#)

## See Also

### Reference

[FActionRecord Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

A general function that will write its object out to a FSWFStream

## Syntax

Visual Basic (Declaration)
<pre>Public Overridable Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>

C#

```
public virtual void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionRecord Class](#)

[FActionRecord Members](#)

FActionSetProperty

An action that sets a movie property

## Object Model

FActionSetProperty

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetProperty  
    Inherits FActionRecord
```

C#

```
public class FActionSetProperty : FActionRecord
```

## Remarks

1. pops value VALUE off stack 2. pops value INDEX off stack 3. pops value TARGET off stack 4. sets property enumerated as INDEX in the movie clip TARGET to the value VALUE

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionSetProperty**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetProperty Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that sets a movie property

## Object Model

FActionSetProperty

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetProperty
    Inherits FActionRecord
```

C#

```
public class FActionSetProperty : FActionRecord
```

## Remarks

1. pops value VALUE off stack 2. pops value INDEX off stack 3. pops value TARGET off stack 4. sets property enumerated as INDEX in the movie clip TARGET to the value VALUE

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionSetProperty**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetProperty Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionSetProperty](#).

## Public Constructors

	Name	Description
	<a href="#">FActionSetProperty Constructor</a>	Initialize a FActionSetProperty object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionSetProperty Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionSetProperty Constructor*

Initialize a FActionSetProperty object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionSetProperty()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetProperty Class](#)

[FActionSetProperty Members](#)

*Methods*

For a list of all members of this type, see [FActionSetProperty members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionSetProperty Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public Overrides Sub WriteToSWFStream( _  
    ByVal stream As FSWFStream _  
)
```

C#

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetProperty Class](#)

[FActionSetProperty Members](#)

FActionSetTarget

An action that sets the context of action.

## Object Model

FActionSetTarget

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetTarget  
    Inherits FActionRecord
```

C#

```
public class FActionSetTarget : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionSetTarget**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

FActionSetTarget Members

C1.C1Flash.Base Namespace

*Overview*

An action that sets the context of action.

## Object Model

FActionSetTarget

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FActionSetTarget     Inherits FActionRecord</pre>	
C#	
<pre>public class FActionSetTarget : FActionRecord</pre>	

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionSetTarget**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionSetTarget](#).

## Public Constructors

	Name	Description
	<a href="#">FActionSetTarget Constructor</a>	Initialize a FActionSetTarget object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionSetTarget Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionSetTarget Constructor*

A string naming the target to set action context to

Initialize a FActionSetTarget object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal <i>targetName</i> As String _ )</pre>	
C#	
<pre>public FActionSetTarget(     string <i>targetName</i> )</pre>	

### Parameters

*targetName*

A string naming the target to set action context to

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget Class](#)

[FActionSetTarget Members](#)

### Methods

For a list of all members of this type, see [FActionSetTarget members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionSetTarget Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget Class](#)

[FActionSetTarget Members](#)

FActionSetTarget2

An action that sets the context of action (stack based)

## Object Model

FActionSetTarget2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetTarget2  
    Inherits FActionRecord
```

C#

```
public class FActionSetTarget2 : FActionRecord
```

## Remarks

1. pops value TARGET off stack
2. sets current context of action to object identified by TARGET

# Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionSetTarget2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget2 Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that sets the context of action (stack based)

## Object Model

FActionSetTarget2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetTarget2
    Inherits FActionRecord
```

C#

```
public class FActionSetTarget2 : FActionRecord
```

## Remarks

1. pops value TARGET off stack 2. sets current context of action to object identified by TARGET

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

## **C1.C1Flash.Base.FActionSetTarget2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget2 Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionSetTarget2](#).

## Public Constructors

	Name	Description
	<a href="#">FActionSetTarget2 Constructor</a>	Initialize a FActionSetTarget2 object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionSetTarget2 Class](#)  
[C1.C1Flash.Base Namespace](#)

*FActionSetTarget2 Constructor*  
Initialize a FActionSetTarget2 object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionSetTarget2()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget2 Class](#)  
[FActionSetTarget2 Members](#)

### Methods

For a list of all members of this type, see [FActionSetTarget2 members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionSetTarget2 Class](#)  
[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetTarget2 Class](#)  
[FActionSetTarget2 Members](#)

[FActionSetVariable](#)  
An action that sets a variable.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetVariable  
    Inherits FActionRecord
```

C#

```
public class FActionSetVariable : FActionRecord
```

## Remarks

1. pops value VALUE off stack 2. pops string NAME off stack 3. sets NAME to VALUE in the current execution context

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionSetVariable**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetVariable Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that sets a variable.

## Object Model

## Syntax

Visual Basic (Declaration)

```
Public Class FActionSetVariable  
    Inherits FActionRecord
```

C#

```
public class FActionSetVariable : FActionRecord
```

## Remarks

1. pops value VALUE off stack 2. pops string NAME off stack 3. sets NAME to VALUE in the current execution context

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionSetVariable**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetVariable Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionSetVariable](#).

## Public Constructors

Name	Description
------	-------------

	<a href="#">FActionSetVariable Constructor</a>	Initialize a FActionSetVariable object.
---	--	---

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## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionSetVariable Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionSetVariable Constructor*

Initialize a FActionSetVariable object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New()</pre>	
C#	
<pre>public FActionSetVariable()</pre>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetVariable Class](#)

[FActionSetVariable Members](#)

### Methods

For a list of all members of this type, see [FActionSetVariable members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionSetVariable Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionSetVariable Class](#)

[FActionSetVariable Members](#)

FActionStartDrag

An action that starts dragging a movie clip.

## Object Model

FActionStartDrag

## Syntax

Visual Basic (Declaration)

```
Public Class FActionStartDrag
    Inherits FActionRecord
```

C#

```
public class FActionStartDrag : FActionRecord
```

## Remarks

1. pops value TARGET off stack 2. pops LOCKCENTER off stack 3. pops CONSTRAIN 4. if CONSTRAIN is non-zero: - pops y2 - pops x2 - pops y1 - pops x1 5. starts dragging of movie clip identified by TARGET 6. if LOCKCENTER is non-zero, the center of clip is locked to the mouse position, otherwise clip moves relative to starting mouse position 7. if CONSTRAIN, dragged clip is constrained coordinates x1, y1, x2, y2

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionStartDrag**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStartDrag Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that starts dragging a movie clip.

## Object Model

FActionStartDrag

## Syntax

Visual Basic (Declaration)	
<pre>Public Class FActionStartDrag     Inherits FActionRecord</pre>	
C#	
<pre>public class FActionStartDrag : FActionRecord</pre>	

## Remarks

1. pops value TARGET off stack 2. pops LOCKCENTER off stack 3. pops CONSTRAIN 4. if CONSTRAIN is non-zero: - pops y2 - pops x2 - pops y1 - pops x1 5. starts dragging of movie clip identified by TARGET 6. if LOCKCENTER is non-zero, the center of clip is locked to the mouse position, otherwise clip moves relative to starting mouse position 7. if CONSTRAIN, dragged clip is constrained coordinates x1, y1, x2, y2

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionStartDrag**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStartDrag Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionStartDrag](#).

## Public Constructors

	Name	Description
	<a href="#">FActionStartDrag Constructor</a>	Initialize a FActionStartDrag object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionStartDrag Class](#)  
[C1.C1Flash.Base Namespace](#)

*FActionStartDrag Constructor*  
Initialize a FActionStartDrag object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionStartDrag()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStartDrag Class](#)  
[FActionStartDrag Members](#)

### Methods

For a list of all members of this type, see [FActionStartDrag members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionStartDrag Class](#)  
[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStartDrag Class](#)  
[FActionStartDrag Members](#)

[FActionStop](#)

An action that stops movie play at the current frame

## Object Model

FActionStop

## Syntax

Visual Basic (Declaration)

```
Public Class FActionStop  
    Inherits FActionRecord
```

C#

```
public class FActionStop : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionStop**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStop Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that stops movie play at the current frame

## Object Model

FActionStop

## Syntax

Visual Basic (Declaration)

```
Public Class FActionStop
    Inherits FActionRecord
```

C#

```
public class FActionStop : FActionRecord
```

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionStop**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStop Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionStop](#).

## Public Constructors

	Name	Description
	<a href="#">FActionStop Constructor</a>	Initialize a FActionStop object.

[Top](#)

## Public Methods

	Name	Description
--	------	-------------

	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
---	----------------------------------	--

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## See Also

### Reference

[FActionStop Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionStop Constructor*

Initialize a FActionStop object.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New()</pre>	
C#	
<pre>public FActionStop()</pre>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStop Class](#)

[FActionStop Members](#)

*Methods*

For a list of all members of this type, see [FActionStop members](#).

## Public Methods

	Name	Description
--	------	-------------

 <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.
--	--

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## See Also

### Reference

[FActionStop Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionStop Class](#)  
[FActionStop Members](#)

[FActionStopSounds](#)

An action that stops playing all sounds in movie.

## Object Model

[FActionStopSounds](#)

## Syntax

Visual Basic (Declaration)

```
Public Class FActionStopSounds  
    Inherits FActionRecord
```

C#

```
public class FActionStopSounds : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionStopSounds**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStopSounds Members](#)  
[C1.C1Flash.Base Namespace](#)

*Overview*

An action that stops playing all sounds in movie.

# Object Model

FActionStopSounds

## Syntax

Visual Basic (Declaration)	
<code>Public Class FActionStopSounds</code> <code>    Inherits FActionRecord</code>	
C#	
<code>public class FActionStopSounds : FActionRecord</code>	

## Inheritance Hierarchy

System.Object  
    C1.C1Flash.Base.FActionRecord  
        **C1.C1Flash.Base.FActionStopSounds**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStopSounds Members](#)  
[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionStopSounds](#).

## Public Constructors

Name	Description
------	-------------

 <a href="#">FActionStopSounds Constructor</a>	Initialize a FActionStopSounds object.
---	--

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## Public Methods

	Name	Description
 <a href="#">WriteToSWFStream</a>		Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionStopSounds Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionStopSounds Constructor*

Initialize a FActionStopSounds object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionStopSounds()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStopSounds Class](#)

[FActionStopSounds Members](#)

### Methods

For a list of all members of this type, see [FActionStopSounds members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionStopSounds Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionStopSounds Class](#)  
[FActionStopSounds Members](#)

[FActionToggleQuality](#)

An action that toggles screen quality between high and low.

## Object Model

[FActionToggleQuality](#)

## Syntax

Visual Basic (Declaration)

```
Public Class FActionToggleQuality  
    Inherits FActionRecord
```

C#

```
public class FActionToggleQuality : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionToggleQuality**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionToggleQuality Members](#)

[C1.C1Flash.Base Namespace](#)

### Overview

An action that toggles screen quality between high and low.

## Object Model

**FActionToggleQuality**

## Syntax

Visual Basic (Declaration)

```
Public Class FActionToggleQuality  
    Inherits FActionRecord
```

C#

```
public class FActionToggleQuality : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionToggleQuality**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionToggleQuality Members](#)

[C1.C1Flash.Base Namespace](#)

## Members

### Methods

The following tables list the members exposed by [FActionToggleQuality](#).

## Public Constructors

	Name	Description
	<a href="#">FActionToggleQuality Constructor</a>	Initialize a FActionToggleQuality object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionToggleQuality Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionToggleQuality Constructor*

Initialize a FActionToggleQuality object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FActionToggleQuality()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionToggleQuality Class](#)

[FActionToggleQuality Members](#)

### Methods

For a list of all members of this type, see [FActionToggleQuality members](#).

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionToggleQuality Class](#)

[C1.C1Flash.Base Namespace](#)

### *WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	

```
public override void WriteToSWFStream(  
    FSWFStream stream  
)
```

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionToggleQuality Class](#)

[FActionToggleQuality Members](#)

FActionWaitForFrame

An action that waits for a specified frame, otherwise skips a specified number of actions.

## Object Model

FActionWaitForFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FActionWaitForFrame  
    Inherits FActionRecord
```

C#

```
public class FActionWaitForFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionWaitForFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionWaitForFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

An action that waits for a specified frame, otherwise skips a specified number of actions.

## Object Model

FActionWaitForFrame

## Syntax

Visual Basic (Declaration)

```
Public Class FActionWaitForFrame
    Inherits FActionRecord
```

C#

```
public class FActionWaitForFrame : FActionRecord
```

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionWaitForFrame**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionWaitForFrame Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionWaitForFrame](#).

## Public Constructors

	Name	Description
	<a href="#">FActionWaitForFrame Constructor</a>	Initialize a FActionWaitForFrame object with specified frame index and skip count.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionWaitForFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionWaitForFrame Constructor*

Frame index.

Count of frames to skip.

Initialize a `FActionWaitForFrame` object with specified frame index and skip count.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function New( _     ByVal <i>frameIndex</i> As UShort, _     ByVal <i>skipCount</i> As UShort _ )</pre>	
C#	
<pre>public FActionWaitForFrame(     ushort <i>frameIndex</i>,     ushort <i>skipCount</i> )</pre>	

## Parameters

*frameIndex*

Frame index.

*skipCount*

Count of frames to skip.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionWaitForFrame Class](#)  
[FActionWaitForFrame Members](#)

*Methods*

>

## Name

## Description

⇒ [WriteToSWFStream](#) Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

[FActionWaitForFrame Class](#)

[C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*

FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

### Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionWaitForFrame Class](#)

[FActionWaitForFrame Members](#)

FActionWaitForFrame2

An action that waits for a frame to be loaded.

## Object Model

FActionWaitForFrame2

## Syntax

Visual Basic (Declaration)

```
Public Class FActionWaitForFrame2
    Inherits FActionRecord
```

C#

```
public class FActionWaitForFrame2 : FActionRecord
```

## Remarks

1. pops value FRAME off stack 2. frame is evaluated in the same manner as in FActionGotoFrame2 3. if the frame identified by FRAME has been loaded, skip a specified number of actions following the current one

## Inheritance Hierarchy

System.Object

C1.C1Flash.Base.FActionRecord

**C1.C1Flash.Base.FActionWaitForFrame2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionWaitForFrame2 Members](#)

[C1.C1Flash.Base Namespace](#)

### Overview

An action that waits for a frame to be loaded.

## Object Model

**FActionWaitForFrame2**

## Syntax

Visual Basic (Declaration)

```
Public Class FActionWaitForFrame2
    Inherits FActionRecord
```

C#

```
public class FActionWaitForFrame2 : FActionRecord
```

## Remarks

1. pops value FRAME off stack 2. frame is evaluated in the same manner as in FActionGotoFrame2 3. if the frame identified by FRAME has been loaded, skip a specified number of actions following the current one

## Inheritance Hierarchy

[System.Object](#)

[C1.C1Flash.Base.FActionRecord](#)

**C1.C1Flash.Base.FActionWaitForFrame2**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[FActionWaitForFrame2 Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Methods](#)

The following tables list the members exposed by [FActionWaitForFrame2](#).

## Public Constructors

	Name	Description
	<a href="#">FActionWaitForFrame2 Constructor</a>	Initialize a FActionWaitForFrame2 object.

[Top](#)

## Public Methods

	Name	Description
	<a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

[Top](#)

## See Also

### Reference

[FActionWaitForFrame2 Class](#)

[C1.C1Flash.Base Namespace](#)

*FActionWaitForFrame2 Constructor*

Count of frames to skip.

Initialize a FActionWaitForFrame2 object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New( _</code>	

```
    ByVal skipCount As UShort _
)
C#
public FActionWaitForFrame2(
    ushort skipCount
)
```

## Parameters

*skipCount*

Count of frames to skip.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

- [FActionWaitForFrame2 Class](#)
- [FActionWaitForFrame2 Members](#)

*Methods*

>

Name	Description
✦ <a href="#">WriteToSWFStream</a>	Overridden. Writes the object out to a FSWFStream.

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## See Also

### Reference

- [FActionWaitForFrame2 Class](#)
- [C1.C1Flash.Base Namespace](#)

*WriteToSWFStream Method*  
FSWFStream to write.

Writes the object out to a FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Overrides Sub WriteToSWFStream( _     ByVal stream As FSWFStream _ )</pre>	
C#	
<pre>public override void WriteToSWFStream(     FSWFStream stream )</pre>	

## Parameters

*stream*

FSWFStream to write.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FActionWaitForFrame2 Class](#)

[FActionWaitForFrame2 Members](#)

FSWFStream

Class used to store data before it is written to a .swf file

## Object Model

FSWFStream

## Syntax

Visual Basic (Declaration)	
<code>Public Class FSWFStream</code>	
C#	
<code>public class FSWFStream</code>	

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Base.FSWFStream**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Members](#)

[C1.C1Flash.Base Namespace](#)

*Overview*

Class used to store data before it is written to a .swf file

## Object Model

FSWFStream

## Syntax

Visual Basic (Declaration)	
<code>Public Class FSWFStream</code>	
C#	
<code>public class FSWFStream</code>	

## Inheritance Hierarchy

[System.Object](#)

**C1.C1Flash.Base.FSWFStream**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Members](#)

[C1.C1Flash.Base Namespace](#)

*Members*

[Properties](#) [Methods](#)

The following tables list the members exposed by [FSWFStream](#).

## Public Constructors

	Name	Description
	<a href="#">FSWFStream Constructor</a>	Initialize a FSWFStream object.

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## Public Properties

	Name	Description
	<a href="#">Size</a>	Returns the size of the FSWFStream.

[Top](#)

## Public Methods

	Name	Description
--	------	-------------

≡	<a href="#">Append</a>	Appends another stream to this stream.
≡	<a href="#">DumpToFile</a>	Writes the stream FSWFStream to the given file.
≡	<a href="#">DumpToMemory</a>	Writes the stream to a memory stream.
≡	<a href="#">FlushBits</a>	Kick out the current partially filled byte to the this.
≡	<a href="#">GetBuffer</a>	Gets the data buffer.
≡ S	<a href="#">MaxNum</a>	Compares the absolute values of 4 signed integers and returns the unsigned magnitude of the number with the greatest absolute value.
≡ S	<a href="#">MinBits</a>	Calculates the minimum number of bits necessary to represent the given number.
≡	<a href="#">WriteBits</a>	Adds 'size' bits from 'data' to the FSWFStream.
≡	<a href="#">WriteByte</a>	Writes an 8 bit stream of data to the FSWFStream.
≡	<a href="#">WriteDWord</a>	Writes a 32 bit stream of data to given FSWFStream in reversed byte order.
≡	<a href="#">WriteLargeData</a>	Writes large data to the stream.
≡	<a href="#">WriteWord</a>	Writes a 16 bit stream of data to the FSWFStream.

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## See Also

### Reference

[FSWFStream Class](#)

[C1.C1Flash.Base Namespace](#)

*FSWFStream Constructor*

Initialize a FSWFStream object.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FSWFStream()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

### Methods

For a list of all members of this type, see [FSWFStream members](#).

## Public Methods

	Name	Description
	<a href="#">Append</a>	Appends another stream to this stream.
	<a href="#">DumpToFile</a>	Writes the stream FSWFStream to the given file.
	<a href="#">DumpToMemory</a>	Writes the stream to a memory stream.
	<a href="#">FlushBits</a>	Kick out the current partially filled byte to the this.
	<a href="#">GetBuffer</a>	Gets the data buffer.

⇒ S	<a href="#">MaxNum</a>	Compares the absolute values of 4 signed integers and returns the unsigned magnitude of the number with the greatest absolute value.
⇒ S	<a href="#">MinBits</a>	Calculates the minimum number of bits necessary to represent the given number.
⇒	<a href="#">WriteBits</a>	Adds 'size' bits from 'data' to the FSWFStream.
⇒	<a href="#">WriteByte</a>	Writes an 8 bit stream of data to the FSWFStream.
⇒	<a href="#">WriteDWord</a>	Writes a 32 bit stream of data to given FSWFStream in reversed byte order.
⇒	<a href="#">WriteLargeData</a>	Writes large data to the stream.
⇒	<a href="#">WriteWord</a>	Writes a 16 bit stream of data to the FSWFStream.

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## See Also

### Reference

[FSWFStream Class](#)

[C1.C1Flash.Base Namespace](#)

#### *Append Method*

The stream to be appended.

Appends another stream to this stream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub Append( _     ByVal srcStream As FSWFStream _ )</pre>	
C#	

```
public void Append(  
    FSWFStream srcStream  
)
```

## Parameters

*srcStream*

The stream to be appended.

## Remarks

Doesn't actually write the bitmaps, jpegs ... Instead it just writes their file name with a note that the actual file should go there.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*DumpToFile Method*

Name of the SWF file to write.

Writes the stream FSWFStream to the given file.

## Syntax

Visual Basic (Declaration)

```
Public Function DumpToFile( _  
    ByVal swfFile As String _  
) As Integer
```

C#

```
public int DumpToFile(  

```

```
string swfFile  
)
```

### Parameters

*swfFile*

Name of the SWF file to write.

### Return Value

Number of byte written.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

- [FSWFStream Class](#)
- [FSWFStream Members](#)

#### *DumpToMemory Method*

The memory stream.

Writes the stream to a memory stream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Function DumpToMemory( _     ByVal stream As MemoryStream _ ) As Integer</pre>	
C#	
<pre>public int DumpToMemory(     MemoryStream stream )</pre>	

### Parameters

*stream*

The memory stream.

## Return Value

Number of byte written.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

### *FlushBits Method*

Kick out the current partially filled byte to the this.

## Syntax

Visual Basic (Declaration)

```
Public Sub FlushBits()
```

C#

```
public void FlushBits()
```

## Remarks

If there is a byte currently being built for addition to the this, then the end of that byte is filled with zeroes and the byte is added to the this.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*GetBuffer Method*

Gets the data buffer.

## Syntax

Visual Basic (Declaration)	
<code>Public Function GetBuffer() As Byte()</code>	
C#	
<code>public byte[] GetBuffer()</code>	

### Return Value

Data buffer in byte array.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*MaxNum Method*

Number a.

Number b.

Number c.

Number d.

Compares the absolute values of 4 signed integers and returns the unsigned magnitude of the number with the greatest absolute value.

## Syntax

Visual Basic (Declaration)	
<pre>Public Shared Function MaxNum( _     ByVal a As Integer, _     ByVal b As Integer, _     ByVal c As Integer, _     ByVal d As Integer _ ) As UInteger</pre>	
C#	
<pre>public static uint MaxNum(     int a,     int b,     int c,     int d )</pre>	

## Parameters

*a*

Number a.

*b*

Number b.

*c*

Number c.

*d*

Number d.

## Return Value

The unsigned magnitude of the number with the greatest absolute value.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)  
[FSWFStream Members](#)

#### *MinBits Method*

The numbe to be calculated.

1 or 0 to indicates whether the number is a signed value or not.

Calculates the minimum number of bits necessary to represent the given number.

## Syntax

Visual Basic (Declaration)	
<pre>Public Shared Function MinBits( _     ByVal number As UInteger, _     ByVal sign As UShort _ ) As UInteger</pre>	
C#	
<pre>public static uint MinBits(     uint number,     ushort sign )</pre>	

### Parameters

*number*

The numbe to be calculated.

*sign*

1 or 0 to indicates whether the number is a signed value or not.

## Remarks

The number should be given in its unsigned form with the flag sign equal to 1 if it is signed. Repeatedly compares number to another unsigned int called x. x is initialized to 1. The value of x is shifted left i times until x is greater than number. Now i is equal to the number of bits the UNSIGNED value of number needs. The signed value will need one more bit for the sign so i+1 is returned if the number is signed, and i is returned if the number is unsigned.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)  
[FSWFStream Members](#)

#### *WriteBits Method*

Data to write.

Bits of the data to write.

Adds 'size' bits from 'data' to the FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public Sub WriteBits( _  
    ByVal data As UInteger, _  
    ByVal size As UInteger _  
)
```

C#

```
public void WriteBits(  
    uint data,  
    uint size  
)
```

### Parameters

*data*

Data to write.

*size*

Bits of the data to write.

## Remarks

Data is in the form of an unsigned integer. Size indicates how many of the 32 bits are significant and should be output. It checks how many bits are available in the current output byte and works by repeatedly stuffing it with the next bits from 'data' and then adding currentByte to the until all "size" bits have been output.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)  
[FSWFStream Members](#)

#### *WriteByte Method*

The data to write.

Writes an 8 bit stream of data to the FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public Sub WriteByte( _  
    ByVal data As UInteger _  
)
```

C#

```
public void WriteByte(
```

```
    uint data
)
```

## Parameters

*data*

The data to write.

## Remarks

There is no bit swapping!! A byte is written as a byte.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*WriteDWord Method*

Data to write.

Writes a 32 bit stream of data to given FSWFStream in reversed byte order.

## Syntax

Visual Basic (Declaration)

```
Public Sub WriteDWord( _
    ByVal data As UInteger _
)
```

C#

```
public void WriteDWord(
    uint data
)
```

## Parameters

*data*

Data to write.

## Remarks

Data will be written in reserved byte order, so B1B2B3B4 is written as B4B3B2B1. The function does this by sending a byte at a time of the data to the FSWFStream in the appropriate order.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*WriteLargeData Method*

Data block in byte array.

Size of the data block.

Writes large data to the stream.

## Syntax

Visual Basic (Declaration)

```
Public Sub WriteLargeData( _  
    ByVal data() As Byte, _  
    ByVal size As UInteger _  
)
```

C#

```
public void WriteLargeData(  
    byte[] data,
```

```
    uint size
)
```

## Parameters

*data*

Data block in byte array.

*size*

Size of the data block.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

*WriteWord Method*

The data to write.

Writes a 16 bit stream of data to the FSWFStream.

## Syntax

Visual Basic (Declaration)	
<pre>Public Sub WriteWord( _     ByVal data As UInteger _ )</pre>	
C#	
<pre>public void WriteWord(     uint data )</pre>	

## Parameters

*data*

The data to write.

## Remarks

The data will be written in reversed order, so B1B2 is written as B2B1.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

### Properties

For a list of all members of this type, see [FSWFStream members](#).

## Public Properties

	Name	Description
	<a href="#">Size</a>	Returns the size of the FSWFStream.

[Top](#)

## See Also

### Reference

[FSWFStream Class](#)

[C1.C1Flash.Base Namespace](#)

### Size Property

Returns the size of the FSWFStream.

## Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property Size As UInteger
```

C#

```
public uint Size {get;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[FSWFStream Class](#)

[FSWFStream Members](#)

### Enumerations

[FActionGetURL2.SendMethod](#)

Method to use for the HTTP request.

## Syntax

Visual Basic (Declaration)

```
Public Enum FActionGetURL2.SendMethod  
    Inherits System.Enum
```

C#

```
public enum FActionGetURL2.SendMethod : System.Enum
```

## Members

Member	Description
<b>GET</b>	A HTTP GET request.

<b>None</b>	Indicates that this is not a form request, so the movie clip's variables should not be encoded and submitted.
<b>POST</b>	A HTTP POST request.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.C1Flash.Base.FActionGetURL2.SendMethod**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.C1Flash.Base Namespace](#)

## C1.Web.C1Flash.4 Assembly

### Overview

%%description%%

" -->

## Namespaces

**Namespace**

**Description**

[C1.Web.C1Flash](#)

## Namespaces

### C1.Web.C1Flash Namespace

#### Overview

## Classes

	Class	Description
	<a href="#">C1WebFlash</a>	C1WebFlash class is an ASP .NET web control that allow user to play flash movie in browser in variant manners.

## Enumerations

	Enumeration	Description
	<a href="#">HorizontalAlignment</a>	Specifies where a scaled Flash SWF file is positioned within the area defined by the width and height settings. Mimics the Macromedia flash movie "salign" parameter.
	<a href="#">HtmlAlignment</a>	Specifies the align value for the object, embed, and img tags and determines how the Flash SWF file is positioned within the browser window.
	<a href="#">MovieQuality</a>	Specifies the level of anti-aliasing to be used when your application plays. Mimics the Macromedia flash movie "quality" parameter.
	<a href="#">MovieScale</a>	Defines how the flash is placed within the browser window when width and height values are percentages. Mimics the Macromedia flash movie "scale" parameter.
	<a href="#">MovieWindowMode</a>	Mimics the Macromedia flash movie "wmode" parameter.
	<a href="#">OutputType</a>	Determines how your control will be rendered to the browser
	<a href="#">ScriptAccessMode</a>	Use allowscriptaccess to let your Flash movie communicate with the HTML page hosting it. Mimics the allowScriptAccess attribute to the

		Macromedia flash movie.
	<a href="#">VerticalAlignment</a>	Specifies where a scaled Flash SWF file is positioned within the area defined by the width and height settings. Mimics the Macromedia flash movie "salign" parameter.

## See Also

### Reference

[C1.Web.C1Flash.4 Assembly](#)

### Classes

C1WebFlash

C1WebFlash class is an ASP .NET web control that allow user to play flash movie in browser in variant manners.

## Object Model

C1WebFlash

## Syntax

Visual Basic (Declaration)	
<code>Public Class C1WebFlash</code>	
<code>    Inherits System.Web.UI.WebControls.WebControl</code>	
C#	
<code>public class C1WebFlash : System.Web.UI.WebControls.WebControl</code>	

## Inheritance Hierarchy

System.Object

    System.Web.UI.Control

        System.Web.UI.WebControls.WebControl

**C1.Web.C1Flash.C1WebFlash**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Members](#)

[C1.Web.C1Flash Namespace](#)

#### Overview

C1WebFlash class is an ASP .NET web control that allow user to play flash movie in browser in variant manners.

## Object Model

C1WebFlash

## Syntax

Visual Basic (Declaration)

```
Public Class C1WebFlash
    Inherits System.Web.UI.WebControls.WebControl
```

C#

```
public class C1WebFlash : System.Web.UI.WebControls.WebControl
```

## Inheritance Hierarchy

System.Object

System.Web.UI.Control

System.Web.UI.WebControls.WebControl

**C1.Web.C1Flash.C1WebFlash**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Members](#)

[C1.Web.C1Flash Namespace](#)

*Members*

[Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [C1WebFlash](#).

## Public Constructors

	Name	Description
	<a href="#">C1WebFlash Constructor</a>	Flash Movie Control.

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## Public Properties

	Name	Description
	<a href="#">AllowFlashAutoInstall</a>	Gets or sets the flash movie variable used to auto install the plugin.
	<a href="#">AppRelativeTemplateSourceDirectory</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Attributes</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">AutoLoop</a>	Gets or sets the flash movie parameter responsible for looping your movie.
	<a href="#">AutoPlay</a>	Gets or sets the flash movie parameter responsible for auto-starting your movie.
	<a href="#">ClientID</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

 ClientIDMode	(Inherited from <a href="#">System.Web.UI.Control</a> )
 CommandScriptUrl	Gets or Sets the url of a JavaScript .js file to include in the webpage.
 Controls	(Inherited from <a href="#">System.Web.UI.Control</a> )
 ControlStyle	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 ControlStyleCreated	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 DetectionAltUrl	Gets or sets the alternate webpage to redirect to if SWF detection does not detect the flash plugin.
 DetectionContentUrl	Gets or sets the content webpage to redirect to if SWF detection detects that the flash plugin is installed.
 EnableTheming	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 EnableViewState	(Inherited from <a href="#">System.Web.UI.Control</a> )
 FlashSource	Gets or sets the name of the Flash Engine Component( <a href="#">C1.C1Flash.C1FlashCanvas</a> , <a href="#">C1.C1Flash.C1FlashMovie</a> , <a href="#">C1.C1Flash.C1FlashSlide</a> ) referenced by this web control.
 HasAttributes	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 Height	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )

 <a href="#">HorizontalAlignment</a>	Gets or sets the flash horizontal alignment for your movie.
 <a href="#">HtmlAlignment</a>	Gets or sets the html alignment for your flash movie.
 <a href="#">ID</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">LiveConnect</a>	Gets or sets the html embed element's swLiveConnect parameter.
 <a href="#">MajorPluginVersion</a>	Gets or sets the major version of the flash plugin to use.
 <a href="#">MajorPluginVersionRevision</a>	Gets or sets the major version revision of the flash plugin to use. The second of four numbers that make up the plugin's codebase.
 <a href="#">MinorPluginVersion</a>	Gets or sets the minor version of the flash plugin to use. The third of four numbers that make up the plugin's codebase.
 <a href="#">MinorPluginVersionRevision</a>	Gets or sets the minor version revision of the flash plugin to use. The fourth of four numbers that make up the plugin's codebase.
 <a href="#">MovieBGColor</a>	Gets or sets the background color of your flash movie.
 <a href="#">MovieName</a>	The virtual path to the flash movie.
 <a href="#">MovieQuality</a>	Gets or sets the flash movie parameter responsible for setting the quality of your movie.
 <a href="#">MovieScale</a>	Gets or sets the flash movie parameter responsible for setting the scale of your movie.
 <a href="#">MovieVariables</a>	Gets or sets the NameValueCollection used to pass

		variables to the flash movie through the querystring.
	<a href="#">NamingContainer</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">NoFlashContainer</a>	Gets or sets the Placeholder responsible for containing the controls that will be rendered as the javascript content if no flash plugin was detected on the client browser.
	<a href="#">NoScriptContainer</a>	Gets or sets the Placeholder responsible for containing the controls that will be rendered as the html noscript content if javascript is disabled on the client browser.
	<a href="#">OutputType</a>	Gets or sets the flash output type to use when rendering the C1WebFlash control to the browser.
	<a href="#">Page</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Parent</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">RenderingCompatibility</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">ScriptAccessMode</a>	Gets or sets the flash movie parameter responsible for allowing script access to the movie.
	<a href="#">ShowMenu</a>	Gets or sets the flash movie parameter responsible for setting the menu mode of your flash movie.
	<a href="#">Site</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">SkinID</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">SlidingExpiration</a>	

	<a href="#">Style</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">SupportsDisabledAttribute</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">TemplateControl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">TemplateSourceDirectory</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">UniqueID</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">UseDeviceFonts</a>	Gets or sets the flash movie parameter responsible for enabling or disabling device fonts in your movie.
	<a href="#">VerticalAlignment</a>	Gets or sets the flash vertical alignment for your movie.
	<a href="#">ViewStateMode</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Visible</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Width</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">WindowMode</a>	Gets or sets the flash movie parameter responsible for setting the window mode of your movie.

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## Public Methods

	Name	Description
	<a href="#">ApplyStyle</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">ApplyStyleSheetSkin</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

⇒	<a href="#">CopyBaseAttributes</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
⇒	<a href="#">DataBind</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">Dispose</a>	Overridden.
⇒	<a href="#">FindControl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">Focus</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">GetRouteUrl</a>	Overloaded. (Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">GetUniqueIDRelativeTo</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">HasControls</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">MergeStyle</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
⇒	<a href="#">RenderBeginTag</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
⇒	<a href="#">RenderControl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">RenderEndTag</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
⇒	<a href="#">ResolveClientUrl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">ResolveUrl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
⇒	<a href="#">SetRenderMethodDelegate</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

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## Public Events

Name	Description
------	-------------

	<a href="#">DataBinding</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Disposed</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Init</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Load</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">PreRender</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Unload</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

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## See Also

### Reference

[C1WebFlash Class](#)

[C1.Web.C1Flash Namespace](#)

*C1WebFlash Constructor*

Flash Movie Control.

## Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1WebFlash()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### Methods

For a list of all members of this type, see [C1WebFlash members](#).

## Public Methods

Name	Description
 <a href="#">ApplyStyle</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 <a href="#">ApplyStyleSheetSkin</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">CopyBaseAttributes</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 <a href="#">DataBind</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">Dispose</a>	Overridden.
 <a href="#">FindControl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">Focus</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">GetRouteUrl</a>	Overloaded. (Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">GetUniqueIDRelativeTo</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">HasControls</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">MergeStyle</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 <a href="#">RenderBeginTag</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 <a href="#">RenderControl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

 <a href="#">RenderEndTag</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 <a href="#">ResolveClientUrl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">ResolveUrl</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">SetRenderMethodDelegate</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )

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## See Also

### Reference

[C1WebFlash Class](#)

[C1.Web.C1Flash Namespace](#)

*Dispose Method*

## Syntax

Visual Basic (Declaration)	
<code>Public Overrides Sub Dispose()</code>	
C#	
<code>public override void Dispose()</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*Properties*

For a list of all members of this type, see [C1WebFlash members](#).

## Public Properties

	Name	Description
	<a href="#">AllowFlashAutoInstall</a>	Gets or sets the flash movie variable used to auto install the plugin.
	<a href="#">AppRelativeTemplateSourceDirectory</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Attributes</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">AutoLoop</a>	Gets or sets the flash movie parameter responsible for looping your movie.
	<a href="#">AutoPlay</a>	Gets or sets the flash movie parameter responsible for auto-starting your movie.
	<a href="#">ClientID</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">ClientIDMode</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">CommandScriptUrl</a>	Gets or Sets the url of a JavaScript .js file to include in the webpage.
	<a href="#">Controls</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">ControlStyle</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">ControlStyleCreated</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">DetectionAltUrl</a>	Gets or sets the alternate webpage to redirect to if SWF detection does not detect the flash plugin.

	<a href="#">DetectionContentUrl</a>	Gets or sets the content webpage to redirect to if SWF detection detects that the flash plugin is installed.
	<a href="#">EnableTheming</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">EnableViewState</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">FlashSource</a>	Gets or sets the name of the Flash Engine Component( <a href="#">C1.C1Flash.C1FlashCanvas</a> , <a href="#">C1.C1Flash.C1FlashMovie</a> , <a href="#">C1.C1Flash.C1FlashSlide</a> ) referenced by this web control.
	<a href="#">HasAttributes</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">Height</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">HorizontalAlignment</a>	Gets or sets the flash horizontal alignment for your movie.
	<a href="#">HtmlAlignment</a>	Gets or sets the html alignment for your flash movie.
	<a href="#">ID</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">LiveConnect</a>	Gets or sets the html embed element's swLiveConnect parameter.
	<a href="#">MajorPluginVersion</a>	Gets or sets the major version of the flash plugin to use.
	<a href="#">MajorPluginVersionRevision</a>	Gets or sets the major version revision of the flash plugin to use. The second of four numbers that make up the plugin's codebase.

 <a href="#">MinorPluginVersion</a>	Gets or sets the minor version of the flash plugin to use. The third of four numbers that make up the plugin's codebase.
 <a href="#">MinorPluginVersionRevision</a>	Gets or sets the minor version revision of the flash plugin to use. The fourth of four numbers that make up the plugin's codebase.
 <a href="#">MovieBGColor</a>	Gets or sets the background color of your flash movie.
 <a href="#">MovieName</a>	The virtual path to the flash movie.
 <a href="#">MovieQuality</a>	Gets or sets the flash movie parameter responsible for setting the quality of your movie.
 <a href="#">MovieScale</a>	Gets or sets the flash movie parameter responsible for setting the scale of your movie.
 <a href="#">MovieVariables</a>	Gets or sets the NameValueCollection used to pass variables to the flash movie through the querystring.
 <a href="#">NamingContainer</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
 <a href="#">NoFlashContainer</a>	Gets or sets the Placeholder responsible for containing the controls that will be rendered as the javascript content if no flash plugin was detected on the client browser.
 <a href="#">NoScriptContainer</a>	Gets or sets the Placeholder responsible for containing the controls that will be rendered as the html noscript content if javascript is disabled on the client browser.
 <a href="#">OutputType</a>	Gets or sets the flash output type to use when rendering the C1WebFlash control to the browser.

 Page	(Inherited from <a href="#">System.Web.UI.Control</a> )
 Parent	(Inherited from <a href="#">System.Web.UI.Control</a> )
 RenderingCompatibility	(Inherited from <a href="#">System.Web.UI.Control</a> )
 ScriptAccessMode	Gets or sets the flash movie parameter responsible for allowing script access to the movie.
 ShowMenu	Gets or sets the flash movie parameter responsible for setting the menu mode of your flash movie.
 Site	(Inherited from <a href="#">System.Web.UI.Control</a> )
 SkinID	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 SlidingExpiration	
 Style	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 SupportsDisabledAttribute	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
 TemplateControl	(Inherited from <a href="#">System.Web.UI.Control</a> )
 TemplateSourceDirectory	(Inherited from <a href="#">System.Web.UI.Control</a> )
 UniqueID	(Inherited from <a href="#">System.Web.UI.Control</a> )
 UseDeviceFonts	Gets or sets the flash movie parameter responsible for enabling or disabling device fonts in your movie.
 VerticalAlignment	Gets or sets the flash vertical alignment for your movie.

	<a href="#">ViewStateMode</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Visible</a>	(Inherited from <a href="#">System.Web.UI.Control</a> )
	<a href="#">Width</a>	(Inherited from <a href="#">System.Web.UI.WebControls.WebControl</a> )
	<a href="#">WindowMode</a>	Gets or sets the flash movie parameter responsible for setting the window mode of your movie.

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## See Also

### Reference

[C1WebFlash Class](#)

[C1.Web.C1Flash Namespace](#)

*AllowFlashAutoInstall Property*

Gets or sets the flash movie variable used to auto install the plugin.

## Syntax

Visual Basic (Declaration)	
<code>Public Property AllowFlashAutoInstall As Boolean</code>	
C#	
<code>public bool AllowFlashAutoInstall {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*AutoLoop Property*

Gets or sets the flash movie parameter responsible for looping your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property AutoLoop As Boolean</code>	
C#	
<code>public bool AutoLoop {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*AutoPlay Property*

Gets or sets the flash movie parameter responsible for auto-starting your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property AutoPlay As Boolean</code>	
C#	
<code>public bool AutoPlay {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*CommandScriptUrl Property*

Gets or Sets the url of a JavaScript .js file to include in the webpage.

## Syntax

Visual Basic (Declaration)

```
Public Property CommandScriptUrl As String
```

C#

```
public string CommandScriptUrl {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*DetectionAltUrl Property*

Gets or sets the alternate webpage to redirect to if SWF detection does not detect the flash plugin.

## Syntax

Visual Basic (Declaration)

Public Property DetectionAltUrl As String

C#

```
public string DetectionAltUrl {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*DetectionContentUrl Property*

Gets or sets the content webpage to redirect to if SWF detection detects that the flash plugin is installed.

## Syntax

Visual Basic (Declaration)

```
Public Property DetectionContentUrl As String
```

C#

```
public string DetectionContentUrl {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *FlashSource Property*

Gets or sets the name of the Flash Engine Component([C1.C1Flash.C1FlashCanvas](#), [C1.C1Flash.C1FlashMovie](#), [C1.C1Flash.C1FlashSlide](#)) referenced by this web control.

## Syntax

Visual Basic (Declaration)	
<code>Public Property FlashSource As String</code>	
C#	
<code>public string FlashSource {get; set;}</code>	

## Remarks

Both `FlashSource` and `MovieName` property can be the source of the Flash Movie. If both of them are set, `C1WebFlash` uses the `FlashSource` property.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *HorizontalAlignment Property*

Gets or sets the flash horizontal alignment for your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property HorizontalAlignment As HorizontalAlignment</code>	
C#	
<code>public HorizontalAlignment HorizontalAlignment {get; set;}</code>	

## Remarks

Used in conjunction with the VerticalAlignment property to form the flash "salign" parameter.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*HtmlAlignment Property*

Gets or sets the html alignment for your flash movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property HtmlAlignment As HtmlAlignment</code>	
C#	
<code>public HtmlAlignment HtmlAlignment {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *LiveConnect Property*

Gets or sets the html embed element's swLiveConnect parameter.

## Syntax

Visual Basic (Declaration)	
<code>Public Property LiveConnect As Boolean</code>	
C#	
<code>public bool LiveConnect {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *MajorPluginVersion Property*

Gets or sets the major version of the flash plugin to use.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MajorPluginVersion As Integer</code>	
C#	
<code>public int MajorPluginVersion {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*MajorPluginVersionRevision Property*

Gets or sets the major version revision of the flash plugin to use. The second of four numbers that make up the plugin's codebase.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MajorPluginVersionRevision As Integer</code>	
C#	
<code>public int MajorPluginVersionRevision {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*MinorPluginVersion Property*

Gets or sets the minor version of the flash plugin to use. The third of four numbers that make up the plugin's codebase.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MinorPluginVersion As Integer</code>	

C#

```
public int MinorPluginVersion {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*MinorPluginVersionRevision Property*

Gets or sets the minor version revision of the flash plugin to use. The fourth of four numbers that make up the plugin's codebase.

## Syntax

Visual Basic (Declaration)

```
Public Property MinorPluginVersionRevision As Integer
```

C#

```
public int MinorPluginVersionRevision {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *MovieBGColor Property*

Gets or sets the background color of your flash movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MovieBGColor As Color</code>	
C#	
<code>public Color MovieBGColor {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *MovieName Property*

The virtual path to the flash movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MovieName As String</code>	
C#	
<code>public string MovieName {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*MovieQuality Property*

Gets or sets the flash movie parameter responsible for setting the quality of your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MovieQuality As MovieQuality</code>	
C#	
<code>public MovieQuality MovieQuality {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*MovieScale Property*

Gets or sets the flash movie parameter responsible for setting the scale of your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property MovieScale As MovieScale</code>	
C#	

```
public MovieScale MovieScale {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

#### *MovieVariables Property*

Gets or sets the NameValueCollection used to pass variables to the flash movie through the querystring.

## Syntax

Visual Basic (Declaration)

```
Public Property MovieVariables As NameValueCollection
```

C#

```
public NameValueCollection MovieVariables {get; set;}
```

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

#### *NoFlashContainer Property*

Gets or sets the Placeholder responsible for containing the controls that will be rendered as the javascript content if no flash plugin was detected on the client browser.

## Syntax

Visual Basic (Declaration)	
<code>Public Property NoFlashContainer As Placeholder</code>	
C#	
<code>public Placeholder NoFlashContainer {get; set;}</code>	

## Remarks

This is only relevant if the C1WebFlash controls output type is set to one of the version detection enumeration members.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *NoScriptContainer Property*

Gets or sets the Placeholder responsible for containing the controls that will be rendered as the html noscript content if javascript is disabled on the client browser.

## Syntax

Visual Basic (Declaration)	
<code>Public Property NoScriptContainer As Placeholder</code>	
C#	
<code>public Placeholder NoScriptContainer {get; set;}</code>	

## Remarks

This is only relevant if the C1WebFlash controls output type is set to one of the version detection enumeration members.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*OutputType Property*

Gets or sets the flash output type to use when rendering the C1WebFlash control to the browser.

## Syntax

Visual Basic (Declaration)	
<code>Public Property OutputType As OutputType</code>	
C#	
<code>public OutputType OutputType {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*ScriptAccessMode Property*

Gets or sets the flash movie parameter responsible for allowing script access to the movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property ScriptAccessMode As ScriptAccessMode</code>	
C#	
<code>public ScriptAccessMode ScriptAccessMode {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*ShowMenu Property*

Gets or sets the flash movie parameter responsible for setting the menu mode of your flash movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property ShowMenu As Boolean</code>	
C#	
<code>public bool ShowMenu {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

## Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*SlidingExpiration Property*

## Syntax

Visual Basic (Declaration)	
<code>Public Property SlidingExpiration As TimeSpan</code>	
C#	
<code>public TimeSpan SlidingExpiration {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*UseDeviceFonts Property*

Gets or sets the flash movie parameter responsible for enabling or disabling device fonts in your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property UseDeviceFonts As Boolean</code>	
C#	
<code>public bool UseDeviceFonts {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*VerticalAlignment Property*

Gets or sets the flash vertical alignment for your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property VERTICALALIGNMENT As VERTICALALIGNMENT</code>	
C#	
<code>public VERTICALALIGNMENT VERTICALALIGNMENT {get; set;}</code>	

## Remarks

Used in conjunction with the HorizontalAlignment property to form the flash "salign" parameter.

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

*WindowMode Property*

Gets or sets the flash movie parameter responsible for setting the window mode of your movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Property WindowMode As MovieWindowMode</code>	
C#	
<code>public MovieWindowMode WindowMode {get; set;}</code>	

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1WebFlash Class](#)

[C1WebFlash Members](#)

### *Enumerations*

[HorizontalAlignment](#)

Specifies where a scaled Flash SWF file is positioned within the area defined by the width and height settings. Mimics the Macromedia flash movie "salign" parameter.

## Syntax

Visual Basic (Declaration)	
<code>Public Enum HorizontalAlignment     Inherits System.Enum</code>	
C#	
<code>public enum HorizontalAlignment : System.Enum</code>	

## Members

Member	Description
--------	-------------

<b>Center</b>	[Macromedia Default] Does not render as part of the "salign" parameter value.
<b>Left</b>	Outputs "L" as the first character in the "salign" parameter.
<b>Right</b>	Outputs "R" as the first character in the "salign" parameter.

## Remarks

Should be implemented in conjunction with `VerticalAlignment` since both enumerations make up the full `salign` parameter for the flash movie. When used with `VerticalAlignment` possible values are (RT R RB T B LT L LB). If both values are set to "Center" the parameter is not rendered to the browser.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.HorizontalAlignment**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

`HtmlAlignment`

Specifies the align value for the object, embed, and img tags and determines how the Flash SWF file is positioned within the browser window.

## Syntax

Visual Basic (Declaration)

```
Public Enum HtmlAlignment
```

Inherits [System.Enum](#)

C#

```
public enum HtmlAlignment : System.Enum
```

## Members

Member	Description
<b>Bottom</b>	Outputs "bottom" as the "Align" attribute value.
<b>Left</b>	Outputs "left" as the "Align" attribute value.
<b>None</b>	[Macromedia Default] Outputs empty quotes as the "Align" attribute value.
<b>Right</b>	Outputs "right" as the "Align" attribute value.
<b>Top</b>	Outputs "top" as the "Align" attribute value.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.HtmlAlignment**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

[MovieQuality](#)

Specifies the level of anti-aliasing to be used when your application plays. Mimics the Macromedia flash movie "quality" parameter.

## Syntax

Visual Basic (Declaration)	
<code>Public Enum MovieQuality</code> <code>    Inherits System.Enum</code>	
C#	
<code>public enum MovieQuality : System.Enum</code>	

## Members

Member	Description
<b>AutoHigh</b>	Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary.
<b>AutoLow</b>	Emphasizes speed at first but improves appearance whenever possible.
<b>Best</b>	Provides the best display quality and does not consider playback speed.
<b>High</b>	[Macromedia Default] Favors appearance over playback speed and always applies anti-aliasing.
<b>Low</b>	Outputs "low" as the value of the "quality" parameter.
<b>Medium</b>	Applies some anti-aliasing and does not smooth bitmaps.

## Inheritance Hierarchy

System.Object  
    System.ValueType  
        System.Enum  
            **C1.Web.C1Flash.MovieQuality**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

#### MovieScale

Defines how the flash is placed within the browser window when width and height values are percentages. Mimics the Macromedia flash movie "scale" parameter.

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum MovieScale     Inherits System.Enum</pre>	
C#	
<pre>public enum MovieScale : System.Enum</pre>	

## Members

Member	Description
<b>ExactFit</b>	Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.
<b>NoBorder</b>	Scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.
<b>NoScale</b>	Outputs "noscale" as the value of the "scale" parameter.
<b>ShowAll</b>	[Macromedia Default] Makes the entire movie visible in the specified area without distortion, while maintaining the original aspect ratio of the movie.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.MovieScale**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

[MovieWindowMode](#)

Mimics the Macromedia flash movie "wmode" parameter.

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum MovieWindowMode     Inherits System.Enum</pre>	
C#	
<pre>public enum MovieWindowMode : System.Enum</pre>	

## Members

Member	Description
<b>Opaque</b>	The movie hides everything on the page behind it.
<b>Transparent</b>	The background of the HTML page shows through all transparent portions of the movie, this may slow animation performance.
<b>Window</b>	[Macromedia Default] Movie plays in its own rectangular window on a web

	page.
--	-------

## Remarks

This property is not supported in all browsers and platforms.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.MovieWindowMode**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

[OutputType](#)

Determines how your control will be rendered to the browser

## Syntax

Visual Basic (Declaration)	
<pre>Public Enum OutputType     Inherits System.Enum</pre>	
C#	
<pre>public enum OutputType : System.Enum</pre>	

## Members

Member	Description
--------	-------------

<b>ClientScriptVersionDection</b>	Adds version detection script in html output.
<b>FlashOnly</b>	Ouputs only the html code nessesary to play embed your flash Movie.
<b>SWFVersionDetection</b>	Outputs special flash object tag for SWF version detection.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.OutputType**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

[ScriptAccessMode](#)

Use allowscriptaccess to let your Flash movie communicate with the HTML page hosting it. Mimics the allowScriptAccess attribute to the Macromedia flash movie.

## Syntax

Visual Basic (Declaration)	
<code>Public Enum ScriptAccessMode     Inherits System.Enum</code>	
C#	
<code>public enum ScriptAccessMode : System.Enum</code>	

## Members

Member	Description
<b>Always</b>	Permits scripting operations at all times. Outputs always as the "allowScriptAccess" parameter.
<b>Never</b>	Forbids all scripting operations. Outputs never as the "allowScriptAccess" parameter.
<b>SameDomain</b>	Permits scripting operations only if the Flash application is from the same domain as the HTML page. Outputs sameDomain as the "allowScriptAccess" parameter.

## Remarks

Use allowscriptaccess to let your Flash application communicate with the HTML page hosting it. This is required because fscommand() and getURL() operations can cause JavaScript to use the permissions of the HTML page, which can be different from the permissions of your Flash application. This has important implications for cross-domain security.

## Inheritance Hierarchy

[System.Object](#)

[System.ValueType](#)

[System.Enum](#)

**C1.Web.C1Flash.ScriptAccessMode**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)

[VerticalAlignment](#)

Specifies where a scaled Flash SWF file is positioned within the area defined by the width and height settings. Mimics the Macromedia flash movie "salign" parameter.

## Syntax

Visual Basic (Declaration)	
<code>Public Enum VerticalAlignment     Inherits System.Enum</code>	
C#	
<code>public enum VerticalAlignment : System.Enum</code>	

## Members

Member	Description
<b>Bottom</b>	Outputs "B" as the second character in the "salign" parameter.
<b>Center</b>	[Macromedia Default] Does not render as part of the "salign" parameter value.
<b>Top</b>	Outputs "T" as the second character in the "salign" parameter.

## Remarks

Should be implemented in conjunction with `HorizontalAlignment` since both enumerations make up the full `salign` parameter for the flash movie. When used with `HorizontalAlignment` possible values are (RT R RB T B LT L LB). If both values are set to "Center" the parameter is not rendered to the browser.

## Inheritance Hierarchy

`System.Object`  
    `System.ValueType`  
        `System.Enum`  
            **`C1.Web.C1Flash.VerticalAlignment`**

## Requirements

**Target Platforms:** Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

## See Also

### Reference

[C1.Web.C1Flash Namespace](#)