
ComponentOne

Flash for .NET

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ComponentOne, a division of GrapeCity

201 South Highland Avenue, Third Floor

Pittsburgh, PA 15206 • USA

Internet: info@ComponentOne.com

Web site: <http://www.componentone.com>

Sales

E-mail: sales@componentone.com

Telephone: 1.800.858.2739 or 1.412.681.4343 (Pittsburgh, PA USA Office)

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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.

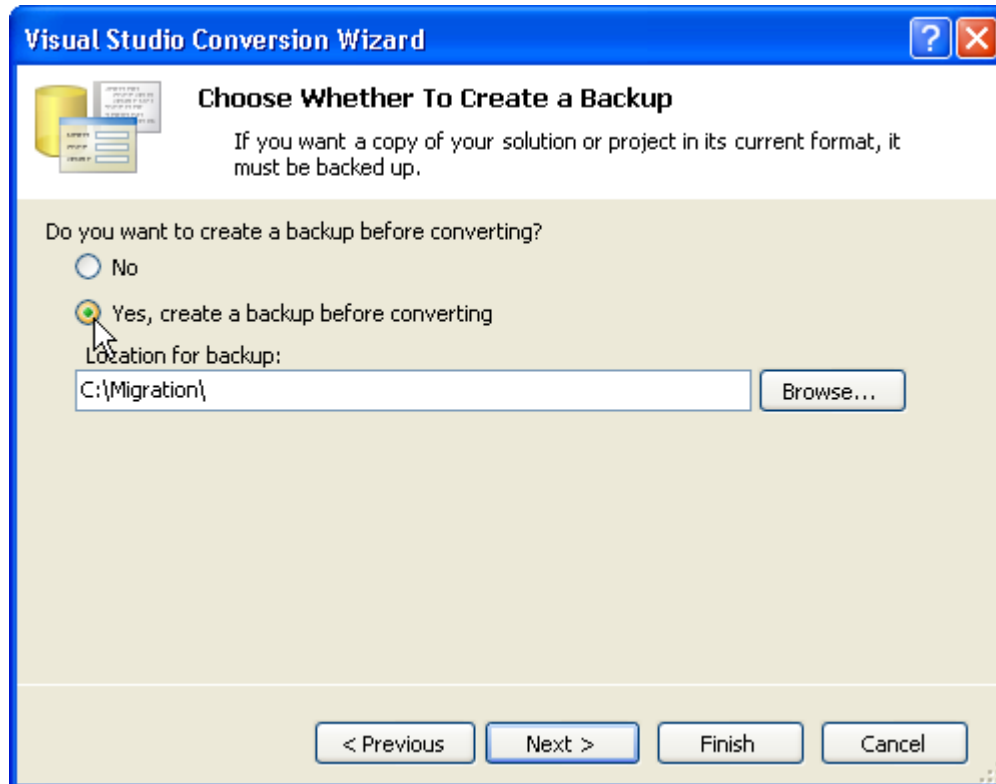
To convert the project:

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.



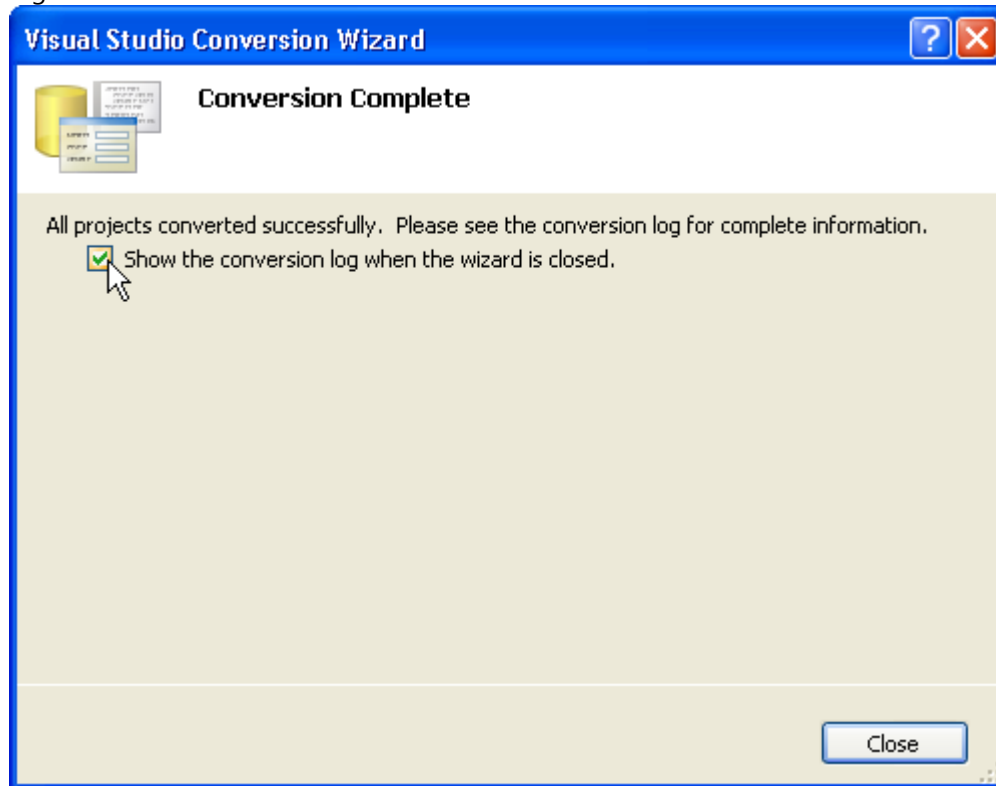
3. Click **Next**.

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




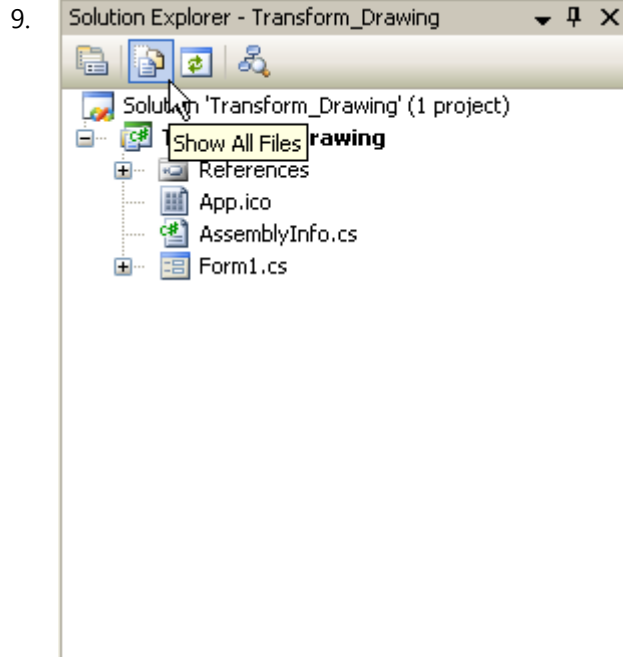
5. Click **Finish** to convert your project to Visual Studio 2005. The **Conversion Complete** window appears.

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.

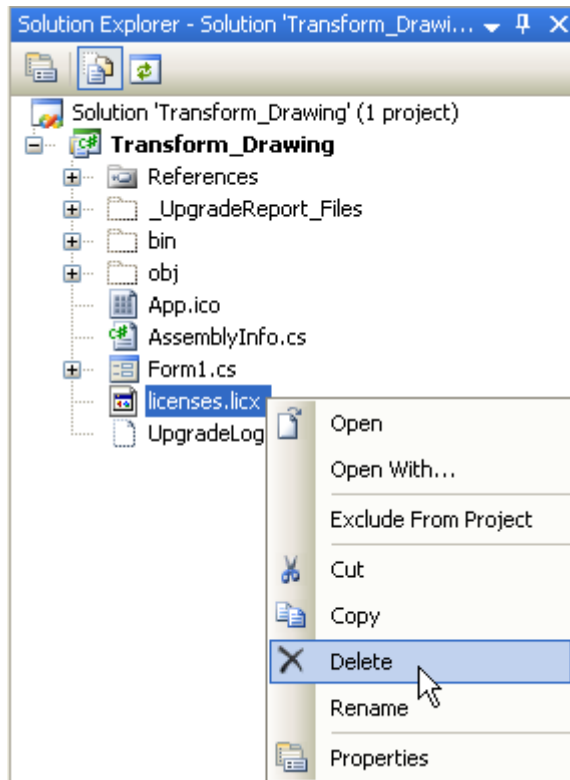
 **Note: The Show All Files button does not appear in the Solution Explorer toolbar if the Solution project node is selected.**



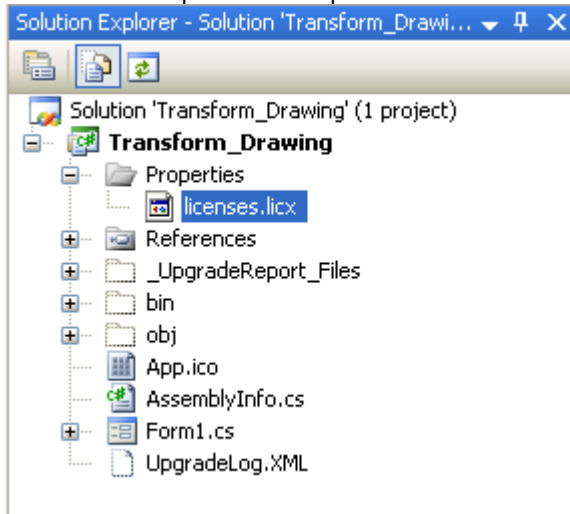
10. Expand the **References** node, right-click C1.C1Flash, and select **Remove**.
11. Right-click the **References** node and select **Add Reference**.
12. Locate and select **C1.C1Flash.2.dll**. Click **OK** to add it to the project.

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

<u> ... </u>	Defines a span of underlined text.
 ... 	Defines a bulleted paragraph. The tag is not necessary and is not supported. Numbered lists are not supported.
<textformat> ... </textformat>	Defines a span of text with certain formatting options. The following attributes are available: <ul style="list-style-type: none"> • leftmargin, which specifies the left margin in twips • rightmargin, which specifies the right margin in twips • indent, which specifies the left indent in twips • blockindent, which specifies a block indent in twips • leading, which specifies the leading in twips • tabstops, which specifies a comma-separated list of tab stops, each specified in twips
<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("Sample <i>string</i>", 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();

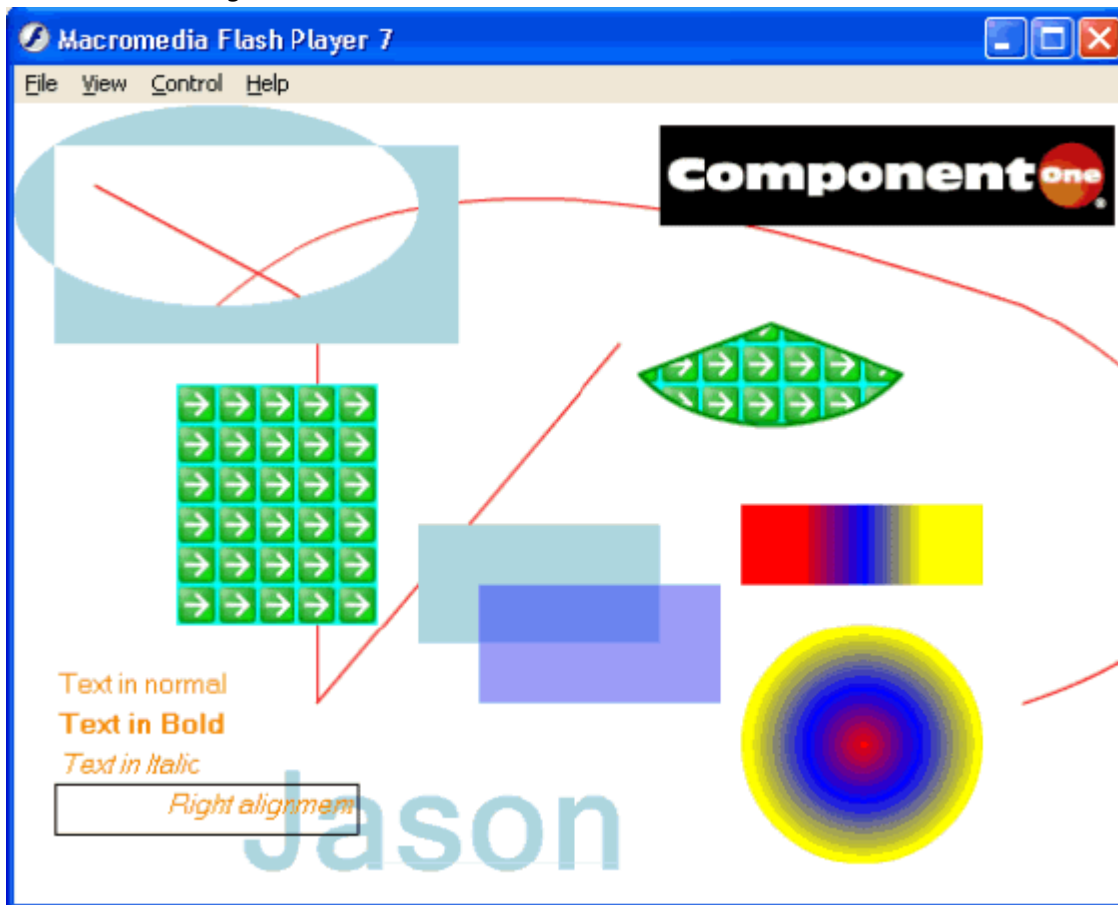
// Draw some text in italic
font = new Font("MS Sans Serif", 15, FontStyle.Italic);
canvas.DrawString("Text in Italic", font, Brushes.DarkOrange, new PointF(20,
320));

// 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
<pre>Dim canvas As New C1FlashCanvas() ' Resets the coordinate transform canvas.ResetTransform()</pre>	

```

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#

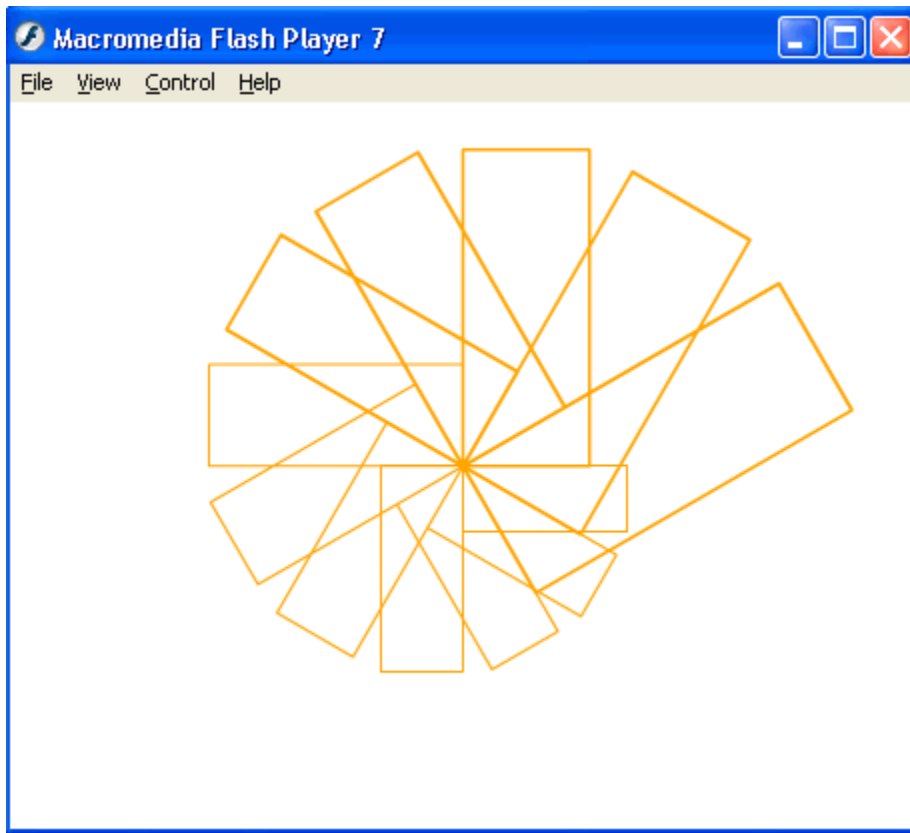
C#	Copy Code
<pre> C1FlashCanvas canvas = new C1FlashCanvas(); // Resets the coordinate transform canvas.ResetTransform(); Point ptCenter = new Point(canvas.Width/2, canvas.Height/2); // Moves the coordinate origin point to the center of the canvas canvas.TranslateTransform(ptCenter.X, ptCenter.Y); Rectangle rect = new Rectangle(0, 0, 100, 40); for(int i = 0; i < 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:



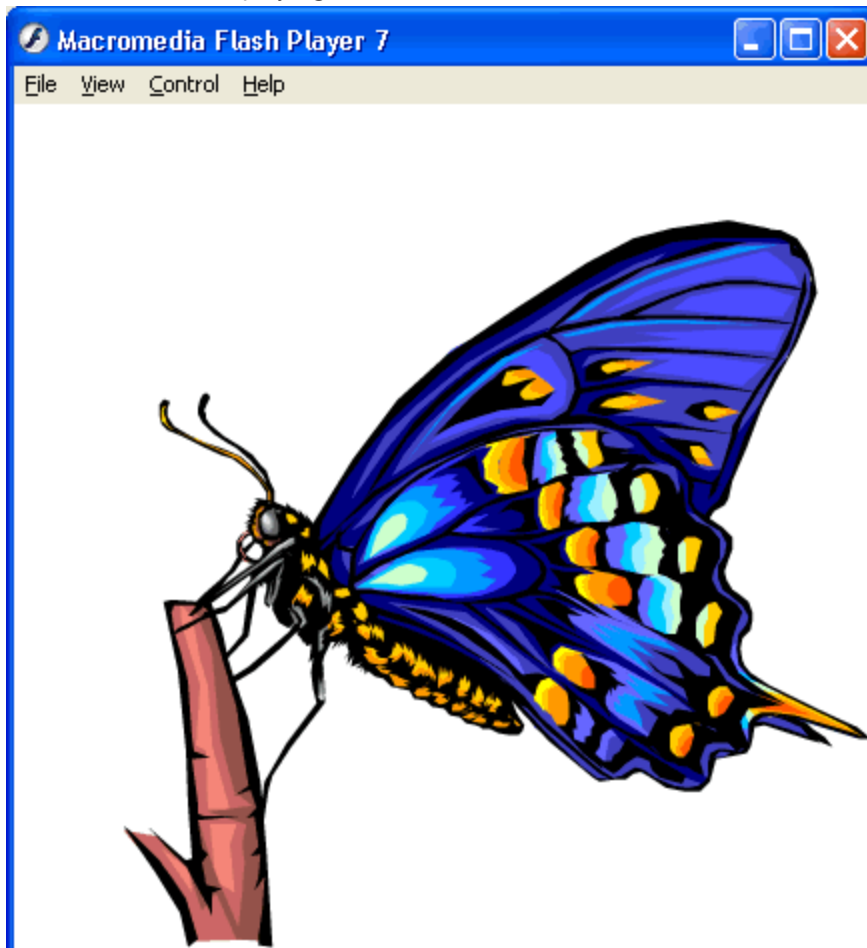
Using Metafiles to Render Graphics

[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**, **FBeziers**, 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
			
Create a FOval object, add it to Frame 0	Remove the object from Frame 1, rotate 45 degrees, and add it to Frame 1	Remove the object from Frame 2, rotate 90 degrees, and add it to Frame 2	Remove the object from Frame 3, rotate 135 degrees, and add it to Frame 3

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

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

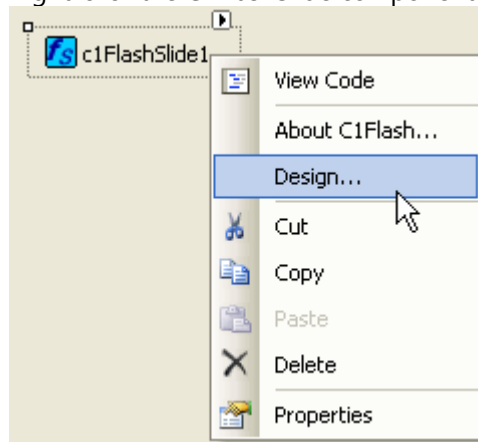
C1FlashSlide Designer is used to layout the built in UI elements. You can access the slide designer two ways:

- 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.

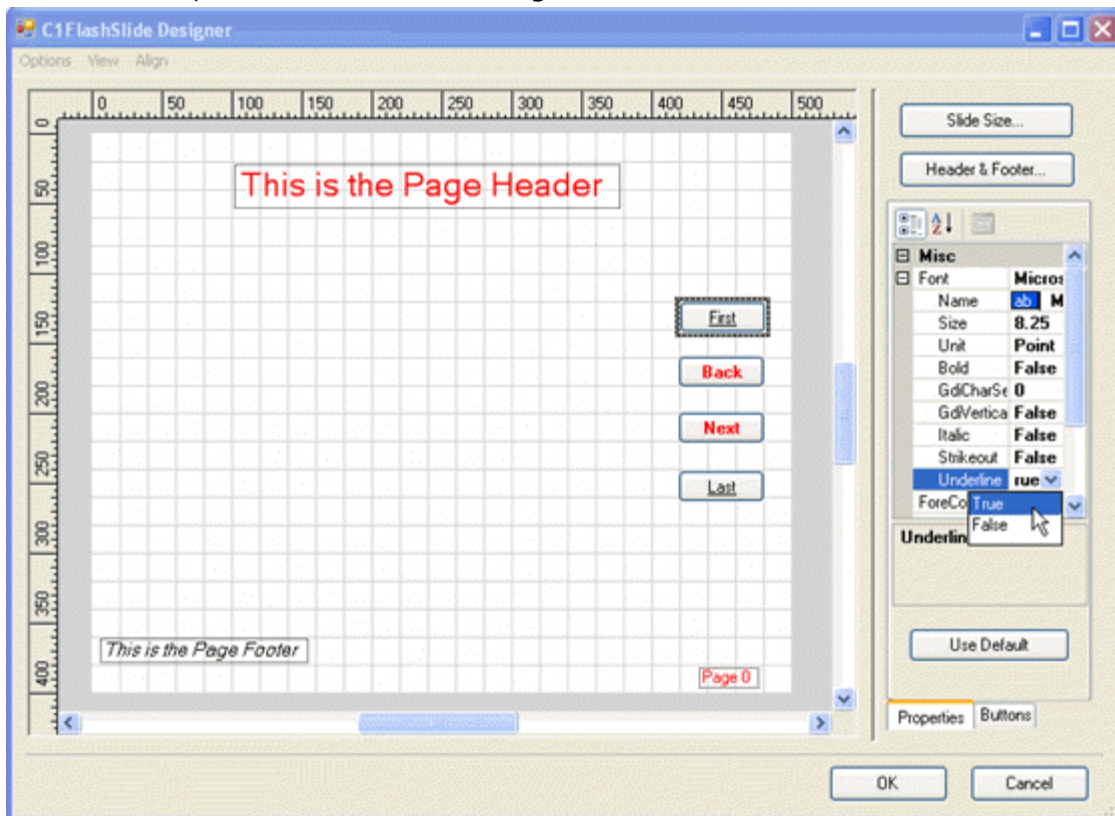
Button elements (for Normal, Arrow, and Mandarin styles) only have the following properties:

- **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](#)

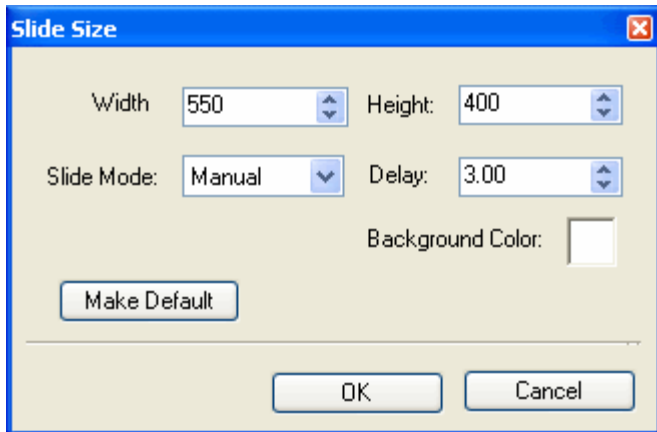
Setting Common Slide Attributes

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.



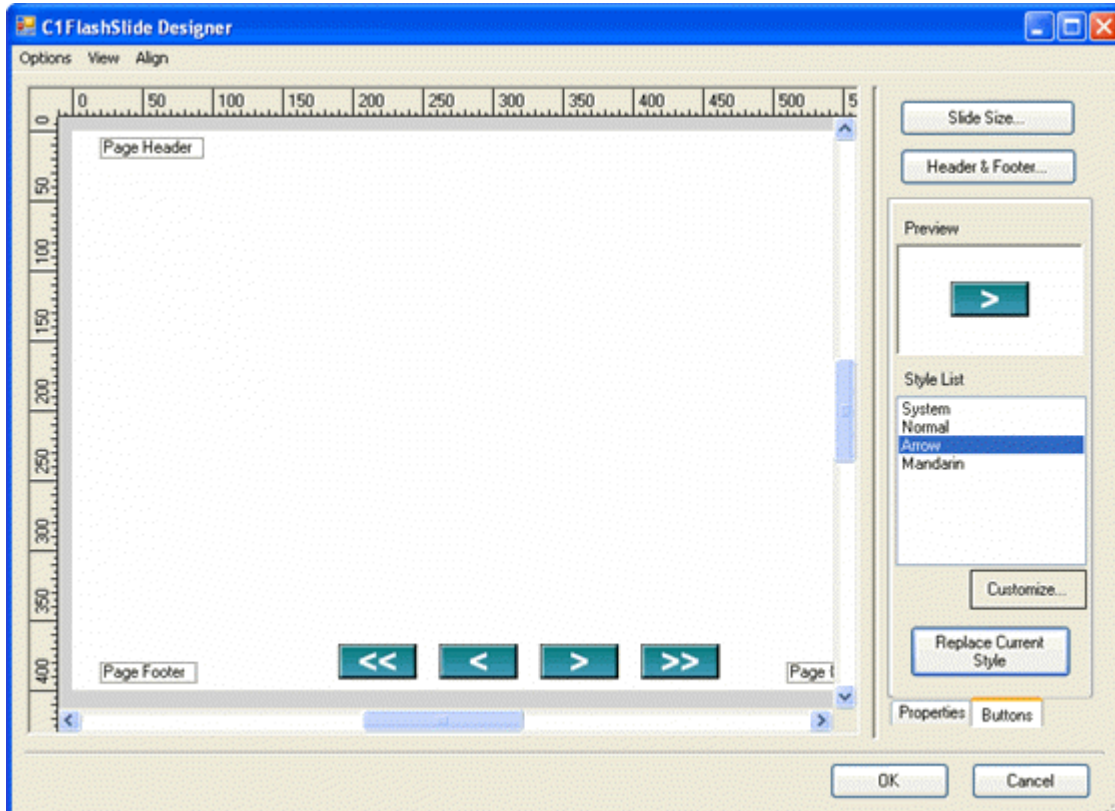
Setting the Button Style

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 C1Chart , allows you to render the Chart in Meta file format and then reproduce the chart in SWF format. This sample uses the C1Chart and C1Chart3D controls.
Canvas_C1Image	Demonstrates how to render images using the C1FlashCanvas 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>	

2. 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>	

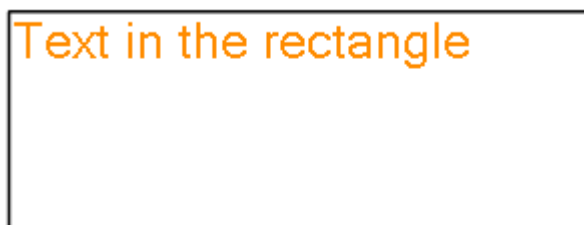
To write code in C#

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:

Center alignment

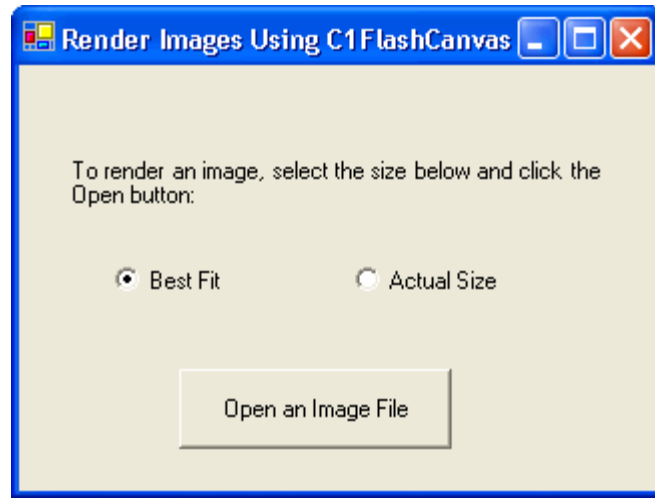
Rendering Images Using C1FlashCanvas

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" & _ " 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 Me.OpenFileDialog1.ShowDialog() = DialogResult.OK Then ' Dim filename As String = Me.OpenFileDialog1.FileName.Trim() If Not (filename Is Nothing) And filename.Length > 0 Then Dim image As Image = Image.FromFile(filename) End If End If End Sub</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 && filename.Length > 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 > image.Height) { width = this.c1FlashCanvas1.Width; height = (int)(width/ratio); if (height > 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;

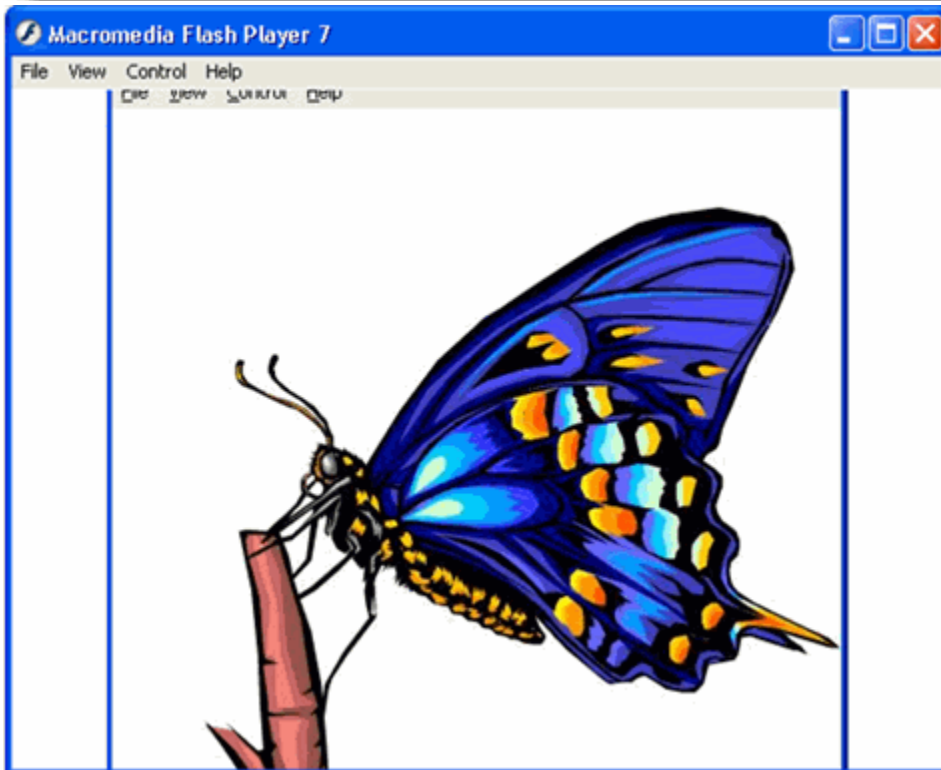
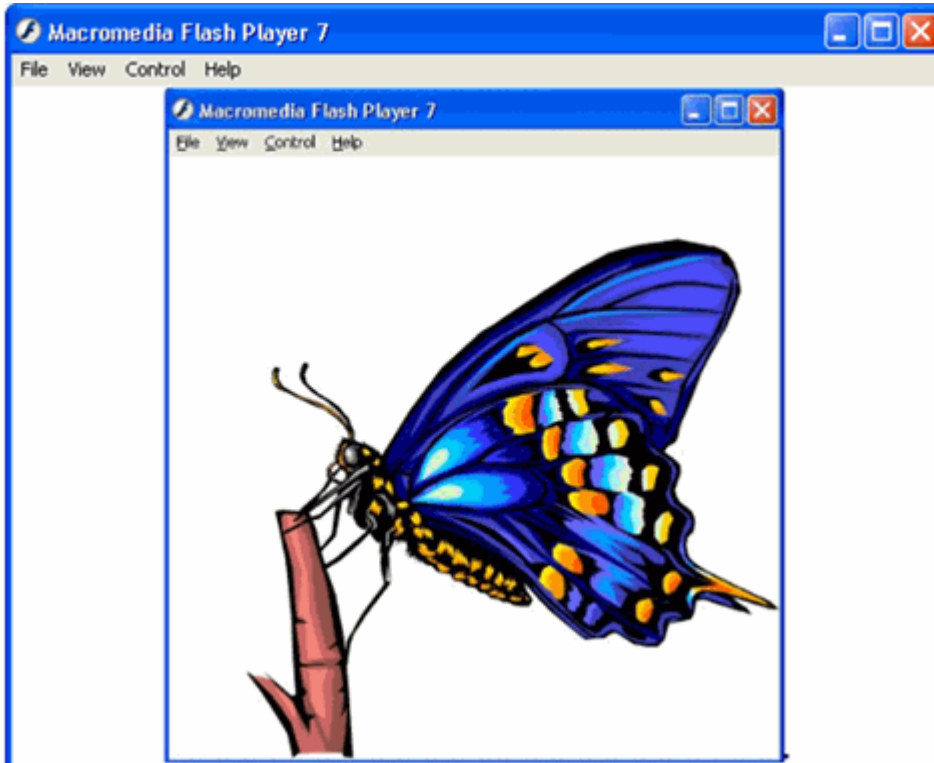
    this.c1FlashCanvas1.DrawImage(image, new RectangleF(x, y, width, height));
    image.Dispose();
    this.c1FlashCanvas1.RenderToFile(@"c:\WindowsApplication1.swf");
    LaunchViewer(@"c:\WindowsApplication1.swf");
}

```

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>	

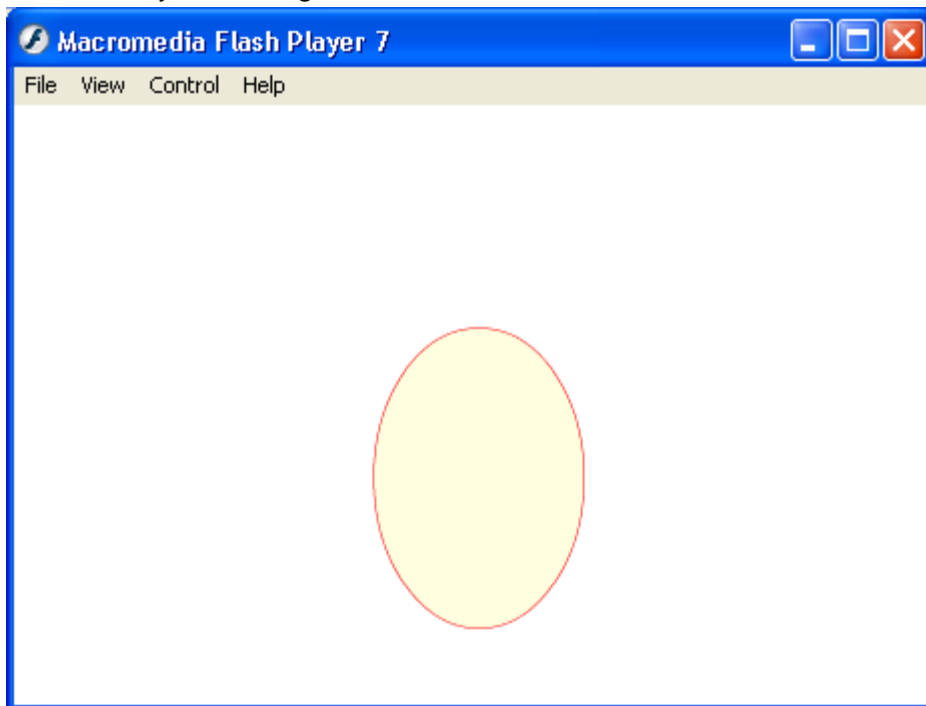
To write code in C#

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 < 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>	

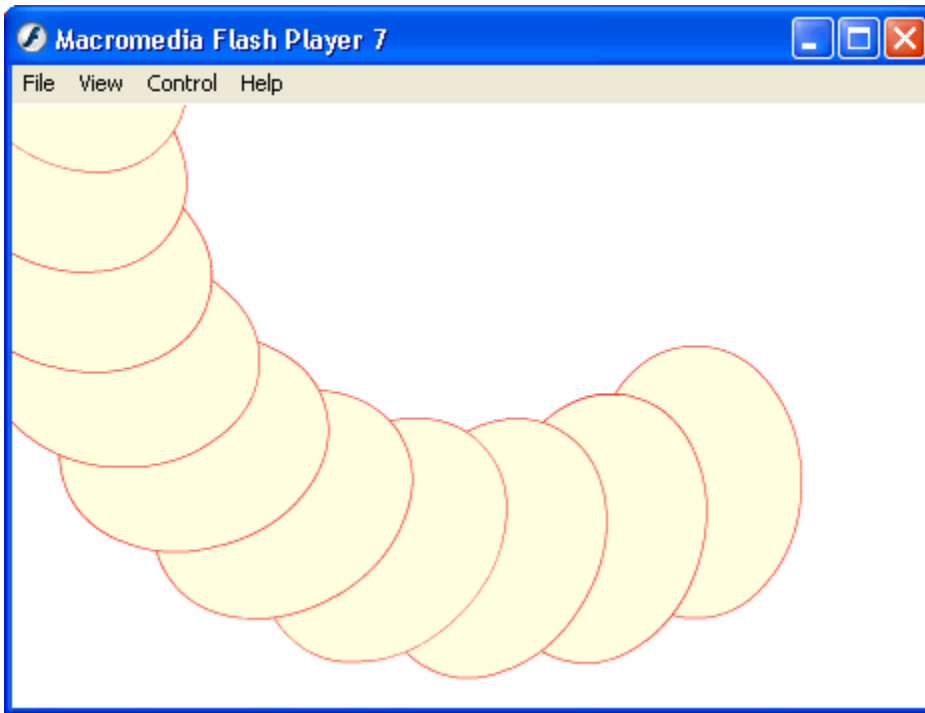
To write code in C#

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>	

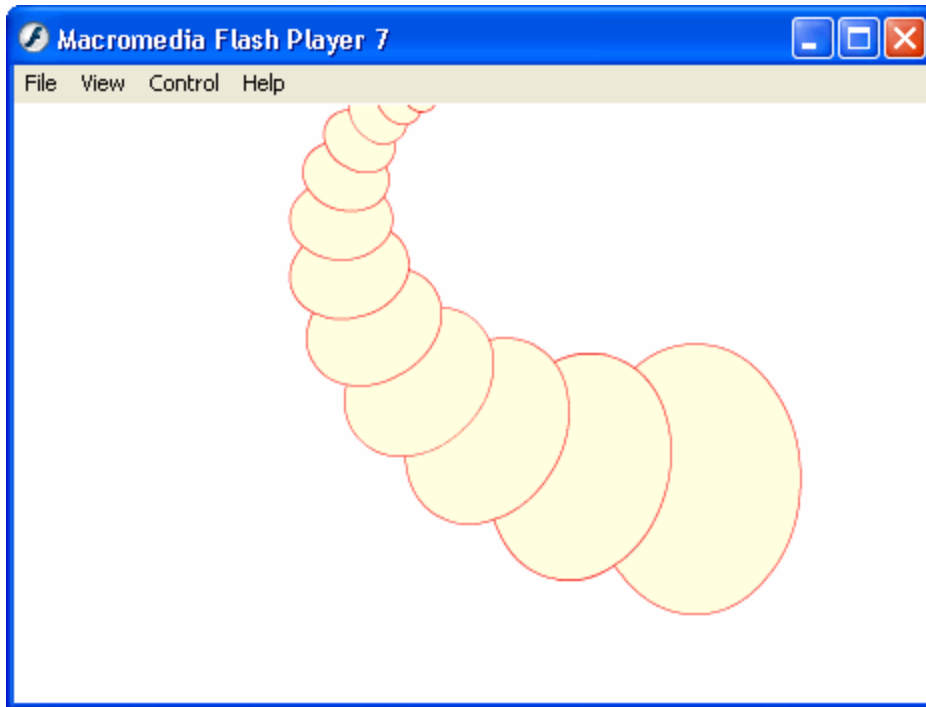
[To write code in C#](#)

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#](#)

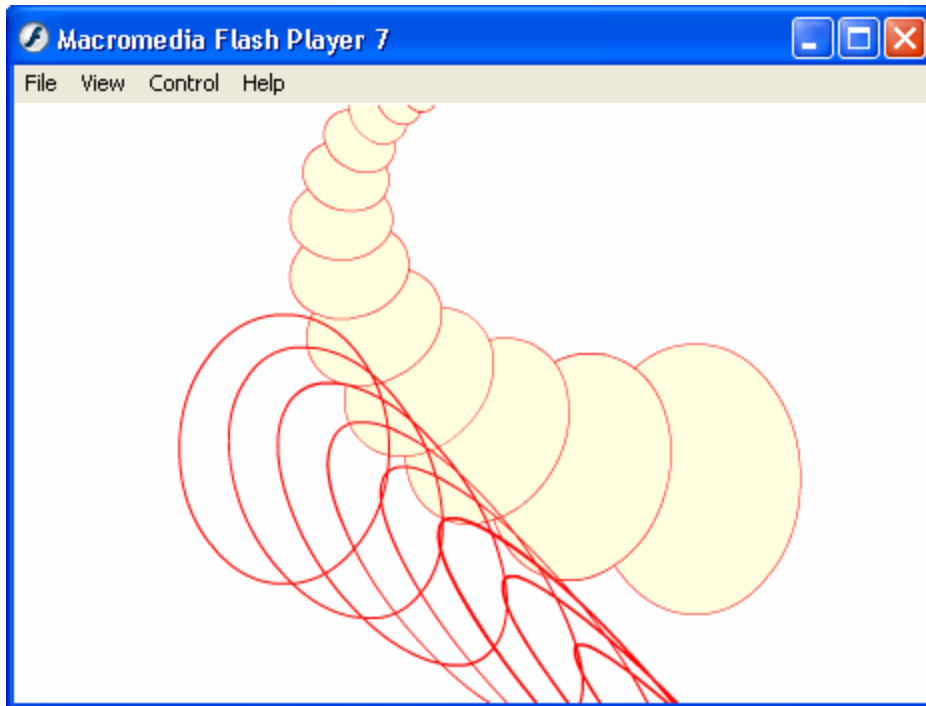
C#	Copy Code
<pre>// Resets the coordinate this.c1FlashCanvas1.ResetTransform(); for(int i = 1; i < 12; i++) { this.c1FlashCanvas1.DrawEllipse(Pens.Red, rect); // Change the Transform</pre>	

```
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

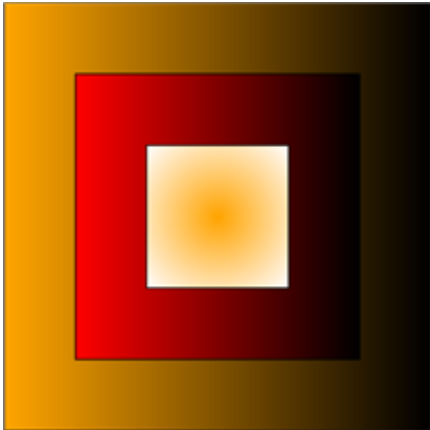
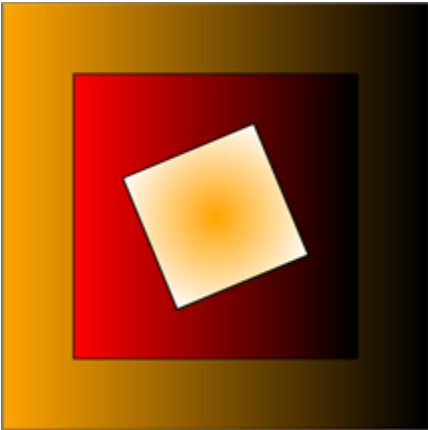
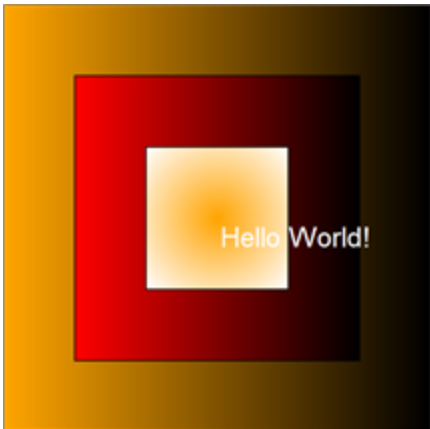
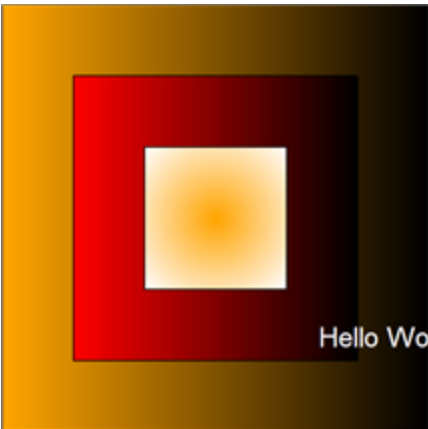
[Creating Movie Documents that Rotate](#)

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:

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

(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 < 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 < 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 < 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 <Next> button to go next page."; page.DrawString(text, font, Brushes.Black, rect); font.Dispose(); } </pre>	

3. 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#

```
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.Shear(0.15F, 0.15F);
    }
}
```

```

    page.Transform = m;
  }
}

```

5. 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>	

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

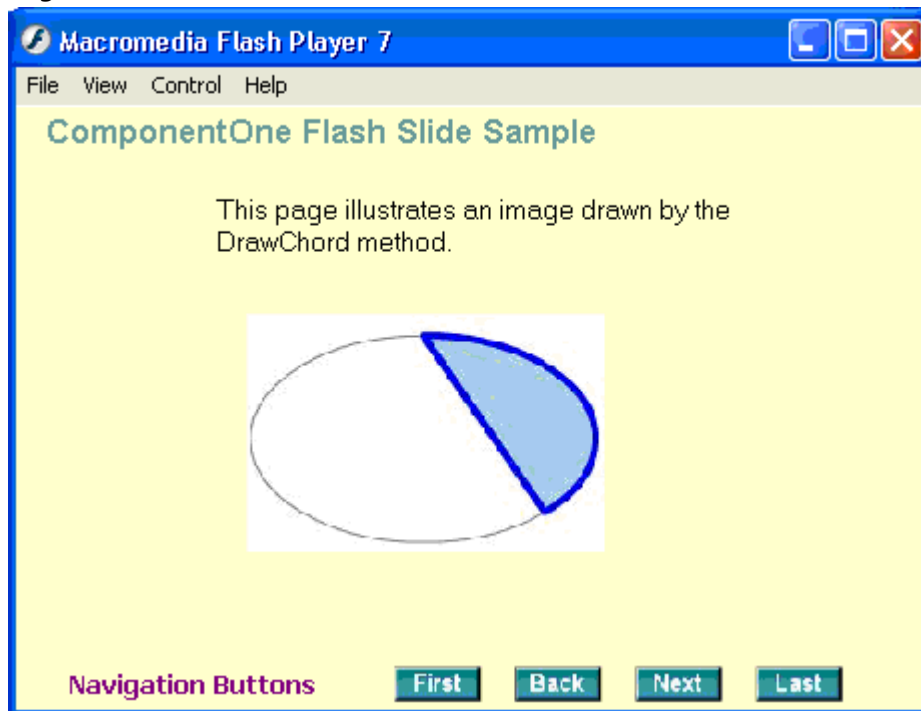
This topic illustrates the following:

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

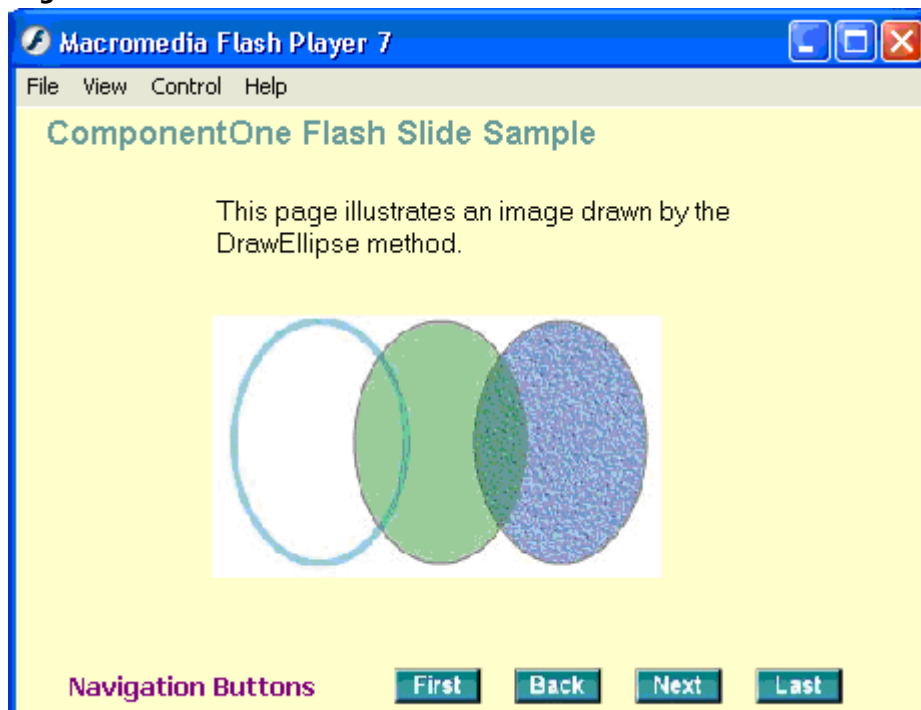
Opening page

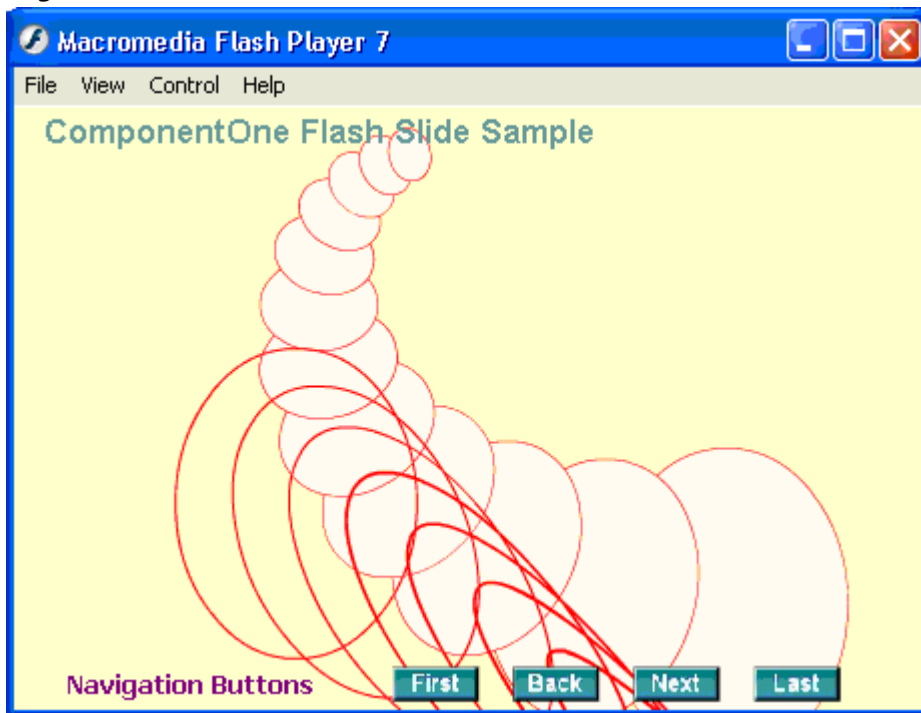


Page 1



Page 2





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.

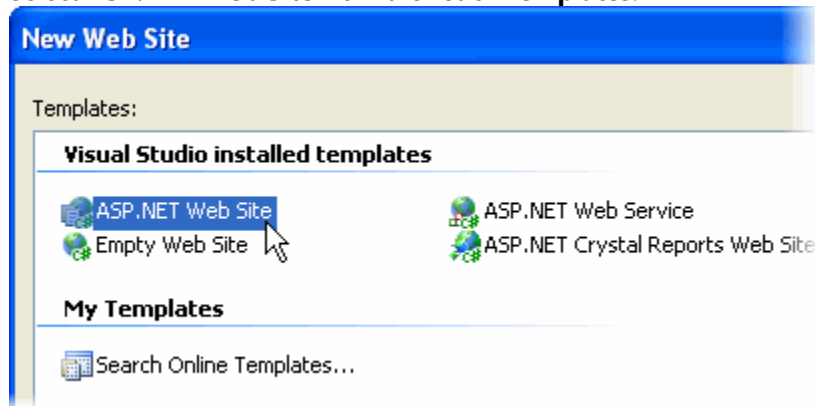
See Also

[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.

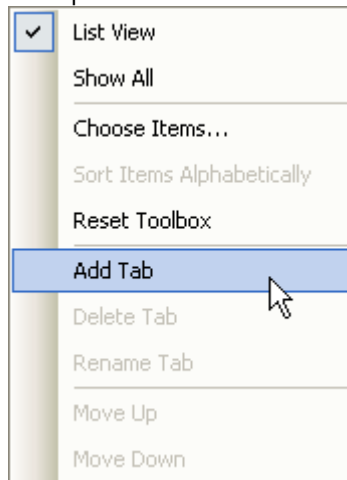
Manually Adding C1WebFlash to the Toolbox

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

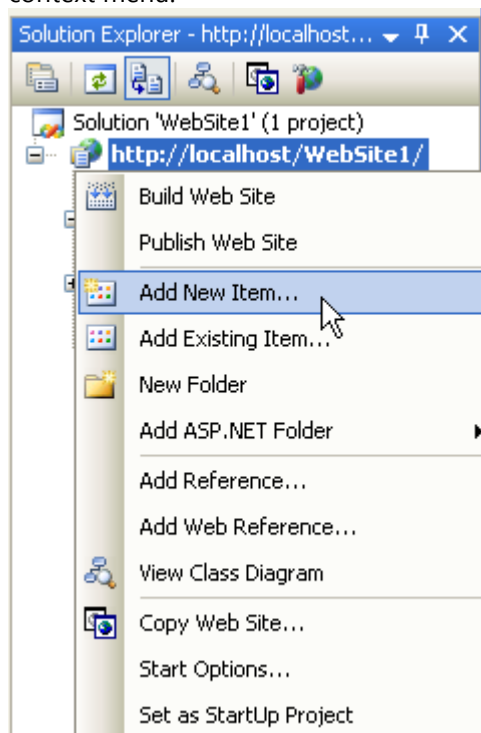
To add a reference to the **C1WebFlash** assembly:

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`

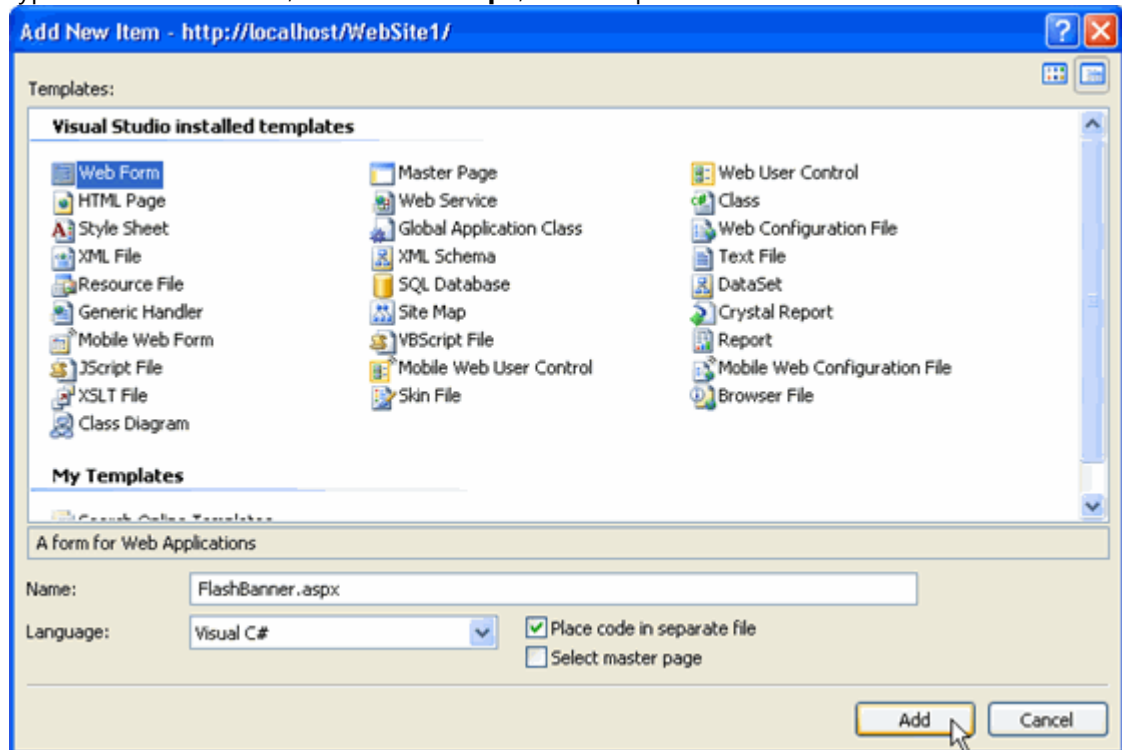
 **Note:** This makes the objects defined in the **C1WebFlash** assembly visible to the project.

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.

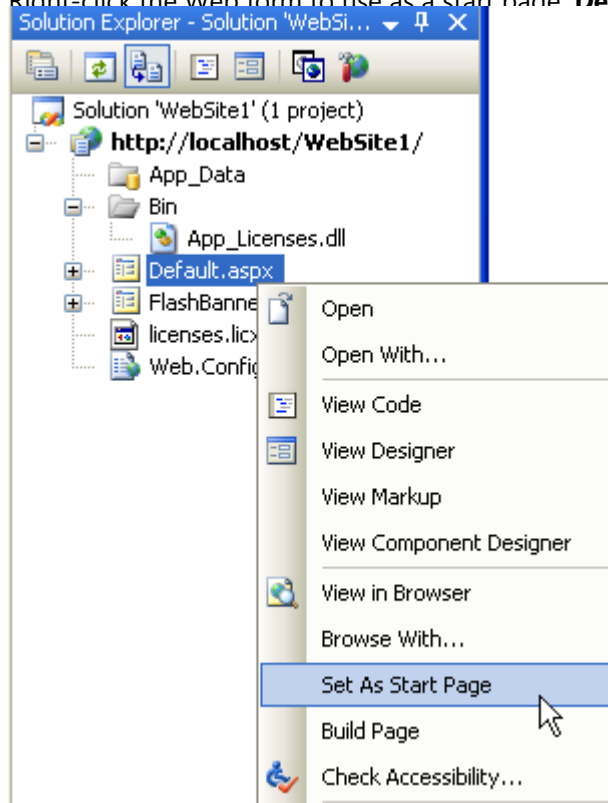


3. Click **Add**. The **FlashBanner.aspx** page is added to your project.

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.

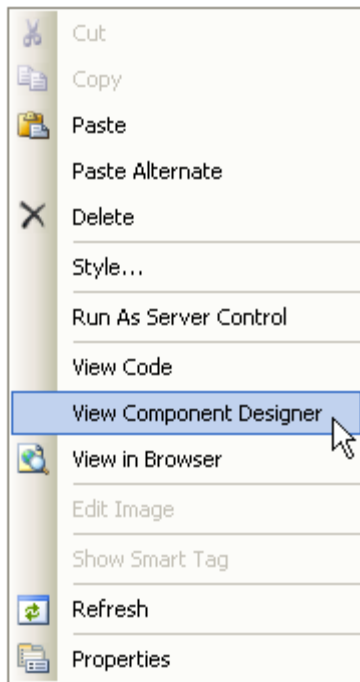


2. Run the project and observe that the **Default.aspx** page opens in the browser.

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.

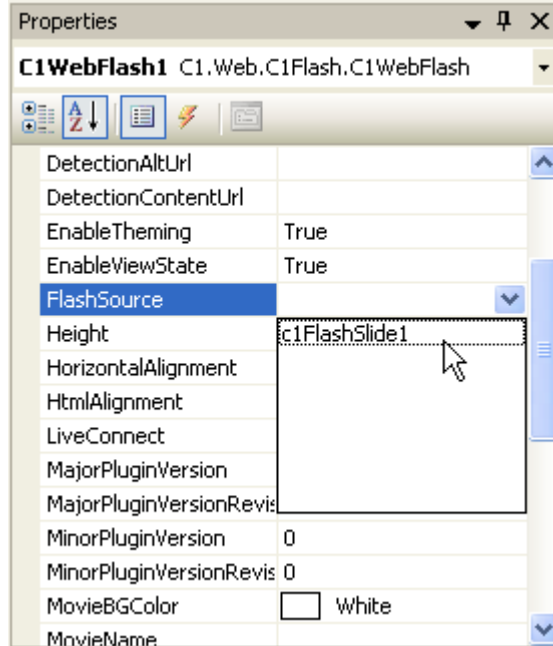
2. Add the **C1Flash** component you would like to use to your form.
3. Click the **.aspx** tab to exit the Component Designer.

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.

2. 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
	C1FlashCanvas	C1FlashCanvas is one of the main classes in the C1Flash library. This class is inherited from the FPage class.
	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.
	C1FlashSlide	C1FlashSlide is a class (component) that can be used to create slide show in the Macromedia Flash file format.
	Constants	Constants used in C1Flash.
	Entity	Class that represents the location, size and visibility of a UI element in slide designer.
	FArc	Class the represents a arc shape.
	FBeziers	Class that represents a bezier curver line.
	FButton	Class that represents a button object.
	FCircle	Class that represents a circle shape.
	FEditText	Class that represents a dynamic text.
	FFont	Class that represents Glyph font.





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

Interfaces

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

	IWebFlashSink	Interface C1WebFlash used to communicate with Flash Engines.
---	-------------------------------	--

Enumerations

	Enumeration	Description
	FAlignment	Specifies the horizontal alignment of text.
	FButtonEvent	Enumeration that defines the event related to button actions.
	FImageFillType	The fill type for images.
	SlideMode	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)	
<pre>Public Class C1FlashCanvas Inherits FPage Implements IWebFlashSink</pre>	
C#	
<pre>public class C1FlashCanvas : FPage, IWebFlashSink</pre>	

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
	C1FlashCanvas Constructor	Overloaded.





[Top](#)

Public Properties

	Name	Description
	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets or sets the height of the canvas.
	Site	(Inherited from System.ComponentModel.Component)
	Transform	Gets or sets the world transformation for this page. (Inherited from C1.C1Flash.FPage)
	Width	Gets or sets the width of the canvas.

[Top](#)




Public Methods

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

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


		from C1.C1Flash.FPage)
⇒	DrawPolygon	Overloaded. Draws a polygon defined by an array of System.Drawing.Point structures. (Inherited from C1.C1Flash.FPage)
⇒	DrawRectangle	Overloaded. Draws a rectangle specified by a System.Drawing.Rectangle structure. (Inherited from C1.C1Flash.FPage)
⇒	DrawRectangles	Overloaded. Draws a series of rectangles specified by System.Drawing.Rectangle structures. (Inherited from C1.C1Flash.FPage)
⇒	DrawString	Overloaded. Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects. (Inherited from C1.C1Flash.FPage)
⇒	DrawStringHtml	Draws Html string. (Inherited from C1.C1Flash.FPage)
⇒	FillChord	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 C1.C1Flash.FPage)
⇒	FillEllipse	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a System.Drawing.Rectangle structure. (Inherited from C1.C1Flash.FPage)
⇒	FillPath	Fills the interior of a System.Drawing.Drawing2D.GraphicsPath object. (Inherited from C1.C1Flash.FPage)
⇒	FillPie	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines. (Inherited from C1.C1Flash.FPage)
⇒	FillPolygon	Overloaded. Fills the interior of a polygon defined by an array of points specified by System.Drawing.Point structures. (Inherited from

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

	StopSound	Stops the sound. (Inherited from C1.C1Flash.FPage)
	ToString	(Inherited from System.ComponentModel.Component)
	TranslateTransform	Overloaded. Prepends the specified translation to the transformation matrix of this page object. (Inherited from C1.C1Flash.FPage)

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Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1FlashCanvas Class](#)

[C1.C1Flash Namespace](#)

C1FlashCanvas Constructor

Overload List

Overload	Description
C1FlashCanvas Constructor()	Initialize a new instance of C1FlashCanvas object.
C1FlashCanvas Constructor(Int32,Int32)	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)	
<pre>Public Function New(_ ByVal width As Integer, _ ByVal height As Integer _)</pre>	
C#	
<pre>public C1FlashCanvas(int width, int height)</pre>	

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

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

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

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

		identity matrix. (Inherited from C1.C1Flash.FPage)
≡	RotateTransform	Overloaded. Applies the specified rotation to the transformation matrix of this page object. (Inherited from C1.C1Flash.FPage)
≡	ScaleTransform	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 C1.C1Flash.FPage)
≡	StopSound	Stops the sound. (Inherited from C1.C1Flash.FPage)
≡	ToString	(Inherited from System.ComponentModel.Component)
≡	TranslateTransform	Overloaded. Prepends the specified translation to the transformation matrix of this page object. (Inherited from C1.C1Flash.FPage)

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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)	
<pre>Public Sub RenderToFile(_ ByVal fileName As String _)</pre>	
C#	
<pre>public void RenderToFile(string fileName)</pre>	

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
------	-------------

	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets or sets the height of the canvas.
	Site	(Inherited from System.ComponentModel.Component)
	Transform	Gets or sets the world transformation for this page. (Inherited from C1.C1Flash.FPage)
	Width	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%^athat 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%;^athat 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
	C1FlashMovie Constructor	Overloaded.




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Public Properties

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

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Public Methods

	Name	Description
	Clean	Cleans the movie.
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	(Inherited from System.ComponentModel.Component)

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

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Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1FlashMovie Class](#)

[C1.C1Flash Namespace](#)

C1FlashMovie Constructor

Overload List

Overload	Description
C1FlashMovie Constructor()	Initialize a new instance of C1FlashMovie object.

C1FlashMovie Constructor(Int32,Int32)	Initialize a new instance of C1FlashMovie object with the specified width and height.
C1FlashMovie Constructor(Int32,Int32,Single)	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)

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

C#

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

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)	
<pre>Public Function New(_ ByVal width As Integer, _ ByVal height As Integer, _ ByVal frameRate As Single _)</pre>	
C#	
<pre>public C1FlashMovie(int width, int height, float frameRate)</pre>	

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
 Clean	Cleans the movie.
 CreateObjRef	(Inherited from System.MarshalByRefObject)
 Dispose	(Inherited from System.ComponentModel.Component)
 Frames	Gets a frame object from the index.
 GetHashCode	Serves as a hash function.
 GetLifetimeService	(Inherited from System.MarshalByRefObject)
 InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
 RenderToFile	Renders the graphical content to a SWF file.
 RenderToStream	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)	
<code>Public Sub Clean()</code>	
C#	
<code>public void Clean()</code>	

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)	
<pre>Public Function Frames(_ ByVal index As Integer _) As FFrame</pre>	
C#	
<pre>public FFrame Frames(int index)</pre>	

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)	
<pre>Public Overrides Function GetHashCode() As Integer</pre>	
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
	BackgroundColor	Gets or sets the back ground color.
	Container	(Inherited from System.ComponentModel.Component)
	FrameRate	Gets or sets the frame rate of the movie.
	Height	Gets or sets the height of the movie in twips.
	Item	Gets a frame object from the index.
	Site	(Inherited from System.ComponentModel.Component)
	Width	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)	
Public Property BackgroundColor As Color	
C#	
public Color BackgroundColor { 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

[C1FlashMovie Class](#)

[C1FlashMovie Members](#)

FrameRate Property

Gets or sets the frame rate of the movie.

Syntax

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

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

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)	
<code>Public ReadOnly Default Property Item(_ ByVal index As Integer _) As FFrame</code>	
C#	
<code>public FFrame this[int index]; {get;}</code>	

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)	
Public Property Width As Integer	
C#	
public int Width { get ; set ;}	

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)	
<pre>Public Class C1FlashSlide Inherits System.ComponentModel.Component Implements IWebFlashSink</pre>	
C#	
<pre>public class C1FlashSlide : System.ComponentModel.Component, IWebFlashSink</pre>	

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
	C1FlashSlide Constructor	Overloaded.

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Public Properties

	Name	Description
	BackgroundColor	Gets or sets the back ground color.
	CBIDump	

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

[Top](#)

Public Methods

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

≡	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡	RenderToFile	Renders all the pages to a SWF file.
≡	RenderToStream	Renders all the pages to a memory stream.
≡	ToString	(Inherited from System.ComponentModel.Component)

[Top](#)

Public Events

	Name	Description
⚡	Disposed	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1FlashSlide Class](#)

[C1.C1Flash Namespace](#)

C1FlashSlide Constructor

Overload List

Overload	Description
C1FlashSlide Constructor()	Initialize a new instance of C1FlashSlide object.
C1FlashSlide Constructor(Int32,Int32)	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)	
<pre>Public Function New(_ ByVal width As Integer, _ ByVal height As Integer _)</pre>	
C#	
<pre>public C1FlashSlide(int width, int height)</pre>	

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
	AddPage	Adds a new page object to the slide.

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

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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)

```
Public Function AddPage() As FPage
```

C#

```
public FPage AddPage()
```

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)	
Public Sub Clean()	
C#	
public void Clean()	

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

	SlideMode	Gets or sets slide mode.
	Width	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)	
Public Property BackgroundColor As Color	
C#	
public Color BackgroundColor { 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](#)

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)	
Public Property Height As Integer	
C#	
public int Height { 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](#)

Interval Property

Gets or sets the interval time between pages in millisecond.

Syntax

Visual Basic (Declaration)	
Public Property Interval As Integer	
C#	
public int Interval { 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](#)

Item Property

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

Syntax

Visual Basic (Declaration)

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

C#

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

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</code> Constants	
C#	
<code>public class</code> 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](#)

Overview

Constants used in C1Flash.

Object Model

Constants

Syntax

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

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Public Fields

	Name	Description
	FIXED_1	Fixed point number, value 1.0.
	FIXED_2	Fixed point number, value 2.0.

	FIXED_HALF	Fixed point number, value 0.5.
	FIXED_SQR2	Fixed point numner, value sqrt(2)
	INFINITY	Infinite number value.
	TWIPS	The number of twips a logic pixel has.

[Top](#)

Public Methods

	Name	Description
	FixedToFloat	Converts a integer number to a SWF format fixed point number.
	FloatToFixed	Converts a float number to a SWF format fixed point number.

[Top](#)

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
 	FixedToFloat	Converts a integer number to a SWF format fixed point number.
 	FloatToFixed	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
	FIXED_1	Fixed point number, value 1.0.
	FIXED_2	Fixed point number, value 2.0.
	FIXED_HALF	Fixed point number, value 0.5.
	FIXED_SQR2	Fixed point numner, value sqrt(2)
	INFINITY	Infinite number value.

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

[Top](#)

See Also

Reference

[Constants Class](#)

[C1.C1Flash Namespace](#)

FIXED_1 Field

Fixed point number, value 1.0.

Syntax

Visual Basic (Declaration)	
Public Const FIXED_1 As Integer	
C#	
public const int FIXED_1	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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 numner, 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
	Entity Constructor	Overloaded.

[Top](#)

Public Properties

	Name	Description
	Font	Gets or sets the font associated with the text display.
	ForeColor	Gets or sets the foreground color associated with the text display.
	Location	Gets or sets the location of the entity.
	Size	Gets or sets the size of the entity.

	Text	Gets or sets the text of this entity.
	TextAlign	Gets or set the text alignment.
	Visible	Gets or sets the visibility of the entity.

[Top](#)

See Also

Reference

[Entity Class](#)

[C1.C1Flash Namespace](#)

Entity Constructor

Overload List

Overload	Description
Entity Constructor()	Initialize a new instance of Entity class.
Entity Constructor(Point,Size)	Initialize a new instance of Entity class with the specified location and size.
Entity Constructor(String)	Initialize a new instance of Entity entity with the text string.
Entity Constructor(String,Point,Size)	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)	
<pre>Public Function New()</pre>	
C#	
<pre>public Entity()</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

[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)	
<pre>Public Function New(_ ByVal Location As Point, _ ByVal size As Size _</pre>	

```
)
```

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.

 ForeColor	Gets or sets the foreground color associated with the text display.
 Location	Gets or sets the location of the entity.
 Size	Gets or sets the size of the entity.
 Text	Gets or sets the text of this entity.
 TextAlign	Gets or set the text alignment.
 Visible	Gets or sets the visibility of the entity.

[Top](#)

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)	
Public Overridable Property Size As Size	
C#	
public virtual Size Size { 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](#)

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 the represents a arc shape.

Object Model

FArc

Syntax

Visual Basic (Declaration)	
<code>Public Class FArc</code> <code> 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
	FArc Constructor	Overloaded.

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Public Properties

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

	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

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

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See Also

Reference

[FArc Class](#)

[C1.C1Flash Namespace](#)

FArc Constructor

Overload List

Overload	Description
FArc Constructor(Rectangle,Single,Single)	Initialize a new instance of FArc.
FArc Constructor(Rectangle,Single,Single,Boolean,Boolean)	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)	
Public Function New (_	

```

    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 curve 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
	FBeziers Constructor	Initialize a FBeziers.

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Public Properties

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

	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

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

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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
	FButton Constructor	Initialize a FButton.


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Public Properties

	Name	Description
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)

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Public Methods

	Name	Description
	AddAction	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
	AddAction	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)	
<pre>Public Sub AddAction(_ ByVal ev As FButtonEvent, _ ByVal record As FActionRecord _)</pre>	
C#	
<pre>public void AddAction(FButtonEvent ev, FActionRecord record)</pre>	

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)	
<pre>Public Class FCircle Inherits FOval</pre>	
C#	
<pre>public class FCircle : FOval</pre>	

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
	FCircle Constructor	Overloaded.

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Public Properties

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

	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

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

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See Also

Reference

[FCircle Class](#)

[C1.C1Flash Namespace](#)

FCircle Constructor

Overload List

Overload	Description
FCircle Constructor(Int32,Int32,Int32)	Initialize a FCircle.
FCircle Constructor(Point,Int32)	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)	
<pre>Public Class FEditText Inherits FShape</pre>	
C#	
<pre>public class FEditText : FShape</pre>	

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)	
<pre>Public Class FEditText Inherits FShape</pre>	
C#	
<pre>public class FEditText : FShape</pre>	

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
	FEditText Constructor	Overloaded.

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Public Properties






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

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

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Public Methods

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

 FillSolidColor	Fills the shape with solid color. (Inherited from C1.C1Flash.FShape)
 ResetTransform	Resets the transformation. (Inherited from C1.C1Flash.FShape)
 Rotate	Rotates the shape about its own center. (Inherited from C1.C1Flash.FShape)
 Scale	Scales the shape about its own center. (Inherited from C1.C1Flash.FShape)
 Translate	Offsets the shape. (Inherited from C1.C1Flash.FShape)

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See Also

Reference

[FEditText Class](#)

[C1.C1Flash Namespace](#)

FEditText Constructor

Overload List

Overload	Description
FEditText Constructor(Rectangle,String)	Initialize a FEditText.
FEditText Constructor(Rectangle,String,String)	Initialize a FEditText.
FEditText Constructor(Rectangle,String,String,Boolean,Boolean)	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
------	-------------

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

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

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See Also

Reference

[FEditText Class](#)

[C1.C1Flash Namespace](#)

Align Property

Gets or sets the horizontal alignment.

Syntax

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

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)	
Public Property AutoSize As Boolean	
C#	
public bool AutoSize { 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](#)

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 forr ground 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)	
<pre>Public Property Html As Boolean</pre>	
C#	
<pre>public bool Html {get; set;}</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

[FEditText Class](#)

[FEditText Members](#)

Indent Property

Gets or sets the indent size.

Syntax

Visual Basic (Declaration)	
Public Property Indent As Integer	
C#	
public int Indent { 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](#)

Leading Property

Gets or sets the leading size between rows.

Syntax

Visual Basic (Declaration)	
Public Property Leading As Integer	
C#	
public int Leading { 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](#)

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
	FFont Constructor	Initialize a instance of FFont.




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Public Properties

	Name	Description
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	GlyphCount	Gets the number of glyphs.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)

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Public Methods

	Name	Description
	AddGlyph	Adds a glyph and associate it with a charector code.
	GetAdvance	Gets the advance value of a glyph by index.
	GetGlyphIndexFromAscii	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
	AddGlyph	Adds a glyph and associate it with a charector code.
	GetAdvance	Gets the advance value of a glyph by index.
	GetGlyphIndexFromAscii	Gets the index of glyph from a charactor code.

[Top](#)

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

Charactor 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
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	GlyphCount	Gets the number of glyphs.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)

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See Also

Reference

[FFont Class](#)

[C1.C1Flash Namespace](#)

GlyphCount Property

Gets the number of glyphs.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property GlyphCount As Integer</code>	
C#	
<code>public int GlyphCount {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

[FFont Class](#)

[FFont Members](#)

FFont2

Class that represents a DefineFont2 tag in SWF format.

Object Model

FFont2

Syntax

Visual Basic (Declaration)	
<pre>Public Class FFont2 Inherits FObject</pre>	
C#	
<pre>public class FFont2 : FObject</pre>	

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)	
<pre>Public Class FFont2 Inherits FObject</pre>	

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
	FFont2 Constructor	Overloaded.

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Public Properties

	Name	Description
	Bold	Gets whether the font is in bold.

	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	Italic	Gets whether the font is in italic.
	Name	Gets the font name.

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See Also

Reference

[FFont2 Class](#)

[C1.C1Flash Namespace](#)

FFont2 Constructor

Overload List

Overload	Description
FFont2 Constructor(String)	Initialize a FFont2.
FFont2 Constructor(String,Boolean,Boolean)	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)	
<pre>Public Function New(_ ByVal <i>fontName</i> As String, _ ByVal <i>italic</i> As Boolean, _ ByVal <i>bold</i> As Boolean _)</pre>	
C#	
<pre>public FFont2(string <i>fontName</i>, bool <i>italic</i>, bool <i>bold</i>)</pre>	

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
	Bold	Gets whether the font is in bold.
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	Italic	Gets whether the font is in italic.
	Name	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)	
Public ReadOnly Property Bold As Boolean	
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)	
<pre>Public ReadOnly Property Italic As Boolean</pre>	
C#	
<pre>public bool Italic {get;}</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

[FFont2 Class](#)

[FFont2 Members](#)

Name Property

Gets the font name.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Name As String</code>	
C#	
<code>public string Name {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

[FFont2 Class](#)

[FFont2 Members](#)

FFrame

Class that represens a frame in Flash Movie.

Object Model

FFrame

Syntax

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

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






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

Public Properties

	Name	Description
	MaxDepth	Maximum depth in the frame used by FObjects.
	Opacity	Gets or sets the opacity level of the frame.

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Public Methods

	Name	Description
	AddAction	Adds an action to this frame.
	AddGroup	Adds a FGroup object to this frame.
	AddObject	Adds a FObject inherited object to this frame. Those shape objects are all from FObject .
	RemoveGroup	Removes a FGroup object from this frame.
	RemoveObject	Removes a FObject object from the frame. This object should has been added to a previous frame.

[Top](#)






See Also

Reference

[FFrame Class](#)
[C1.C1Flash Namespace](#)

Methods

>

Name	Description
 AddAction	Adds an action to this frame.
 AddGroup	Adds a FGroup object to this frame.
 AddObject	Adds a FObject inherited object to this frame. Those shape objects are all from FObject .
 RemoveGroup	Removes a FGroup object from this frame.
 RemoveObject	Removes a FObject 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)	
<pre>Public Sub AddAction(_ ByVal action As FActionRecord _)</pre>	
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)	
<pre>Public Sub RemoveGroup(_ ByVal group As FGroup _)</pre>	
C#	
<pre>public void RemoveGroup(FGroup group)</pre>	

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 has 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
------	-------------

	MaxDepth	Maximum depth in the frame used by FObjects.
	Opacity	Gets or sets the opacity level of the frame.

[Top](#)

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#	
----	--

<code>public class FGroup</code>	
----------------------------------	--

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)	
----------------------------	--

<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](#)

Members

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



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

Public Constructors

	Name	Description
	FGroup Constructor	Initialize a new instance of FGroup.




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Public Properties

	Name	Description
	Count	Gets the count of FObject object contained in this group.
	Item	Gets a FObject object from the group.

[Top](#)

Public Methods

	Name	Description
	AddMetafile	Overloaded. Adds a Windows Meta File to this group.
	AddObject	Adds a FObject inherited object to this group. Those shape objects are all from FObject .
	RemoveObject	Removes a FObject 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)	
Public Function New()	
C#	
public 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 Class](#)

[FGroup Members](#)

Methods

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

Public Methods

	Name	Description
	AddMetafile	Overloaded. Adds a Windows Meta File to this group.
	AddObject	Adds a FObject inherited object to this group. Those shape objects are all from FObject .
	RemoveObject	Removes a FObject object from the group.

[Top](#)

See Also

Reference

[FGroup Class](#)

[C1.C1Flash Namespace](#)

AddMetafile Method

Adds a Windows Meta File to this group.

Overload List

Overload	Description
AddMetafile(Metafile,Point)	Adds a Windows Meta File to this group.
AddMetafile(Metafile,PointF)	Adds a Windows Meta File to this group.
AddMetafile(Metafile,Rectangle)	Adds a Windows Meta File to this group.
AddMetafile(Metafile,RectangleF)	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)	
<pre>Public Overloads Sub AddMetafile(_ ByVal meta As Metafile, _ ByVal point As PointF _)</pre>	
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
	Count	Gets the count of FObject object contained in this group.
	Item	Gets a FObject 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)

```
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](#)

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
	FImage Constructor	Initialize a new instance of FImage.

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Public Properties

	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

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

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

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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)	
<pre>Public Class FLine Inherits FShape</pre>	
C#	
<pre>public class FLine : FShape</pre>	

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)	
<pre>Public Class FLine Inherits FShape</pre>	

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
	FLine Constructor	Overloaded.

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Public Properties




	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)

	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

	Name	Description
	ClearFilling	Clears the fill if has. (Inherited from C1.C1Flash.FShape)
	FillGradientColor	Overloaded. Fills the shape with gradient colors. (Inherited from C1.C1Flash.FShape)
	FillImage	Overloaded. Fills the shape with a image. (Inherited from C1.C1Flash.FShape)
	FillJpeg	Fills the shape with a JPEG file. (Inherited from C1.C1Flash.FShape)
	FillSolidColor	Fills the shape with solid color. (Inherited from C1.C1Flash.FShape)
	ResetTransform	Resets the transformation. (Inherited from C1.C1Flash.FShape)

 Rotate	Rotates the shape about its own center. (Inherited from C1.C1Flash.FShape)
 Scale	Scales the shape about its own center. (Inherited from C1.C1Flash.FShape)
 Translate	Offsets the shape. (Inherited from C1.C1Flash.FShape)

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See Also

Reference

[FLine Class](#)

[C1.C1Flash Namespace](#)

FLine Constructor

Overload List

Overload	Description
FLine Constructor(Int32,Int32,Int32,Int32)	Initialize a new instance of FLine.
FLine Constructor(Point,Point)	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)	
<pre>Public Function New(_ ByVal pt1 As Point, _ ByVal pt2 As Point _)</pre>	
C#	
<pre>public FLine(Point pt1, Point pt2)</pre>	

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)	
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](#)

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
	Depth	Gets or sets the depth for this object in the frame.
	ID	Gets the object ID.

[Top](#)

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
	Depth	Gets or sets the depth for this object in the frame.
	ID	Gets the object ID.

[Top](#)

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)	
<code>Public Property Depth As Integer</code>	
C#	
<code>public int Depth {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

[FObject Class](#)

[FObject Members](#)

ID Property

Gets the object ID.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property ID As UShort</code>	
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](#)

FObject

Class that represents a oval shape.

Object Model

FObject

Syntax

Visual Basic (Declaration)

```
Public Class FObject  
    Inherits FShape
```

C#

```
public class FObject : FShape
```

Inheritance Hierarchy

System.Object

 C1.C1Flash.FObject

 C1.C1Flash.FShape

C1.C1Flash.FObject

 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
	FOval Constructor	Initialize a FOval.

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Public Properties

	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)

	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)
---	----------------	--

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Public Methods

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

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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)	
<pre>Public Class FPage Inherits System.ComponentModel.Component</pre>	
C#	
<pre>public class FPage : System.ComponentModel.Component</pre>	

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)	
<pre>Public Class FPage Inherits System.ComponentModel.Component</pre>	
C#	
<pre>public class FPage : System.ComponentModel.Component</pre>	

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
	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets the height of the page in logical pixel unit.
	Site	(Inherited from System.ComponentModel.Component)
	Transform	Gets or sets the world transformation for this page.
	Width	Gets the width of the page in logical pixel unit.







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Public Methods

	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	(Inherited from System.ComponentModel.Component)
	DrawArc	Overloaded. Draws an arc representing a portion of an ellipse specified by a System.Drawing.Rectangle structure.
	DrawBezier	Overloaded. Draws a Bezier spline defined by four System.Drawing.Point structures.
	DrawBeziers	Overloaded. Draws a series of Bezier splines from an array of System.Drawing.Point structures.
	DrawChord	Overloaded. Draws a chord shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.


	DrawEllipse	Overloaded. Draws an ellipse specified by a bounding System.Drawing.Rectangle structure.
	DrawIcon	Overloaded. Draws the image represented by the specified System.Drawing.Icon object within the area specified by a System.Drawing.Rectangle structure.
	DrawImage	Overloaded. Draws the specified System.Drawing.Image object at the specified location and with the original size.
	DrawLine	Overloaded. Draws a line connecting the two points specified by coordinate pairs.
	DrawLines	Overloaded. Draws a series of line segments that connect an array of System.Drawing.Point structures.
	DrawPath	Draws a System.Drawing.Drawing2D.GraphicsPath object.
	DrawPie	Overloaded. Draws a pie shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
	DrawPolygon	Overloaded. Draws a polygon defined by an array of System.Drawing.Point structures.
	DrawRectangle	Overloaded. Draws a rectangle specified by a System.Drawing.Rectangle structure.
	DrawRectangles	Overloaded. Draws a series of rectangles specified by System.Drawing.Rectangle structures.
	DrawString	Overloaded. Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects.
	DrawStringHtml	Draws Html string.

≡ 	FillChord	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.
≡ 	FillEllipse	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a System.Drawing.Rectangle structure.
≡ 	FillPath	Fills the interior of a System.Drawing.Drawing2D.GraphicsPath object.
≡ 	FillPie	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
≡ 	FillPolygon	Overloaded. Fills the interior of a polygon defined by an array of points specified by System.Drawing.Point structures.
≡ 	FillRectangle	Overloaded. Fills the interior of a rectangle specified by a System.Drawing.Rectangle structure.
≡ 	FillRectangles	Overloaded. Fills a series of rectangles specified by System.Drawing.Rectangle structures.
≡ 	GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡ 	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡  	MeasureString	Overloaded. Measures the specified string when drawn with the specified System.Drawing.Font object and formatted with the specified System.Drawing.StringFormat object.
≡ 	MultiplyTransform	Overloaded. Multiplies the world transformation of this page object and specified the System.Drawing.Drawing2D.Matrix object.
≡ 	PlaySound	Plays the specified sound file in this frame.

	ResetTransform	Resets the world transformation matrix of this page object to the identity matrix.
	RotateTransform	Overloaded. Applies the specified rotation to the transformation matrix of this page object.
	ScaleTransform	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
	StopSound	Stops the sound.
	ToString	(Inherited from System.ComponentModel.Component)
	TranslateTransform	Overloaded. Prepends the specified translation to the transformation matrix of this page object.

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Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)

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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
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	(Inherited from System.ComponentModel.Component)
	DrawArc	Overloaded. Draws an arc representing a portion of an ellipse specified by a System.Drawing.Rectangle structure.
	DrawBezier	Overloaded. Draws a Bézier spline defined by four System.Drawing.Point structures.
	DrawBeziers	Overloaded. Draws a series of Bézier splines from an array of System.Drawing.Point structures.
	DrawChord	Overloaded. Draws a chord shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
	DrawEllipse	Overloaded. Draws an ellipse specified by a bounding System.Drawing.Rectangle structure.
	DrawIcon	Overloaded. Draws the image represented by the specified System.Drawing.Icon object within the area specified by a System.Drawing.Rectangle structure.
	DrawImage	Overloaded. Draws the specified System.Drawing.Image object at the specified location and with the original size.
	DrawLine	Overloaded. Draws a line connecting the two points specified by coordinate pairs.
	DrawLines	Overloaded. Draws a series of line segments that connect an array of System.Drawing.Point structures.
	DrawPath	Draws a System.Drawing.Drawing2D.GraphicsPath object.

⇒ 	DrawPie	Overloaded. Draws a pie shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
⇒ 	DrawPolygon	Overloaded. Draws a polygon defined by an array of System.Drawing.Point structures.
⇒ 	DrawRectangle	Overloaded. Draws a rectangle specified by a System.Drawing.Rectangle structure.
⇒ 	DrawRectangles	Overloaded. Draws a series of rectangles specified by System.Drawing.Rectangle structures.
⇒ 	DrawString	Overloaded. Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects.
⇒ 	DrawStringHtml	Draws Html string.
⇒ 	FillChord	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.
⇒ 	FillEllipse	Overloaded. Fills the interior of an ellipse defined by a bounding rectangle specified by a System.Drawing.Rectangle structure.
⇒ 	FillPath	Fills the interior of a System.Drawing.Drawing2D.GraphicsPath object.
⇒ 	FillPie	Overloaded. Fills the interior of a pie section defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
⇒ 	FillPolygon	Overloaded. Fills the interior of a polygon defined by an array of points specified by System.Drawing.Point structures.

≡	FillRectangle	Overloaded. Fills the interior of a rectangle specified by a System.Drawing.Rectangle structure.
≡	FillRectangles	Overloaded. Fills a series of rectangles specified by System.Drawing.Rectangle structures.
≡	GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡ S	MeasureString	Overloaded. Measures the specified string when drawn with the specified System.Drawing.Font object and formatted with the specified System.Drawing.StringFormat object.
≡	MultiplyTransform	Overloaded. Multiplies the world transformation of this page object and specified the System.Drawing.Drawing2D.Matrix object.
≡	PlaySound	Plays the specified sound file in this frame.
≡	ResetTransform	Resets the world transformation matrix of this page object to the identity matrix.
≡	RotateTransform	Overloaded. Applies the specified rotation to the transformation matrix of this page object.
≡	ScaleTransform	Overloaded. Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
≡	StopSound	Stops the sound.
≡	ToString	(Inherited from System.ComponentModel.Component)
≡	TranslateTransform	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
DrawArc(Pen,Rectangle,Single,Single)	Draws an arc representing a portion of an ellipse specified by a System.Drawing.Rectangle structure.
DrawArc(Pen,RectangleF,Single,Single)	Draws an arc representing a portion of an ellipse specified by a System.Drawing.RectangleF structure.
DrawArc(Pen,Int32,Int32,Int32,Int32,Int32,Int32)	Draws an arc representing a portion of an ellipse specified by a pair of coordinates, a width, and a height.
DrawArc(Pen,Single,Single,Single,Single,Single,Single,Single)	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
DrawBezier(Pen,Point,Point,Point,Point)	Draws a Bézier spline defined by four System.Drawing.Point structures.
DrawBezier(Pen,PointF,PointF,PointF,PointF)	Draws a Bézier spline defined by four System.Drawing.PointF structures.
DrawBezier(Pen,Single,Single,Single,Single,Single,Single,Single,Single)	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
DrawBeziers(Pen,Point[])	Draws a series of Bézier splines from an array of System.Drawing.Point structures.
DrawBeziers(Pen,PointF[])	Draws a series of Bézier splines from an array of System.Drawing.PointF 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)	
<pre>Public Overloads Sub DrawBeziers(_ ByVal pen As Pen, _ ByVal points() As PointF _)</pre>	
C#	
<pre>public void DrawBeziers(Pen pen, PointF[] points)</pre>	

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
DrawChord(Pen,Rectangle,Single,Single)	Draws a chord shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
DrawChord(Pen,RectangleF,Single,Single)	Draws a chord shape defined by an ellipse specified by a System.Drawing.RectangleF structure and two radial lines.
DrawChord(Pen,Int32,Int32,Int32,Int32,Int32,Int32)	Draws a chord shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.

DrawChord(Pen,Single,Single,Single,Single,Single,Single,Single)	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)	
<pre>Public Overloads Sub DrawChord(_ ByVal pen As Pen, _ ByVal rect As Rectangle, _ ByVal startAngle As Single, _ ByVal sweepAngle As Single _)</pre>	

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)

```
Public Overloads Sub DrawChord( _  
    ByVal pen As Pen, _  
    ByVal rect As RectangleF, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawChord(  
    Pen pen,  
    RectangleF rect,  
    float startAngle,  
    float sweepAngle  
)
```

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
DrawEllipse(Pen,Rectangle)	Draws an ellipse specified by a bounding System.Drawing.Rectangle structure.
DrawEllipse(Pen,RectangleF)	Draws an ellipse specified by a bounding

	System.Drawing.RectangleF structure.
DrawEllipse(Pen,Int32,Int32,Int32,Int32)	Draws an ellipse defined by a bounding rectangle specified by a pair of coordinates, a height, and a width.
DrawEllipse(Pen,Single,Single,Single,Single)	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
DrawIcon(Icon,Rectangle)	Draws the image represented by the specified System.Drawing.Icon object within the area specified by a System.Drawing.Rectangle structure.
DrawIcon(Icon,Int32,Int32)	Draws the image represented by the specified System.Drawing.Icon 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
DrawImage(Image,Point)	Draws the specified System.Drawing.Image object at the specified location and with the original size.
DrawImage(Image,PointF)	Draws the specified System.Drawing.Image object at the specified location and with the original size.
DrawImage(Image,Rectangle)	Draws the specified System.Drawing.Image object at the specified location and with the specified size.
DrawImage(Image,RectangleF)	Draws the specified System.Drawing.Image 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)

```
Public Overloads Sub DrawImage( _  
    ByVal image As Image, _  
    ByVal point As PointF _  
)
```

C#

```
public void DrawImage(  
    Image image,  
    PointF point
```

```
)
```

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
DrawLine(Pen,Point,Point)	Draws a line connecting the two points specified by coordinate pairs.
DrawLine(Pen,PointF,PointF)	Draws a line connecting the two points specified by coordinate pairs.
DrawLine(Pen,Int32,Int32,Int32,Int32)	Draws a line connecting the two points specified by

	coordinate pairs.
DrawLine(Pen,Single,Single,Single,Single)	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
DrawLines(Pen,Point[])	Draws a series of line segments that connect an array of System.Drawing.Point structures.
DrawLines(Pen,PointF[])	Draws a series of line segments that connect an array of System.Drawing.PointF 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
DrawPie(Pen,Rectangle,Single,Single)	Draws a pie shape defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
DrawPie(Pen,RectangleF,Single,Single)	Draws a pie shape defined by an ellipse specified by a System.Drawing.RectangleF structure and two radial lines.
DrawPie(Pen,Int32,Int32,Int32,Int32,Int32,Int32)	Draws a pie shape defined by an ellipse specified by a coordinate pair, a width, and a height and two radial lines.
DrawPie(Pen,Single,Single,Single,Single,Single,Single,Single)	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)

```
Public Overloads Sub DrawPie( _  
    ByVal pen As Pen, _  
    ByVal rect As Rectangle, _  
    ByVal startAngle As Single, _  
    ByVal sweepAngle As Single _  
)
```

C#

```
public void DrawPie(  
    Pen pen,  
    Rectangle rect,  
    float startAngle,  
    float sweepAngle  
)
```

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

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)	
<pre>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 _)</pre>	
C#	
<pre>public void DrawPie(Pen pen, float x,</pre>	

```
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
DrawPolygon(Pen,Point[])	Draws a polygon defined by an array of System.Drawing.Point structures.
DrawPolygon(Pen,PointF[])	Draws a polygon defined by an array of System.Drawing.PointF 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
DrawRectangle(Pen,Rectangle)	Draws a rectangle specified by a System.Drawing.Rectangle structure.
DrawRectangle(Pen,RectangleF)	Draws a rectangle specified by a System.Drawing.RectangleF structure.
DrawRectangle(Pen,Int32,Int32,Int32,Int32)	Draws a rectangle specified by a coordinate pair, a width, and a height.
DrawRectangle(Pen,Single,Single,Single,Single)	Draws a rectangle specified by a coordinate pair, a width, and a height.
DrawRectangle(Pen,Rectangle,Size)	Draws a round corner rectangle specified by a System.Drawing.Rectangle structure.
DrawRectangle(Pen,RectangleF,SizeF)	Draws a round corner rectangle 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](#)

[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)	
<pre>Public Overloads Sub DrawRectangle(_ ByVal pen As Pen, _ ByVal rect As RectangleF, _ ByVal corner As SizeF _)</pre>	
C#	
<pre>public void DrawRectangle(Pen pen, RectangleF rect, SizeF corner)</pre>	

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
DrawRectangles(Pen,Rectangle[])	Draws a series of rectangles specified by System.Drawing.Rectangle structures.
DrawRectangles(Pen,RectangleF[])	Draws a series of rectangles specified by System.Drawing.RectangleF 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,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](#)

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
DrawString(String,Font,Brush,Point)	Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects.
DrawString(String,Font,Brush,PointF)	Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects.
DrawString(String,Font,Brush,Rectangle)	Draws the specified text string in the specified rectangle with the specified System.Drawing.Brush and System.Drawing.Font objects.
DrawString(String,Font,Brush,RectangleF)	Draws the specified text string in the specified rectangle with the specified System.Drawing.Brush and

	System.Drawing.Font objects.
DrawString(String,Font,Brush,Point,StringFormat)	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.
DrawString(String,Font,Brush,PointF,StringFormat)	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.
DrawString(String,Font,Brush,Rectangle,StringFormat)	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.
DrawString(String,Font,Brush,RectangleF,StringFormat)	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.
DrawString(String,Font,Brush,Single,Single)	Draws the specified text string at the specified location with the specified System.Drawing.Brush and System.Drawing.Font objects.

DrawString(String,Font,Brush,Single,Single,StringFormat)	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..
--	---

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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
FillChord(Brush,Int32,Int32,Int32,Int32,Int32,Int32)	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.
FillChord(Brush,Single,Single,Single,Single,Single,Single)	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.
FillChord(Brush,Rectangle,Single,Single)	Fills the interior of a chord defined by an ellipse specified by a System.Drawing.Rectangle 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)	
<pre>Public Overloads Sub FillChord(_ ByVal brush As Brush, _</pre>	

```

    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
FillEllipse(Brush,Rectangle)	Fills the interior of an ellipse defined by a bounding rectangle specified by a System.Drawing.Rectangle structure.
FillEllipse(Brush,RectangleF)	Fills the interior of an ellipse defined by a bounding

	rectangle specified by a System.Drawing.RectangleF structure.
FillEllipse(Brush,Int32,Int32,Int32,Int32)	Fills the interior of an ellipse defined by a bounding rectangle specified by a pair of coordinates, a width, and a height.
FillEllipse(Brush,Single,Single,Single,Single)	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)	
<pre>Public Overloads Sub FillEllipse(_ ByVal brush As Brush, _ ByVal rectangle As RectangleF _)</pre>	
C#	
<pre>public void FillEllipse(Brush brush, RectangleF rectangle)</pre>	

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
FillPie(Brush,Rectangle,Single,Single)	Fills the interior of a pie section defined by an ellipse specified by a System.Drawing.Rectangle structure and two radial lines.
FillPie(Brush,RectangleF,Single,Single)	Fills the interior of a pie section defined by an ellipse specified by a System.Drawing.RectangleF structure and two radial lines.
FillPie(Brush,Int32,Int32,Int32,Int32,Int32,Int32)	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.
FillPie(Brush,Single,Single,Single,Single,Single,Single,Single)	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)	
<pre>Public Overloads Sub FillPie(_ ByVal brush As Brush, _ ByVal rectangle As Rectangle, _ ByVal startAngle As Single, _ ByVal sweepAngle As Single _)</pre>	
C#	
<pre>public void FillPie(</pre>	

```
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
FillPolygon(Brush,Point[])	Fills the interior of a polygon defined by an array of points specified by System.Drawing.Point structures.
FillPolygon(Brush,PointF[])	Fills the interior of a polygon defined by an array of points specified by System.Drawing.PointF 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
FillRectangle(Brush,Rectangle)	Fills the interior of a rectangle specified by a System.Drawing.Rectangle structure.
FillRectangle(Brush,RectangleF)	Fills the interior of a rectangle specified by a System.Drawing.RectangleF structure.
FillRectangle(Brush,Int32,Int32,Int32,Int32)	Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.
FillRectangle(Brush,Single,Single,Single,Single)	Fills the interior of a rectangle specified by a pair of coordinates, a width, and a height.
FillRectangle(Brush,Rectangle,Size)	Fills a round corner rectangle specified by a System.Drawing.Rectangle structure.
FillRectangle(Brush,RectangleF,SizeF)	Fills a round corner rectangle 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](#)

[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)	
<pre>Public Overloads Sub FillRectangle(_ ByVal brush As Brush, _ ByVal rectangle As RectangleF _)</pre>	
C#	
<pre>public void FillRectangle(Brush brush, RectangleF rectangle)</pre>	

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)

```
Public Overloads Sub FillRectangle( _  
    ByVal brush As Brush, _  
    ByVal rect As Rectangle, _  
    ByVal corner As Size _  
)
```

C#

```
public void FillRectangle(  
    Brush brush,  
    Rectangle rect,  
    Size corner  
)
```

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
FillRectangles(Brush,Rectangle[])	Fills a series of rectangles specified by System.Drawing.Rectangle structures.
FillRectangles(Brush,RectangleF[])	Fills a series of rectangles specified by System.Drawing.RectangleF 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)

```
Public Overloads Sub FillRectangles( _  
    ByVal brush As Brush, _  
    ByVal rects() As RectangleF _  
)
```

C#

```
public void FillRectangles(  
    Brush brush,  
    RectangleF[] rects  
)
```

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
MeasureString(String,Font,Single,StringFormat)	Measures the specified string when drawn with the specified System.Drawing.Font object and formatted with the specified System.Drawing.StringFormat object.
MeasureString(String,Font,Single)	Measures the specified string when drawn with the specified System.Drawing.Font object.
MeasureString(String,Font)	Measures the specified string when drawn with the specified System.Drawing.Font 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)	
<pre>Public Overloads Shared Function MeasureString(_ ByVal text As String, _ ByVal font As Font, _ ByVal width As Single _</pre>	

```
) 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
MultiplyTransform(Matrix)	Multiplies the world transformation of this page object and specified the System.Drawing.Drawing2D.Matrix object.
MultiplyTransform(Matrix,MatrixOrder)	Multiplies the world transformation of this page object and specified the System.Drawing.Drawing2D.Matrix 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
RotateTransform(Single)	Applies the specified rotation to the transformation matrix of this page object.
RotateTransform(Single,MatrixOrder)	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
ScaleTransform(Single,Single)	Applies the specified scaling operation to the transformation matrix of this page object by prepending it to the object's transformation matrix.
ScaleTransform(Single,Single,MatrixOrder)	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
TranslateTransform(Single,Single)	Prepends the specified translation to the transformation matrix of this page object.
TranslateTransform(Single,Single,MatrixOrder)	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
------	-------------

	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets the height of the page in logical pixel unit.
	Site	(Inherited from System.ComponentModel.Component)
	Transform	Gets or sets the world transformation for this page.
	Width	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
	FPath Constructor	Initialize a new instance of FPath.

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Public Properties

	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from

		C1.C1Flash.FShape)
	Path	Gets the System.Drawing.Drawing2D.GraphicsPath object that defines the path.

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Public Methods

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

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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
--	------	-------------

	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)
	Path	Gets the System.Drawing.Drawing2D.GraphicsPath 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
	FPolygon Constructor	Overloaded.

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Public Properties

	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from

		C1.C1Flash.FShape)
--	--	-------------------------------------

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Public Methods

	Name	Description
⇒	AddCurvedLine	Adds a curve line.
⇒	AddStraightLine	Adds a straight line.
⇒	ClearFilling	Clears the fill if has. (Inherited from C1.C1Flash.FShape)
⇒	FillGradientColor	Overloaded. Fills the shape with gradient colors. (Inherited from C1.C1Flash.FShape)
⇒	FillImage	Overloaded. Fills the shape with a image. (Inherited from C1.C1Flash.FShape)
⇒	FillJpeg	Fills the shape with a JPEG file. (Inherited from C1.C1Flash.FShape)
⇒	FillSolidColor	Fills the shape with solid color. (Inherited from C1.C1Flash.FShape)
⇒	ResetTransform	Resets the transformation. (Inherited from C1.C1Flash.FShape)
⇒	Rotate	Rotates the shape about its own center. (Inherited from C1.C1Flash.FShape)
⇒	Scale	Scales the shape about its own center. (Inherited from C1.C1Flash.FShape)
⇒	Translate	Offsets the shape. (Inherited from C1.C1Flash.FShape)

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See Also

Reference

[FPolygon Class](#)

[C1.C1Flash Namespace](#)

Overload List

Overload	Description
FPolygon Constructor(Int32,Int32)	Initialize a new instance of FPolygon.
FPolygon Constructor(Point)	Initialize a new instance of FPolygon.
FPolygon Constructor(Int32,Int32,Boolean)	Initialize a new instance of FPolygon.
FPolygon Constructor(Point,Boolean)	Initialize a new instance of FPolygon.
FPolygon Constructor(Point[],Boolean)	Initialize a new instance of FPolygon.
FPolygon Constructor(Point[])	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
------	-------------

⇒  AddCurvedLine	Adds a curve line.
⇒  AddStraightLine	Adds a straight line.
⇒  ClearFilling	Clears the fill if has. (Inherited from C1.C1Flash.FShape)
⇒  FillGradientColor	Overloaded. Fills the shape with gradient colors. (Inherited from C1.C1Flash.FShape)
⇒  FillImage	Overloaded. Fills the shape with a image. (Inherited from C1.C1Flash.FShape)
⇒  FillJpeg	Fills the shape with a JPEG file. (Inherited from C1.C1Flash.FShape)
⇒  FillSolidColor	Fills the shape with solid color. (Inherited from C1.C1Flash.FShape)
⇒  ResetTransform	Resets the transformation. (Inherited from C1.C1Flash.FShape)
⇒  Rotate	Rotates the shape about its own center. (Inherited from C1.C1Flash.FShape)
⇒  Scale	Scales the shape about its own center. (Inherited from C1.C1Flash.FShape)
⇒  Translate	Offsets the shape. (Inherited from C1.C1Flash.FShape)

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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)	
<pre>Public Sub AddCurvedLine(_ ByVal controlDX As Integer, _ ByVal controlDY As Integer, _ ByVal anchorDX As Integer, _ ByVal anchorDY As Integer _)</pre>	
C#	
<pre>public void AddCurvedLine(int controlDX, int controlDY, int anchorDX, int anchorDY)</pre>	

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
	FRectangle Constructor	Overloaded.

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Public Properties

	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)

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Public Methods

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

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

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See Also

Reference

[FRectangle Class](#)

[C1.C1Flash Namespace](#)

FRectangle Constructor

Overload List

Overload	Description
FRectangle Constructor(Rectangle)	Initialize a new instance of FRectangle.
FRectangle Constructor(Int32,Int32,Int32,Int32)	Initialize a new instance of FRectangle.

FRectangle Constructor(Point,Size)	Initialize a new instance of FRectangle.
FRectangle Constructor(Rectangle,Size)	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)	
<pre>Public Function New(_ ByVal x As Integer, _ ByVal y As Integer, _ ByVal width As Integer, _ ByVal height As Integer _)</pre>	
C#	
<pre>public FRectangle(int x, int y, int width,</pre>	

```
    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)	
<pre>Public Function New(_ ByVal rect As Rectangle, _ ByVal corner As Size _)</pre>	
C#	
<pre>public FRectangle(Rectangle rect, Size corner)</pre>	

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.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](#)

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
	Bounds	Gets or sets the bounds of this shape.
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type.
	LineColor	Gets or sets the line color of this shape.
	LineWidth	Gets or sets the line width of this shape.
	Opacity	Gets or sets the Opacity level for this shape.

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Public Methods

	Name	Description
⇒	ClearFilling	Clears the fill if has.
⇒	FillGradientColor	Overloaded. Fills the shape with gradient colors.
⇒	FillImage	Overloaded. Fills the shape with a image.
⇒	FillJpeg	Fills the shape with a JPEG file.
⇒	FillSolidColor	Fills the shape with solid color.
⇒	ResetTransform	Resets the transformation.
⇒	Rotate	Rotates the shape about its own center.
⇒	Scale	Scales the shape about its own center.
⇒	Translate	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
⇒	ClearFilling	Clears the fill if has.

	FillGradientColor	Overloaded. Fills the shape with gradient colors.
	FillImage	Overloaded. Fills the shape with a image.
	FillJpeg	Fills the shape with a JPEG file.
	FillSolidColor	Fills the shape with solid color.
	ResetTransform	Resets the transformation.
	Rotate	Rotates the shape about its own center.
	Scale	Scales the shape about its own center.
	Translate	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)	
Public Sub ClearFilling()	
C#	
public void ClearFilling()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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
FillGradientColor(ColorBlend,Boolean)	Fills the shape with gradient colors.
FillGradientColor(Color,Color,Boolean)	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
FillImage(Image)	Fills the shape with a image.
FillImage(String)	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)	
<pre>Public Function FillJpeg(_ ByVal width As Integer, _ ByVal height As Integer, _ ByVal jpegFilename As String _) As Integer</pre>	
C#	
<pre>public int FillJpeg(int width, int height,</pre>	

```
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)	
<pre>Public Sub ResetTransform()</pre>	
C#	
<pre>public void ResetTransform()</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

[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)

```
Public Sub Scale( _  
    ByVal scaleX As Single, _  
    ByVal scaleY As Single _  
)
```

C#

```
public void Scale(  
    float scaleX,  
    float scaleY  
)
```

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)	
<pre>Public Sub Translate(_ ByVal offsetX As Integer, _ ByVal offsetY As Integer _)</pre>	
C#	
<pre>public void Translate(int offsetX, int offsetY)</pre>	

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
	Bounds	Gets or sets the bounds of this shape.
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type.
	LineColor	Gets or sets the line color of this shape.
	LineWidth	Gets or sets the line width of this shape.
	Opacity	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)	
Public Property Bounds As Rectangle	
C#	
public Rectangle Bounds { 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

[FShape Class](#)

[FShape Members](#)

FillMode Property

Specifies how the interior of a closed path is filled.

Syntax

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

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)	
Public Property ImageFillType As FImageFillType	
C#	
public FImageFillType ImageFillType { get ; set ;}	

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)	
Public Property LineColor As Color	
C#	
public Color LineColor { 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

[FShape Class](#)

[FShape Members](#)

LineWidth Property

Gets or sets the line width of this shape.

Syntax

Visual Basic (Declaration)	
Public Property LineWidth As Integer	
C#	
public int LineWidth { get ; set ;}	

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
	FText Constructor	Initialize a new instance of FText object.

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Public Properties






	Name	Description
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)

	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	Font	Gets or sets the FFont object associated with the text display.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)
	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)
	Text	Gets or sets the text string.

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Public Methods

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

	FillSolidColor	Fills the shape with solid color. (Inherited from C1.C1Flash.FShape)
	ResetTransform	Resets the transformation. (Inherited from C1.C1Flash.FShape)
	Rotate	Rotates the shape about its own center. (Inherited from C1.C1Flash.FShape)
	Scale	Scales the shape about its own center. (Inherited from C1.C1Flash.FShape)
	Translate	Offsets the shape. (Inherited from C1.C1Flash.FShape)

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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
	Bounds	Gets or sets the bounds of this shape. (Inherited from C1.C1Flash.FShape)
	Depth	Gets or sets the depth for this object in the frame. (Inherited from C1.C1Flash.FObject)
	FillMode	Specifies how the interior of a closed path is filled. (Inherited from C1.C1Flash.FShape)
	Font	Gets or sets the FFont object associated with the text display.
	ID	Gets the object ID. (Inherited from C1.C1Flash.FObject)

	ImageFillType	Specifies the image fill type. (Inherited from C1.C1Flash.FShape)
	LineColor	Gets or sets the line color of this shape. (Inherited from C1.C1Flash.FShape)
	LineWidth	Gets or sets the line width of this shape. (Inherited from C1.C1Flash.FShape)
	Opacity	Gets or sets the Opacity level for this shape. (Inherited from C1.C1Flash.FShape)
	Text	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)	
Public Property Font As FFont	
C#	
public FFont Font { 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](#)

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
	PageNumber Constructor	Overloaded.

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Public Properties

	Name	Description
	Font	Gets or sets the font associated with the text display. (Inherited from C1.C1Flash.Entity)
	ForeColor	Gets or sets the foreground color associated with the text display. (Inherited from C1.C1Flash.Entity)

 Location	Gets or sets the location of the entity. (Inherited from C1.C1Flash.Entity)
 Size	Gets or sets the size of the entity. (Inherited from C1.C1Flash.Entity)
 Text	Gets or sets the text of this entity. (Inherited from C1.C1Flash.Entity)
 TextAlign	Gets or set the text alignment. (Inherited from C1.C1Flash.Entity)
 Visible	Gets or sets the visibility of the entity. (Inherited from C1.C1Flash.Entity)

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See Also

Reference

[PageNumber Class](#)

[C1.C1Flash Namespace](#)

PageNumber Constructor

Overload List

Overload	Description
PageNumber Constructor()	Initialize a new instance of PageNumber entity.
PageNumber Constructor(Point,Size)	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
	StaticText Constructor	Overloaded.

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Public Properties

	Name	Description
	Font	Gets or sets the font associated with the text display. (Inherited from C1.C1Flash.Entity)
	ForeColor	Gets or sets the foreground color associated with the text display. (Inherited

		from C1.C1Flash.Entity)
	Location	Gets or sets the location of the entity. (Inherited from C1.C1Flash.Entity)
	Size	Gets or sets the size of the entity. (Inherited from C1.C1Flash.Entity)
	Text	Gets or sets the text of this entity. (Inherited from C1.C1Flash.Entity)
	TextAlign	Gets or set the text alignment. (Inherited from C1.C1Flash.Entity)
	Visible	Gets or sets the visibility of the entity. (Inherited from C1.C1Flash.Entity)

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See Also

Reference

[StaticText Class](#)

[C1.C1Flash Namespace](#)

StaticText Constructor

Overload List

Overload	Description
StaticText Constructor(String)	Initialize a new instance of StaticText entity with the text string.
StaticText Constructor(String,Point,Size)	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)	
<pre>Public Function New(_ ByVal text As String _)</pre>	
C#	
<pre>public StaticText(string text)</pre>	

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)	
<pre>Public Function New(_ ByVal text As String, _ ByVal location As Point, _ ByVal size As Size _)</pre>	
C#	
<pre>public StaticText(string text, Point location, Size size)</pre>	

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
Center	Center align.
Justify	Justify the text.
Left	Left align.
Right	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
MENU_DRAG_OUT	Mouse is dragged outside the hit area while the mouse button is down. Valid only for menu buttons.
MENU_DRAG_OVER	Mouse is dragged inside the hit area while the mouse button is down. Valid only for menu buttons.
PRESS	Mouse button is pressed while the mouse is inside the hit area.
PUSH_DRAG_OUT	Mouse is dragged outside the hit area while the mouse button is down. Valid only for push buttons.

PUSH_DRAG_OVER	Mouse is dragged inside the hit area while the mouse button is down. Valid only for push buttons.
PUSH_RELEASE_OUTSIDE	Mouse button is released outside the hit area while the mouse is captured. Valid only for push buttons.
RELEASE	Mouse button is released while the mouse is inside the hit area.
ROLL_OUT	Mouse leaves the hit area while the mouse button is up.
ROLL_OVER	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
Fill	Fill the image into the area, the size of the image will be adjusted according to the size of the area.
Tile	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
Automatic	The slide is played automatically.
Manual	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)	
Public Interface IWebFlashSink	
C#	
public interface IWebFlashSink	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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)	
Public Interface IWebFlashSink	
C#	
public interface IWebFlashSink	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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
	RenderToFile	Renders the content to a specified file.
	RenderToStream	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
	RenderToFile	Renders the content to a specified file.
	RenderToStream	Renders the content to a memory stream.

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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)	
<pre>Sub RenderToFile(_ ByVal fileName As String _)</pre>	
C#	
<pre>void RenderToFile(string fileName)</pre>	

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

 FActionEndDrag	An action that ends drag operation.
 FActionGetProperty	An action that gets a movie property
 FActionGetURL	An action that opens the given URL in a given window
 FActionGetURL2	An action that opens a URL in an indicated window (stack based)
 FActionGetVariable	An action that gets a variable's value.
 FActionGotoFrame	An action that goes to the specified frame.
 FActionGotoFrame2	An action that goes to a identified frame (stack based).
 FActionGotoLabel	An action that Instructs Flash Player to go to frame associated with the specified label.
 FActionNextFrame	An action that goes to next frame.
 FActionPlay	An action that starts playing the movie at the current frame.
 FActionPop	An action that pops a value off the stack.
 FActionPrevFrame	An action that goes to the previous frame.
 FActionPush	An action that pushes a given value onto the stack.
 FActionRecord	A general class specifying an action to be performed by the Flash player.
 FActionSetProperty	An action that sets a movie property
 FActionSetTarget	An action that sets the context of action.
 FActionSetTarget2	An action that sets the context of action (stack based)

 FActionSetVariable	An action that sets a variable.
 FActionStartDrag	An action that starts dragging a movie clip.
 FActionStop	An action that stops movie play at the current frame
 FActionStopSounds	An action that stops playing all sounds in movie.
 FActionToggleQuality	An action that toggles screen quality between high and low.
 FActionWaitForFrame	An action that waits for a specified frame, otherwise skips a specified number of actions.
 FActionWaitForFrame2	An action that waits for a frame to be loaded.
 FSWFStream	Class used to store data before it is written to a .swf file

Enumerations

	Enumeration	Description
	FActionGetURL2.SendMethod	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)	
<pre>Public Class FActionEndDrag Inherits FActionRecord</pre>	
C#	
<pre>public class FActionEndDrag : FActionRecord</pre>	

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)	
<pre>Public Class FActionEndDrag Inherits FActionRecord</pre>	

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
	FActionEndDrag Constructor	Initialize a FActionEndDrag object.

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Public Methods

	Name	Description
	WriteToSWFStream	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
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream

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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)	
<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

[FActionEndDrag Class](#)

[FActionEndDrag Members](#)

FActionGetProperty
An action that gets a movie property

Object Model

FActionGetProperty

Syntax

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

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)	
<pre>Public Class FActionGetProperty Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGetProperty : FActionRecord</pre>	

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
	FActionGetProperty Constructor	Initialize a FActionGetProperty object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New()	
C#	
public 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 Class](#)

[FActionGetProperty Members](#)

Methods

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

Public Methods

	Name	Description
	WriteToSWFStream	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)

```
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](#)

Members

[Methods](#)


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

Public Constructors

	Name	Description
	FActionGetURL Constructor	Overloaded.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream

[Top](#)

See Also

Reference

[FActionGetURL Class](#)

[C1.C1Flash.Base Namespace](#)

FActionGetURL Constructor

Overload List

Overload	Description
FActionGetURL Constructor(String)	Initialize a FActionGetURL object with the target url address.
FActionGetURL Constructor(String,String)	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)	
<pre>Public Function New(_ ByVal url As String _)</pre>	
C#	
<pre>public FActionGetURL(string url)</pre>	

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)	
<pre>Public Function New(_ ByVal url As String, _ ByVal window As String _)</pre>	
C#	
<pre>public FActionGetURL(string url, string window)</pre>	

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
	WriteToSWFStream	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)

```
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

[FActionGetURL Class](#)

[FActionGetURL Members](#)

FActionGetURL2

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](#)

Overview

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](#)

Members

[Methods](#)

The following tables list the members exposed by [FActionGetURL2](#).

Public Constructors

	Name	Description
≡	FActionGetURL2 Constructor	

[Top](#)

Public Methods

	Name	Description
≡	WriteToSWFStream	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#	
<pre> public FActionGetURL2(FActionGetURL2.SendMethod method, bool LoadTarget, bool LoadVariables) </pre>	

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
	WriteToSWFStream	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)	
<pre>Public Class FActionGetVariable Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGetVariable : FActionRecord</pre>	

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
	FActionGetVariable Constructor	Initialize a FActionGetVariable object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New()	
C#	
public 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 Class](#)

[FActionGetVariable Members](#)

Methods

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

Public Methods

	Name	Description
	WriteToSWFStream	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)	
<code>Public Class FActionGotoFrame</code> <code>Inherits FActionRecord</code>	
C#	
<code>public class FActionGotoFrame : FActionRecord</code>	

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
	FActionGotoFrame Constructor	Initialize a FActionGotoFrame object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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
 WriteToSWFStream	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)	
<pre>Public Class FActionGotoFrame2 Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGotoFrame2 : FActionRecord</pre>	

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
	FActionGotoFrame2 Constructor	Initialize a FActionGotoFrame2 object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream

[Top](#)

See Also

Reference

[FActionGotoFrame2 Class](#)

[C1.C1Flash.Base Namespace](#)

FActionGotoFrame2 Constructor

True to play the movie after jumping to the frame, false to stop.

Initialize a FActionGotoFrame2 object.

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal play As Boolean _)</pre>	
C#	
<pre>public FActionGotoFrame2(bool play)</pre>	

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)	
<pre>Public Class FActionGotoLabel Inherits FActionRecord</pre>	
C#	
<pre>public class FActionGotoLabel : FActionRecord</pre>	

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
	FActionGotoLabel Constructor	Initialize a FActionGotoLabel object.

[Top](#)

Public Methods

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

	WriteToSWFStream	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 Label As String _)</pre>	
C#	
<pre>public FActionGotoLabel(string Label)</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
	WriteToSWFStream	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)	
<pre>Public Class FActionNextFrame Inherits FActionRecord</pre>	
C#	
<pre>public class FActionNextFrame : FActionRecord</pre>	

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
	FActionNextFrame Constructor	Initialize a FActionNextFrame object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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
 WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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#	
<code>public class FActionPlay : FActionRecord</code>	

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)	
<code>Public Class FActionPlay</code> <code> Inherits FActionRecord</code>	
C#	
<code>public class FActionPlay : FActionRecord</code>	

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
	FActionPlay Constructor	Initialize a FActionPlay object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New()	
C#	
public 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 Class](#)

[FActionPlay Members](#)

Methods

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

Public Methods

	Name	Description
	WriteToSWFStream	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
	FActionPop Constructor	Initialize a FActionStop object.

[Top](#)

Public Methods

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

	WriteToSWFStream	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)	
<code>Public Function New()</code>	
C#	
<code>public FActionPop()</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

[FActionPop Class](#)


[FActionPop Members](#)

Methods

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

Public Methods

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

	WriteToSWFStream	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
------	-------------

	FActionPrevFrame Constructor	Initialize a FActionPrevFrame object.
---	--	---------------------------------------

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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
 WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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)	
<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

[FActionPrevFrame Class](#)
[FActionPrevFrame Members](#)

FActionPush

An action that pushes a given value onto the stack.

Object Model

FActionPush

Syntax

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

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)	
<pre>Public Class FActionPush Inherits FActionRecord</pre>	
C#	
<pre>public class FActionPush : FActionRecord</pre>	

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
	FActionPush Constructor	Overloaded.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

See Also

Reference

[FActionPush Class](#)

[C1.C1Flash.Base Namespace](#)

FActionPush Constructor

Overload List

Overload	Description
FActionPush Constructor(String)	Initialize a FActionPush object with specified string value to push.
FActionPush Constructor(Single)	Initialize a FActionPush object with specified number value to push.
FActionPush Constructor(Boolean)	Initialize a FActionPush object with specified boolean value to push.

FActionPush Constructor(UInt32)	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
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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)

```
Public MustInherit Class FActionRecord
```

C#

```
public abstract class FActionRecord
```

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)

```
Public MustInherit Class FActionRecord
```

C#

```
public abstract class FActionRecord
```

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
	WriteToSWFStream	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
	WriteToSWFStream	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#	
<pre>public virtual 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

[FActionRecord Class](#)

[FActionRecord Members](#)

FActionSetProperty

An action that sets a movie property

Object Model

FActionSetProperty

Syntax

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

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
	FActionSetProperty Constructor	Initialize a FActionSetProperty object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New()	
C#	
public 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 Class](#)

[FActionSetProperty Members](#)

Methods

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

Public Methods

	Name	Description
	WriteToSWFStream	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)	
<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](#)

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
	FActionSetTarget Constructor	Initialize a FActionSetTarget object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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 targetName As String _)</pre>	
C#	
<pre>public FActionSetTarget(string targetName)</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
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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)	
<pre>Public Class FActionSetTarget2 Inherits FActionRecord</pre>	
C#	
<pre>public class FActionSetTarget2 : FActionRecord</pre>	

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)	
<pre>Public Class FActionSetTarget2 Inherits FActionRecord</pre>	
C#	
<pre>public class FActionSetTarget2 : FActionRecord</pre>	

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
	FActionSetTarget2 Constructor	Initialize a FActionSetTarget2 object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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)	
<pre>Public Class FActionSetVariable Inherits FActionRecord</pre>	
C#	
<pre>public class FActionSetVariable : FActionRecord</pre>	

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
------	-------------

	FActionSetVariable Constructor	Initialize a FActionSetVariable object.
---	--	---

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

See Also

Reference

[FActionSetVariable Class](#)

[C1.C1Flash.Base Namespace](#)

FActionSetVariable Constructor

Initialize a FActionSetVariable object.

Syntax

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

[FActionSetVariable Class](#)
[FActionSetVariable Members](#)

Methods

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

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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)	
<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](#)

Overview

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](#)

Members

[Methods](#)


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

Public Constructors

	Name	Description
	FActionStartDrag Constructor	Initialize a FActionStartDrag object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New()	
C#	
public 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 Class](#)
[FActionStartDrag Members](#)

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

Public Methods

	Name	Description
	WriteToSWFStream	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)	
<pre>Public Class FActionStop Inherits FActionRecord</pre>	
C#	
<pre>public class FActionStop : FActionRecord</pre>	

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
	FActionStop Constructor	Initialize a FActionStop object.

[Top](#)

Public Methods

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

	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.
---	----------------------------------	--

[Top](#)

See Also

Reference

[FActionStop Class](#)

[C1.C1Flash.Base Namespace](#)

FActionStop Constructor

Initialize a FActionStop object.

Syntax

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

[FActionStop Class](#)


[FActionStop Members](#)

Methods

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

Public Methods

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

	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.
---	----------------------------------	--

[Top](#)

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)	
<pre>Public Class FActionStopSounds Inherits FActionRecord</pre>	
C#	
<pre>public class FActionStopSounds : FActionRecord</pre>	

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
------	-------------

	FActionStopSounds Constructor	Initialize a FActionStopSounds object.
---	---	--

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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
	WriteToSWFStream	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)	
<pre>Public Class FActionToggleQuality Inherits FActionRecord</pre>	
C#	
<pre>public class FActionToggleQuality : FActionRecord</pre>	

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
	FActionToggleQuality Constructor	Initialize a FActionToggleQuality object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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
	WriteToSWFStream	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)	
<pre>Public Class FActionWaitForFrame Inherits FActionRecord</pre>	
C#	
<pre>public class FActionWaitForFrame : FActionRecord</pre>	

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)	
<pre>Public Class FActionWaitForFrame Inherits FActionRecord</pre>	
C#	
<pre>public class FActionWaitForFrame : FActionRecord</pre>	

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
	FActionWaitForFrame Constructor	Initialize a FActionWaitForFrame object with specified frame index and skip count.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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.

[Top](#)

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)	
<pre>Public Class FActionWaitForFrame2 Inherits FActionRecord</pre>	
C#	
<pre>public class FActionWaitForFrame2 : FActionRecord</pre>	

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
	FActionWaitForFrame2 Constructor	Initialize a FActionWaitForFrame2 object.

[Top](#)

Public Methods

	Name	Description
	WriteToSWFStream	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)	
Public Function New (_	

<pre> ByVal skipCount As UShort _) </pre>	
C#	
<pre> public FActionWaitForFrame2(ushort skipCount) </pre>	

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
 WriteToSWFStream	Overridden. Writes the object out to a FSWFStream.

[Top](#)

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
	FSWFStream Constructor	Initialize a FSWFStream object.

[Top](#)













Public Properties

	Name	Description
	Size	Returns the size of the FSWFStream.

[Top](#)

Public Methods

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

	Append	Appends another stream to this stream.
	DumpToFile	Writes the stream FSWFStream to the given file.
	DumpToMemory	Writes the stream to a memory stream.
	FlushBits	Kick out the current partially filled byte to the this.
	GetBuffer	Gets the data buffer.
 S	MaxNum	Compares the absolute values of 4 signed integers and returns the unsigned magnitude of the number with the greatest absolute value.
 S	MinBits	Calculates the minimum number of bits necessary to represent the given number.
	WriteBits	Adds 'size' bits from 'data' to the FSWFStream.
	WriteByte	Writes an 8 bit stream of data to the FSWFStream.
	WriteDWord	Writes a 32 bit stream of data to given FSWFStream in reversed byte order.
	WriteLargeData	Writes large data to the stream.
	WriteWord	Writes a 16 bit stream of data to the FSWFStream.

[Top](#)

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
	Append	Appends another stream to this stream.
	DumpToFile	Writes the stream FSWFStream to the given file.
	DumpToMemory	Writes the stream to a memory stream.
	FlushBits	Kick out the current partially filled byte to the this.
	GetBuffer	Gets the data buffer.

≡  S	MaxNum	Compares the absolute values of 4 signed integers and returns the unsigned magnitude of the number with the greatest absolute value.
≡  S	MinBits	Calculates the minimum number of bits necessary to represent the given number.
≡ 	WriteBits	Adds 'size' bits from 'data' to the FSWFStream.
≡ 	WriteByte	Writes an 8 bit stream of data to the FSWFStream.
≡ 	WriteDWord	Writes a 32 bit stream of data to given FSWFStream in reversed byte order.
≡ 	WriteLargeData	Writes large data to the stream.
≡ 	WriteWord	Writes a 16 bit stream of data to the FSWFStream.

[Top](#)

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)	
<pre>Public Function DumpToFile(_ ByVal swfFile As String _) As Integer</pre>	
C#	
<pre>public int DumpToFile(</pre>	

```
    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)	
<code>Public Sub FlushBits()</code>	
C#	
<code>public void FlushBits()</code>	

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)

```
Public Shared Function MinBits( _  
    ByVal number As UInteger, _  
    ByVal sign As UShort _  
) As UInteger
```

C#

```
public static uint MinBits(  
    uint number,  
    ushort sign  
)
```

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)	
<pre>Public Sub WriteByte(_ ByVal data As UInteger _)</pre>	
C#	
<pre>public void WriteByte(</pre>	

```
    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)	
<pre>Public Sub WriteLargeData(_ ByVal data() As Byte, _ ByVal size As UInteger _)</pre>	
C#	
<pre>public void WriteLargeData(byte[] data,</pre>	


```
    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
	Size	Returns the size of the FSWFStream.

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See Also

Reference

[FSWFStream Class](#)

[C1.C1Flash.Base Namespace](#)

Size Property

Returns the size of the FSWFStream.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Size As UInteger</code>	
C#	
<code>public uint Size {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

[FSWFStream Class](#)

[FSWFStream Members](#)

Enumerations

FActionGetURL2.SendMethod

Method to use for the HTTP request.

Syntax

Visual Basic (Declaration)	
<code>Public Enum FActionGetURL2.SendMethod</code> <code>Inherits System.Enum</code>	
C#	
<code>public enum FActionGetURL2.SendMethod : System.Enum</code>	

Members

Member	Description
GET	A HTTP GET request.

None	Indicates that this is not a form request, so the movie clip's variables should not be encoded and submitted.
POST	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
	C1WebFlash	C1WebFlash class is an ASP .NET web control that allow user to play flash movie in browser in variant manners.

Enumerations

	Enumeration	Description
	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.
	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.
	MovieQuality	Specifies the level of anti-aliasing to be used when your application plays. Mimics the Macromedia flash movie "quality" parameter.
	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.
	MovieWindowMode	Mimics the Macromedia flash movie "wmode" parameter.
	OutputType	Determines how your control will be rendered to the browser
	ScriptAccessMode	Use allowscriptaccess to let your Flash movie communicate with the HTML page hosting it. Mimics the allowScriptAccess attribute to the

		Macromedia flash movie.
	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.

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)	
<pre>Public Class C1WebFlash Inherits System.Web.UI.WebControls.WebControl</pre>	
C#	
<pre>public class C1WebFlash : System.Web.UI.WebControls.WebControl</pre>	

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
	C1WebFlash Constructor	Flash Movie Control.













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Public Properties

	Name	Description
	AllowFlashAutoInstall	Gets or sets the flash movie variable used to auto install the plugin.
	AppRelativeTemplateSourceDirectory	(Inherited from System.Web.UI.Control)
	Attributes	(Inherited from System.Web.UI.WebControls.WebControl)
	AutoLoop	Gets or sets the flash movie parameter responsible for looping your movie.
	AutoPlay	Gets or sets the flash movie parameter responsible for auto-starting your movie.
	ClientID	(Inherited from System.Web.UI.Control)

	ClientIDMode	(Inherited from System.Web.UI.Control)
	CommandScriptUrl	Gets or Sets the url of a JavaScript .js file to include in the webpage.
	Controls	(Inherited from System.Web.UI.Control)
	ControlStyle	(Inherited from System.Web.UI.WebControls.WebControl)
	ControlStyleCreated	(Inherited from System.Web.UI.WebControls.WebControl)
	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 System.Web.UI.WebControls.WebControl)
	EnableViewState	(Inherited from System.Web.UI.Control)
	FlashSource	Gets or sets the name of the Flash Engine Component(C1.C1Flash.C1FlashCanvas , C1.C1Flash.C1FlashMovie , C1.C1Flash.C1FlashSlide) referenced by this web control.
	HasAttributes	(Inherited from System.Web.UI.WebControls.WebControl)
	Height	(Inherited from System.Web.UI.WebControls.WebControl)



	HorizontalAlignment	Gets or sets the flash horizontal alignment for your movie.
	HtmlAlignment	Gets or sets the html alignment for your flash movie.
	ID	(Inherited from System.Web.UI.Control)
	LiveConnect	Gets or sets the html embed element's swLiveConnect parameter.
	MajorPluginVersion	Gets or sets the major version of the flash plugin to use.
	MajorPluginVersionRevision	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.
	MinorPluginVersion	Gets or sets the minor version of the flash plugin to use. The third of four numbers that make up the plugin's codebase.
	MinorPluginVersionRevision	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.
	MovieBGColor	Gets or sets the background color of your flash movie.
	MovieName	The virtual path to the flash movie.
	MovieQuality	Gets or sets the flash movie parameter responsible for setting the quality of your movie.
	MovieScale	Gets or sets the flash movie parameter responsible for setting the scale of your movie.
	MovieVariables	Gets or sets the NameValueCollection used to pass

		variables to the flash movie through the querystring.
	NamingContainer	(Inherited from System.Web.UI.Control)
	NoFlashContainer	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.
	NoScriptContainer	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.
	OutputType	Gets or sets the flash output type to use when rendering the C1WebFlash control to the browser.
	Page	(Inherited from System.Web.UI.Control)
	Parent	(Inherited from System.Web.UI.Control)
	RenderingCompatibility	(Inherited from System.Web.UI.Control)
	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 System.Web.UI.Control)
	SkinID	(Inherited from System.Web.UI.WebControls.WebControl)
	SlidingExpiration	

	Style	(Inherited from System.Web.UI.WebControls.WebControl)
	SupportsDisabledAttribute	(Inherited from System.Web.UI.WebControls.WebControl)
	TemplateControl	(Inherited from System.Web.UI.Control)
	TemplateSourceDirectory	(Inherited from System.Web.UI.Control)
	UniqueID	(Inherited from System.Web.UI.Control)
	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.
	ViewStateMode	(Inherited from System.Web.UI.Control)
	Visible	(Inherited from System.Web.UI.Control)
	Width	(Inherited from System.Web.UI.WebControls.WebControl)
	WindowMode	Gets or sets the flash movie parameter responsible for setting the window mode of your movie.

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Public Methods







	Name	Description
	ApplyStyle	(Inherited from System.Web.UI.WebControls.WebControl)
	ApplyStyleSheetSkin	(Inherited from System.Web.UI.Control)

◆	CopyBaseAttributes	(Inherited from System.Web.UI.WebControls.WebControl)
◆	DataBind	(Inherited from System.Web.UI.Control)
◆	Dispose	Overridden.
◆	FindControl	(Inherited from System.Web.UI.Control)
◆	Focus	(Inherited from System.Web.UI.Control)
◆	GetRouteUrl	Overloaded. (Inherited from System.Web.UI.Control)
◆	GetUniqueIDRelativeTo	(Inherited from System.Web.UI.Control)
◆	HasControls	(Inherited from System.Web.UI.Control)
◆	MergeStyle	(Inherited from System.Web.UI.WebControls.WebControl)
◆	RenderBeginTag	(Inherited from System.Web.UI.WebControls.WebControl)
◆	RenderControl	(Inherited from System.Web.UI.Control)
◆	RenderEndTag	(Inherited from System.Web.UI.WebControls.WebControl)
◆	ResolveClientUrl	(Inherited from System.Web.UI.Control)
◆	ResolveUrl	(Inherited from System.Web.UI.Control)
◆	SetRenderMethodDelegate	(Inherited from System.Web.UI.Control)

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Public Events

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

	DataBinding	(Inherited from System.Web.UI.Control)
	Disposed	(Inherited from System.Web.UI.Control)
	Init	(Inherited from System.Web.UI.Control)
	Load	(Inherited from System.Web.UI.Control)
	PreRender	(Inherited from System.Web.UI.Control)
	Unload	(Inherited from System.Web.UI.Control)

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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
≡	ApplyStyle	(Inherited from System.Web.UI.WebControls.WebControl)
≡	ApplyStyleSheetSkin	(Inherited from System.Web.UI.Control)
≡	CopyBaseAttributes	(Inherited from System.Web.UI.WebControls.WebControl)
≡	DataBind	(Inherited from System.Web.UI.Control)
≡	Dispose	Overridden.
≡	FindControl	(Inherited from System.Web.UI.Control)
≡	Focus	(Inherited from System.Web.UI.Control)
≡	GetRouteUrl	Overloaded. (Inherited from System.Web.UI.Control)
≡	GetUniqueIDRelativeTo	(Inherited from System.Web.UI.Control)
≡	HasControls	(Inherited from System.Web.UI.Control)
≡	MergeStyle	(Inherited from System.Web.UI.WebControls.WebControl)
≡	RenderBeginTag	(Inherited from System.Web.UI.WebControls.WebControl)
≡	RenderControl	(Inherited from System.Web.UI.Control)

	RenderEndTag	(Inherited from System.Web.UI.WebControls.WebControl)
	ResolveClientUrl	(Inherited from System.Web.UI.Control)
	ResolveUrl	(Inherited from System.Web.UI.Control)
	SetRenderMethodDelegate	(Inherited from System.Web.UI.Control)

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See Also

Reference

[C1WebFlash Class](#)

[C1.Web.C1Flash Namespace](#)

Dispose Method

Syntax

Visual Basic (Declaration)	
Public Overrides Sub Dispose()	
C#	
public override void Dispose()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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
	AllowFlashAutoInstall	Gets or sets the flash movie variable used to auto install the plugin.
	AppRelativeTemplateSourceDirectory	(Inherited from System.Web.UI.Control)
	Attributes	(Inherited from System.Web.UI.WebControls.WebControl)
	AutoLoop	Gets or sets the flash movie parameter responsible for looping your movie.
	AutoPlay	Gets or sets the flash movie parameter responsible for auto-starting your movie.
	ClientID	(Inherited from System.Web.UI.Control)
	ClientIDMode	(Inherited from System.Web.UI.Control)
	CommandScriptUrl	Gets or Sets the url of a JavaScript .js file to include in the webpage.
	Controls	(Inherited from System.Web.UI.Control)
	ControlStyle	(Inherited from System.Web.UI.WebControls.WebControl)
	ControlStyleCreated	(Inherited from System.Web.UI.WebControls.WebControl)
	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 System.Web.UI.WebControls.WebControl)
 EnableViewState	(Inherited from System.Web.UI.Control)
 FlashSource	Gets or sets the name of the Flash Engine Component(C1.C1Flash.C1FlashCanvas , C1.C1Flash.C1FlashMovie , C1.C1Flash.C1FlashSlide) referenced by this web control.
 HasAttributes	(Inherited from System.Web.UI.WebControls.WebControl)
 Height	(Inherited from System.Web.UI.WebControls.WebControl)
 HorizontalAlignment	Gets or sets the flash horizontal alignment for your movie.
 HtmlAlignment	Gets or sets the html alignment for your flash movie.
 ID	(Inherited from System.Web.UI.Control)
 LiveConnect	Gets or sets the html embed element's swLiveConnect parameter.
 MajorPluginVersion	Gets or sets the major version of the flash plugin to use.
 MajorPluginVersionRevision	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.

	MinorPluginVersion	Gets or sets the minor version of the flash plugin to use. The third of four numbers that make up the plugin's codebase.
	MinorPluginVersionRevision	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.
	MovieBGColor	Gets or sets the background color of your flash movie.
	MovieName	The virtual path to the flash movie.
	MovieQuality	Gets or sets the flash movie parameter responsible for setting the quality of your movie.
	MovieScale	Gets or sets the flash movie parameter responsible for setting the scale of your movie.
	MovieVariables	Gets or sets the NameValueCollection used to pass variables to the flash movie through the querystring.
	NamingContainer	(Inherited from System.Web.UI.Control)
	NoFlashContainer	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.
	NoScriptContainer	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.
	OutputType	Gets or sets the flash output type to use when rendering the C1WebFlash control to the browser.

	Page	(Inherited from System.Web.UI.Control)
	Parent	(Inherited from System.Web.UI.Control)
	RenderingCompatibility	(Inherited from System.Web.UI.Control)
	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 System.Web.UI.Control)
	SkinID	(Inherited from System.Web.UI.WebControls.WebControl)
	SlidingExpiration	
	Style	(Inherited from System.Web.UI.WebControls.WebControl)
	SupportsDisabledAttribute	(Inherited from System.Web.UI.WebControls.WebControl)
	TemplateControl	(Inherited from System.Web.UI.Control)
	TemplateSourceDirectory	(Inherited from System.Web.UI.Control)
	UniqueID	(Inherited from System.Web.UI.Control)
	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.

	ViewStateMode	(Inherited from System.Web.UI.Control)
	Visible	(Inherited from System.Web.UI.Control)
	Width	(Inherited from System.Web.UI.WebControls.WebControl)
	WindowMode	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)	
Public Property AllowFlashAutoInstall As Boolean	
C#	
public bool AllowFlashAutoInstall { 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](#)

AutoLoop Property

Gets or sets the flash movie parameter responsible for looping your movie.

Syntax

Visual Basic (Declaration)	
Public Property AutoLoop As Boolean	
C#	
public bool AutoLoop { 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](#)

AutoPlay Property

Gets or sets the flash movie parameter responsible for auto-starting your movie.

Syntax

Visual Basic (Declaration)	
Public Property AutoPlay As Boolean	
C#	
public bool AutoPlay { 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](#)

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)	
Public Property HtmlAlignment As HtmlAlignment	
C#	
public HtmlAlignment HtmlAlignment { 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](#)

LiveConnect Property

Gets or sets the html embed element's swLiveConnect parameter.

Syntax

Visual Basic (Declaration)	
Public Property LiveConnect As Boolean	
C#	
public bool LiveConnect { 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](#)

MajorPluginVersion Property

Gets or sets the major version of the flash plugin to use.

Syntax

Visual Basic (Declaration)	
Public Property MajorPluginVersion As Integer	
C#	
public int MajorPluginVersion { 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](#)

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)	
Public Property MajorPluginVersionRevision As Integer	
C#	
public int MajorPluginVersionRevision { 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](#)

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)	
Public Property MinorPluginVersion As Integer	

C#	
----	--

<code>public int MinorPluginVersion {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](#)

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)	
----------------------------	--

<code>Public Property MinorPluginVersionRevision As Integer</code>	
--	--

C#	
----	--

<code>public int MinorPluginVersionRevision {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](#)

MovieBGColor Property

Gets or sets the background color of your flash movie.

Syntax

Visual Basic (Declaration)	
Public Property MovieBGColor As Color	
C#	
public Color MovieBGColor { 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](#)

MovieName Property

The virtual path to the flash movie.

Syntax

Visual Basic (Declaration)	
Public Property MovieName As String	
C#	
public string MovieName { 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](#)

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)	
<pre>Public Property MovieVariables As NameValueCollection</pre>	
C#	
<pre>public NameValueCollection MovieVariables {get; set;}</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

[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)	
Public Property NoFlashContainer As Placeholder	
C#	
public Placeholder NoFlashContainer { get ; set ;}	

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)	
Public Property NoScriptContainer As Placeholder	
C#	
public Placeholder NoScriptContainer { get ; set ;}	

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)	
Public Property OutputType As OutputType	
C#	
public OutputType OutputType { 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](#)

ScriptAccessMode Property

Gets or sets the flash movie parameter responsible for allowing script access to the movie.

Syntax

Visual Basic (Declaration)	
Public Property ScriptAccessMode As ScriptAccessMode	
C#	
public ScriptAccessMode ScriptAccessMode { 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](#)

ShowMenu Property

Gets or sets the flash movie parameter responsible for setting the menu mode of your flash movie.

Syntax

Visual Basic (Declaration)	
Public Property ShowMenu As Boolean	
C#	
public bool ShowMenu { 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](#)

SlidingExpiration Property

Syntax

Visual Basic (Declaration)	
Public Property SlidingExpiration As TimeSpan	
C#	
public TimeSpan SlidingExpiration { 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](#)

UseDeviceFonts Property

Gets or sets the flash movie parameter responsible for enabling or disabling device fonts in your movie.

Syntax

Visual Basic (Declaration)	
Public Property UseDeviceFonts As Boolean	
C#	
public bool UseDeviceFonts { 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](#)

VerticalAlignment Property

Gets or sets the flash vertical alignment for your movie.

Syntax

Visual Basic (Declaration)	
Public Property VERTICALALIGNMENT As VERTICALALIGNMENT	
C#	
public VERTICALALIGNMENT VERTICALALIGNMENT { get ; set ;}	

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)	
Public Property WindowMode As MovieWindowMode	
C#	
public MovieWindowMode WindowMode { 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](#)

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)	
Public Enum HorizontalAlignment Inherits System.Enum	
C#	
public enum HorizontalAlignment : System.Enum	

Members

Member	Description
--------	-------------

Center	[Macromedia Default] Does not render as part of the "salign" parameter value.
Left	Outputs "L" as the first character in the "salign" parameter.
Right	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
Bottom	Outputs "bottom" as the "Align" attribute value.
Left	Outputs "left" as the "Align" attribute value.
None	[Macromedia Default] Outputs empty quotes as the "Align" attribute value.
Right	Outputs "right" as the "Align" attribute value.
Top	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)	
<pre>Public Enum MovieQuality Inherits System.Enum</pre>	
C#	
<pre>public enum MovieQuality : System.Enum</pre>	

Members

Member	Description
AutoHigh	Emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary.
AutoLow	Emphasizes speed at first but improves appearance whenever possible.
Best	Provides the best display quality and does not consider playback speed.
High	[Macromedia Default] Favors appearance over playback speed and always applies anti-aliasing.
Low	Outputs "low" as the value of the "quality" parameter.
Medium	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
ExactFit	Makes the entire movie visible in the specified area without trying to preserve the original aspect ratio. Distortion may occur.
NoBorder	Scales the movie to fill the specified area, without distortion but possibly with some cropping, while maintaining the original aspect ratio of the movie.
NoScale	Outputs "noscale" as the value of the "scale" parameter.
ShowAll	[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
Opaque	The movie hides everything on the page behind it.
Transparent	The background of the HTML page shows through all transparent portions of the movie, this may slow animation performance.
Window	[Macromedia Default] Movie plays in its own rectangular window on a web

	page.
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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
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ClientScriptVersionDetection	Adds version detection script in html output.
FlashOnly	Ouputs only the html code nessesary to play embed your flash Movie.
SWFVersionDetection	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)	
<pre>Public Enum ScriptAccessMode Inherits System.Enum</pre>	
C#	
<pre>public enum ScriptAccessMode : System.Enum</pre>	

Members

Member	Description
Always	Permits scripting operations at all times. Outputs always as the "allowScriptAccess" parameter.
Never	Forbids all scripting operations. Outputs never as the "allowScriptAccess" parameter.
SameDomain	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)	
Public Enum VerticalAlignment Inherits System.Enum	
C#	
public enum VerticalAlignment : System.Enum	

Members

Member	Description
Bottom	Outputs "B" as the second character in the "salign" parameter.
Center	[Macromedia Default] Does not render as part of the "salign" parameter value.
Top	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](#)