
ComponentOne

Gauges for WinForms

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ComponentOne Gauges for WinForms

ComponentOne Gauges™ for WinForms supports linear and radial gauges to provide an intuitive and attractive way to display information graphically. **Gauges for WinForms** provides the flexibility to create simple, practical gauges that get the job done while also supplying a multitude of advanced features to create the most eye-catching, professional-looking gauges imaginable. 

Getting Started Get started with the following topics:

- [Key Features](#)
- [Quick Start](#)
- [Components](#)
- [Samples](#)

Help with ComponentOne Studio for WinForms

[ComponentOne Gauges for WinForms](#) > 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](#).

Key Features

ComponentOne Gauges for WinForms incorporates several key features, including the following:

- **Radial and Linear Gauges**

When setting up [C1Gauge](#), choose between radial or linear shapes. Radial gauges can be circular, helical, arc curve, clamshell, or half-circular and linear gauges can be horizontal, vertical, tilted, or free-formed.

- **Vector-based Graphics**

All graphics are vector-based in C1Gauge unless you specify the pixel-based size. So the gauge paints itself perfectly in any size, and all inner elements resize proportionally.

- **Data-bound Gauges**

Bind C1Gauge to a data source at design-time using standard .NET data-binding techniques. You can bind individual pointers to different data sources (up to five pointers for a single Gauge).

- **Multiple Pointers and Scales**

There's no limit to the number of pointers and scales one gauge can hold. You can add multiple related or disjointed scales to one gauge, or overlay multiple gauges for more layout options. Scales can be non-uniform: linear or logarithmic. It's possible to create dynamic scales. You can also bind the beginning and ending of a scale to pointers.

- **Bound Ranges**

With **Gauges for WinForms** you can create non-linear or linear shaped ranges. Customize the exact location and size of the ranges to best suit any desired look. Map colors to value thresholds to display a multi-colored range with optional gradient blending. Ranges can also be bound to the pointers for a more dramatic display. You can highlight the current value if you bind some color in the range (as well as in markers and labels) to the pointer. So you can, for example, display the progress bar using a single range object with the bound color.

- **Label Formatting**

Apply standard or custom .NET numeric formats to all gauge labels and value indicators to display decimal places, percents, currency, and so on. The static text can appear on labels as part of the custom numeric format. You can also use the special event that gives programmatic control over the label formatting. C1Gauge can automatically rotate labels for radial gauges so that they are always most readable to users. You can specify additional rotation, change alignment, and radial/orthogonal offset to achieve interesting effects.

- **Markers**

Markers are visual cues that can be placed at specific values on the gauge scale. These are useful for comparing the gauge value to some other predetermined value. Markers can be shapes or custom images. In the same way as labels, markers can be rotated or not rotated for radial gauges. You can apply additional rotation, change alignment and offset of gauge markers.

- **Indicators**

You can display visual indications based upon value thresholds using bound labels and markers. Use these as state indicators in addition to or instead of ranges to visually display the value as a color or an image. For example, the background color of a marker or the

marker's image can depend on the pointer value. Or you can attach the fixed or movable label to a pointer and display the current value at the given location.

- **Custom Pointers**

Choose from the predefined pointer shapes, customize the shape, or import your own custom image to use as the pointer. Create common pointer shapes for use with multiple pointers. You can also specify the exact position of the pointer origin in radial and linear gauges. This allows you to decentralize the pointer to either side or the bottom of the gauge.

- **Off Position**

The gauge pointer can indicate that the value is not set. If the current value is `Double.NaN`, then the pointer moves to the special **Off Position**. You can display a marker and a label at the off position. When using interaction features, the user can click at this position to "turn off" the gauge, or reset its value to `Double.NaN`.

- **Pointer Animation**

Set the time interval so the gauge pointer will animate smoothly as the value changes. You can also decrease the frequency of redrawing for the gauge control if the source value is changed too frequently for observation.

- **Custom Gauge Appearance**

Create any look desirable by customizing the face and cover shapes of the gauge using the rich set of style attributes available. You can even simulate a glassing effect using simple shapes. If shapes are not enough, you can add images. It's possible to apply various effects to images, such as rotation, flipping, changing the hue, saturation, lightness, and transparency.

- **Common Appearance Settings**

The common collections of fillings, gradients, shapes, images, and so on allow the user to apply the same settings to multiple gauge items. Also, when you change these common settings, all related items will be affected at once. For example, you can create a few bound indicators that share the same mapping of images to value thresholds. This saves memory and facilitates subsequent changes.

- **UI Interaction**

Any parts of `C1Gauge` can be hit-testable. It's easy to change visual appearance of a gauge item when it becomes hot, pressed, or disabled. The visual state of gauge items can be

changed smoothly using the transition effect that hides the previous state and shows the new state during the given time interval. The special events occur when the user clicks various elements or drags the gauge pointer. You may update the pointer value from these events with optional rounding to the uniform discrete set of values specified by the snap interval.

- **Composite Gauges**

Align multiple gauges into one container using C1Gauge. Gauges can be overlapped or placed side-by-side. Since all graphics are vector-based you can resize the container control in arbitrary way. The fine-tuning settings give an ability to maintain the aspect ratio and relative position of individual gauges when resizing the container control.

- **Save and Load Layout and Appearance Settings**

Create several views (or "skins") for a gauge or for the container control. Using views you can change the whole look of a gauge without breaking any existent scales, data, and event bindings. Views belong to a concrete gauge or **C1Gauge**. You can't apply the same view to different gauges.

- **Save and Load XML Templates**

Rapidly decrease development time by saving and re-using gauge templates. You can create templates for individual gauges or for the whole container control. C1Gauge also ships with several pre-designed templates to get started.

Gauges for WinForms Quick Start

In this section you'll learn how to use the basic **ComponentOne Gauges for WinForms** functionality to create a simple application with a custom gauge control. This section is not intended to be a comprehensive tutorial of all features of **Gauges for WinForms**, but rather provide a quick introduction and highlight some general approaches to using the product.

In the following quick start guide, you'll create an application, add a gauge control to the application, and customize the appearance of the control.

See Also

[Step 1 of 3: Creating the Application](#)

[Step 2 of 3: Customizing C1Gauge](#)

[Step 3 of 3: Running the Application](#)

Step 1 of 3: Creating the Application

[Gauges for WinForms Quick Start](#) > Step 1 of 3: Creating the Application

In this step you'll create a simple application using the [C1Gauge](#) control. You'll then customize the appearance of your application in Design view without adding any code to your project.

To begin, complete the following steps:

1. In Visual Studio, select **File | New | Project**.
2. In the **New Project** dialog box, select a language in the left pane, and in the templates list select **Windows Forms Application**. Enter a **Name** for your project and click **OK**. The project will be created and a form will appear.
3. Navigate to the Toolbox and double-click the **C1Gauge** item to add a **C1Gauge** control to the form. When you double-click the **C1Gauge** item, the **New Gauge Gallery** dialog box will open.
4. On the **Radial Gauges** tab, select **(empty)**.
5. Click **OK** to close the dialog box.

What You've Accomplished

In this step you created an application and added a C1Gauge control to the form. The gauge is currently displayed with default settings; in the next step you'll further customize the appearance of the control.

Step 2 of 3: Customizing C1Gauge

[Gauges for WinForms Quick Start](#) > Step 2 of 3: Customizing C1Gauge

In the last step you created new application and added a [C1Gauge](#) control to the form. In this step you'll customize the gauge by using the **Gauges for WinForms** designers.

To customize the C1Gauge control, complete the following steps:

1. Double-click the **C1Gauge1** control on the form. The **Item Editor** appears.
2. Set the [Maximum](#) property to **120**. The gauge scale will now run from 0 to 120.

Adding Tick Marks

1. Click the **ellipsis** button next to the **Decorators** property. The **Decorators Collection Editor** appears.
2. Click the drop-down list on the **Add** button and select [C1GaugeMarks](#).
3. Expand the **Filling** node and set the [Color](#) property to **DarkGray**.
4. Set the **Interval** property to **10**. This will create tick marks at every 10th interval. Next we will add minor tick marks.
5. Click the drop-down list on the **Add** button again and select [C1GaugeMarks](#).
6. Set the [Interval](#) property to **2.5**.

7. Expand the **Filling** node and set the **Color** property to **DarkGray**.
8. Set the **Length** property to **5**. Next we will add tick labels.

Adding Tick Labels

1. Click the drop-down list on the **Add** button and select **C1GaugeLabels**.
2. Set the **Color** property to **Black**.
3. Set the **Interval** property to **10**. This will create tick labels at every 10th interval.
4. Set the **From** property to **20**. This will add the labels on value 20 and higher.
5. Click **OK** to close the **Decorators Collection Editor**.

Customize the Pointer, Cap, and Caption

1. In the **Item Editor**, expand the **Filling** node within the **Pointer** node, and set the **Color** property to **Black**.
2. Expand the **Filling** node within the **Cap** node, and set the **Color** property to **DarkGray**.
3. Click the **ellipsis** button next to **FaceShapes**. The **FaceShapes Collection Editor** opens.
4. Click the **Add** drop-down arrow and select **C1GaugeCaption**.
5. Enter **C1Gauge** next to the **Text** property.
6. Set the **Color** property to **Red**.
7. Enter **.9** next to the **CenterPointY** property. This will move the text down the gauge.
8. Click **OK** to close the **FaceShapes Collection Editor** and click **OK** again to close the **Item Editor**.

What You've Accomplished

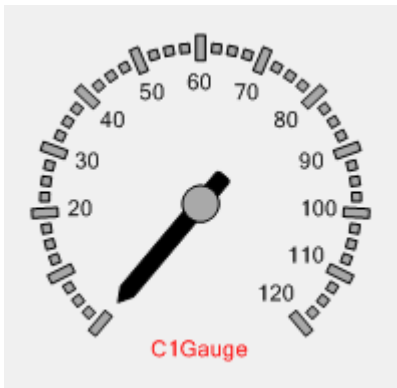
You've customized the appearance of the C1Gauge control. Next you will run the application.

Step 3 of 3: Running the Application

[Gauges for WinForms Quick Start](#) > Step 3 of 3: Running the Application

In the previous steps you've created a new application, added a **C1Gauge** control to the form, and customized the control. All that's left is to run the application!

Select **Debug | Start Debugging** from the Visual Studio menu. The application will appear:



What You've Accomplished

Congratulations! You have successfully created a C1Gauge control. There are many templates you can apply to your gauge. See [Gauges for WinForms Appearance](#) for more information.

Gauges for WinForms Components

ComponentOne Gauges for WinForms represents information in the form of radial and linear gauges. It is also possible to adjust a gauge so it will work as an input control like a knob, track bar, or scroll bar.

See Also

[C1Gauge Objects and Usage](#)

C1Gauge Objects and Usage

[Gauges for WinForms Components](#) > C1Gauge Objects and Usage

The following topics discover the usage of **C1Gauge**'s classes and components.

See Also

[C1Gauge Control](#)

[Gauge Components](#)

C1Gauge Control

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > C1Gauge Control

The [C1Gauge](#) control is a container control for gauges and shapes. The C1Gauge control supports both linear and radial gauges. Gauges display data, and can be customized using pointers and decorators, such as labels, tick marks, and ranges. Radial gauges can be circular, half-circular, clamshell, helical, or arc curve. Linear gauges can be horizontal, vertical, tilted, or free-formed.

The C1Gauge control also supports shapes. Shapes consist of static figures, captions, or images. Shapes include the following geometric figures: ellipse, rectangle, segment, and sector, each with a number of customizable settings. Shapes can also specify the clipping area for other elements, such as other shapes, decorators, and pointers.

A Pointer is a visual element that indicates the current value. Decorators can be bound to pointers. For example, you can bind a single label to the pointer so that the label will show the current value. This powerful technique is discussed in detail in the **Decorators** section.

Except custom bitmaps, all graphics in **Gauges for WinForms** are vector-based. The C1Gauge container control and its gauges can be resized as you choose. You can specify the absolute or proportional positions for individual gauges and their aspect ratios.

See Also

[C1Gauge Composition](#)

[C1Gauge Properties](#)

C1Gauge Composition

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > [C1Gauge Control](#) > C1Gauge Composition

The [C1Gauge](#) control is made up of several layered elements when gauges are placed inside of the control. For example, the overall composition of a **C1Gauge** control with a single **C1RadialGauge** is the following (from the backmost to foremost layer):

- The control's **BackColor** and/or the **BackgroundImage** is the most background layer
- **C1Gauge.FaceShapes** is the next layer
- **C1RadialGauge.FaceShapes**
- **C1RadialGauge.Decorators**
- **C1RadialGauge.Pointers**
- **C1RadialGauge.Cap**
- **C1RadialGauge.CoverShapes**
- **C1Gauge.CoverShapes** is over everything.

Let's take a look at the composition of a simple radial gauge (see the 'Interactive' sample in the GaugeDemo application for more details). The following images show a few states of the whole gauge.

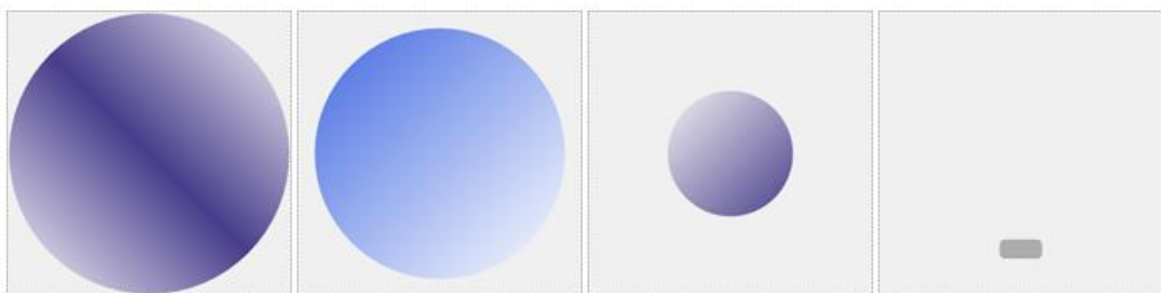


This gauge consists of the following parts: face shapes, decorators, pointer, and pointer cap.

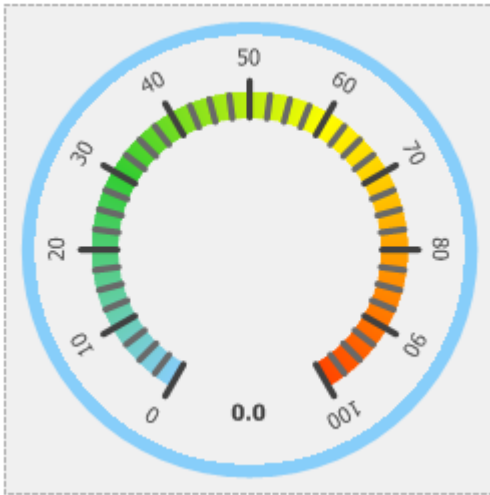
Face shapes are the background of a gauge.



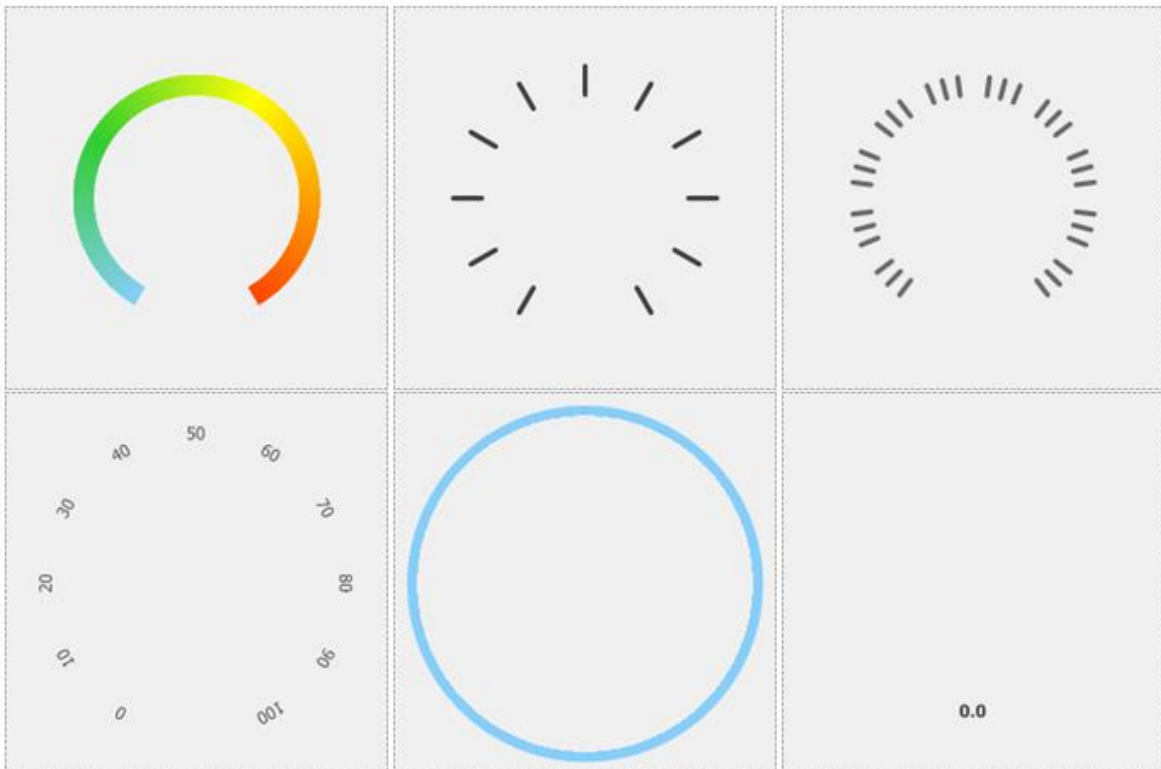
There are four shapes: three ellipses (**C1GaugeEllipse**) and a rectangle with rounded corners (**C1GaugeRectangle**).



Decorators show the scale ranges, markers, and labels.



This gauge contains a range (**C1GaugeRange**), major and minor markers (**C1GaugeMarks**), scale labels (**C1GaugeLabels**), the bound state mark (**C1GaugeSingleMark**), and a label that shows the current value (**C1GaugeSingleLabel**).



The topmost parts of this gauge are the pointer (**C1GaugePointer**) and the pointer cap (**C1GaugeCap**).



C1Gauge Properties

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > [C1Gauge Control](#) > C1Gauge Properties

The [C1Gauge](#) control includes several properties that allow you to customize the appearance and behavior of the control. The main properties of the C1Gauge control include:

- **C1Gauge.Gauges** – the collection of gauges that can appear in the container control.
- **C1Gauge.FaceShapes** – the collection of "background" shapes that appear between the control's background and gauges.
- **C1Gauge.CoverShapes** – these are the "foreground" shapes that appear on top of everything.
- **C1Gauge.Font** – specifies the default font for all gauge labels.
- **C1Gauge.ForeColor** – sets the default color for all borders and labels in gauges and shapes.
- **C1Gauge.BackColor** – sets the default filling color.
- **C1Gauge.Shadow** – the default settings for all gauge shadows.
- **C1Gauge.CacheBackground** and **C1Gauge.CacheForeground** – these properties specify whether all static background and/or foreground elements should be painted into off-screen images. Such images are drawn quickly when the current value changes. This improves performance at the cost of additional memory consumption.
- **C1Gauge.SupportsTransitionEffect** – this property enables the ability for smooth transition between visual states of the control when the user calls the **C1Gauge.EndUpdate()** method with the 'duration' parameter.
- **C1Gauge.FramesPerSecond** – sets the maximum frequency of repainting of the gauge container. You may decrease the value of this property to improve overall performance.
- **C1Gauge.Selectable** – if True, the control is selectable and can receive input focus.

When some gauge is selected on the designer surface, it's easy to move selection to the owner **C1Gauge** control by clicking in the grab handle that appears at the top left corner of the control. An alternative way would be pressing the **Escape** key – this moves the selection to the owner control as well.

Gauge Components

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > Gauge Components

Available gauges include the [C1RadialGauge](#) and [C1LinearGauge](#) components (both are derived from the [C1GaugeBase](#) class). Gauges aren't Controls; they are simple Components that can be added to the **C1Gauge.Gauges** collection.

You can select gauges on the designer surface and edit their properties/events in the standard property grid, in the special **Item Editor**, or in the collection editor for the **C1Gauge.Gauges** collection property. Gauge's designer supports the standard operations, such as Cut, Copy, Paste, Delete, "Bring to Front", "Send to Back". Also, you can right-click individual gauges to display their context menu. This allows quick editing of the

C1GaugeBase.FaceShapes/C1GaugeBase.CoverShapes, and **C1GaugeBase.Decorators** collections.

Gauges can be saved as XML templates, and then loaded from XML files. You can also save/load the layout and appearance settings for individual gauges.

You can bind gauge to a data source using the standard .NET data-binding technique. If there are several pointers in the gauge you can bind these pointers to different data sources (up to 5 pointers for a gauge).

The main properties of the base **C1GaugeBase** class include:

- **C1GaugeBase.Decorators** – the collection of various decorators, such as labels and tick marks.
- **C1GaugeBase.FaceShapes** and **C1GaugeBase.CoverShapes** – two collections of shapes that appear behind everything (**FaceShapes**) and above everything (**CoverShapes**) in the gauge.
- **C1GaugeBase.Pointer** – this is the main pointer of the gauge. You can hide the main pointer but can't delete it.
- **C1GaugeBase.MorePointers** – the collection of other pointers.
- **C1GaugeBase.Value** – the current value of the main pointer.
- **C1GaugeBase.Minimum** and **C1GaugeBase.Maximum** – specify the lower and upper bounds for all pointer values, for example scaled values.
- **C1GaugeBase.Viewport** – specifies the bounds of the gauge working area.

In the following topics, you'll see the specific properties of radial and linear gauges.

See Also

[C1RadialGauge Component](#)

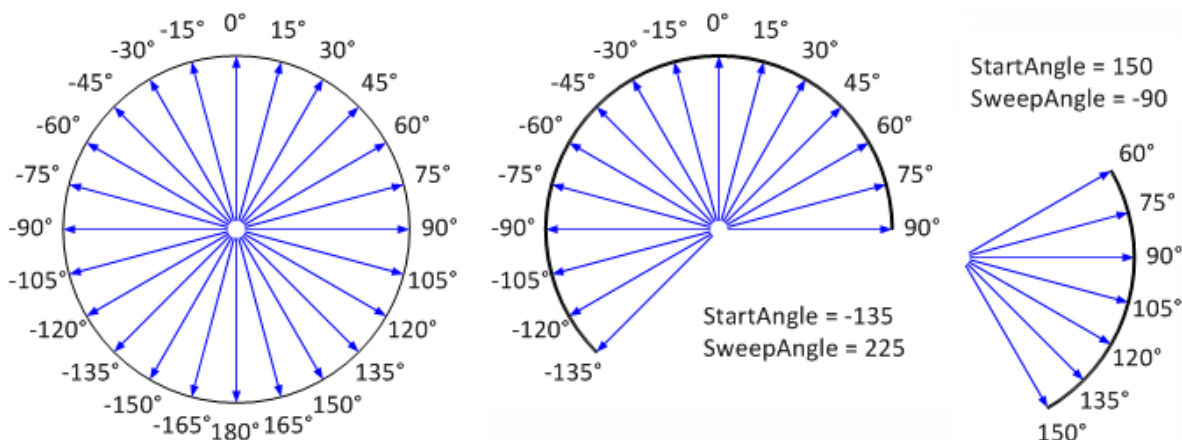
[C1LinearGauge Component](#)

C1RadialGauge Component

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > [Gauge Components](#) > C1RadialGauge Component

C1RadialGauge has the center point, radius, start and sweep angles. The [PointerOriginX](#) and [PointerOriginY](#) properties specify the center of the polar coordinate system associated with the gauge. The height or width of the working area (which is lesser) becomes the base dimension. The [Radius](#) property specifies a portion of the base dimension whose length is 100 in logical coordinates.

The [StartAngle](#) and [SweepAngle](#) properties provide the possible range of values for the angular coordinate. As opposed to the standard polar coordinates, the angle of 0° corresponds to the direction from center upwards.



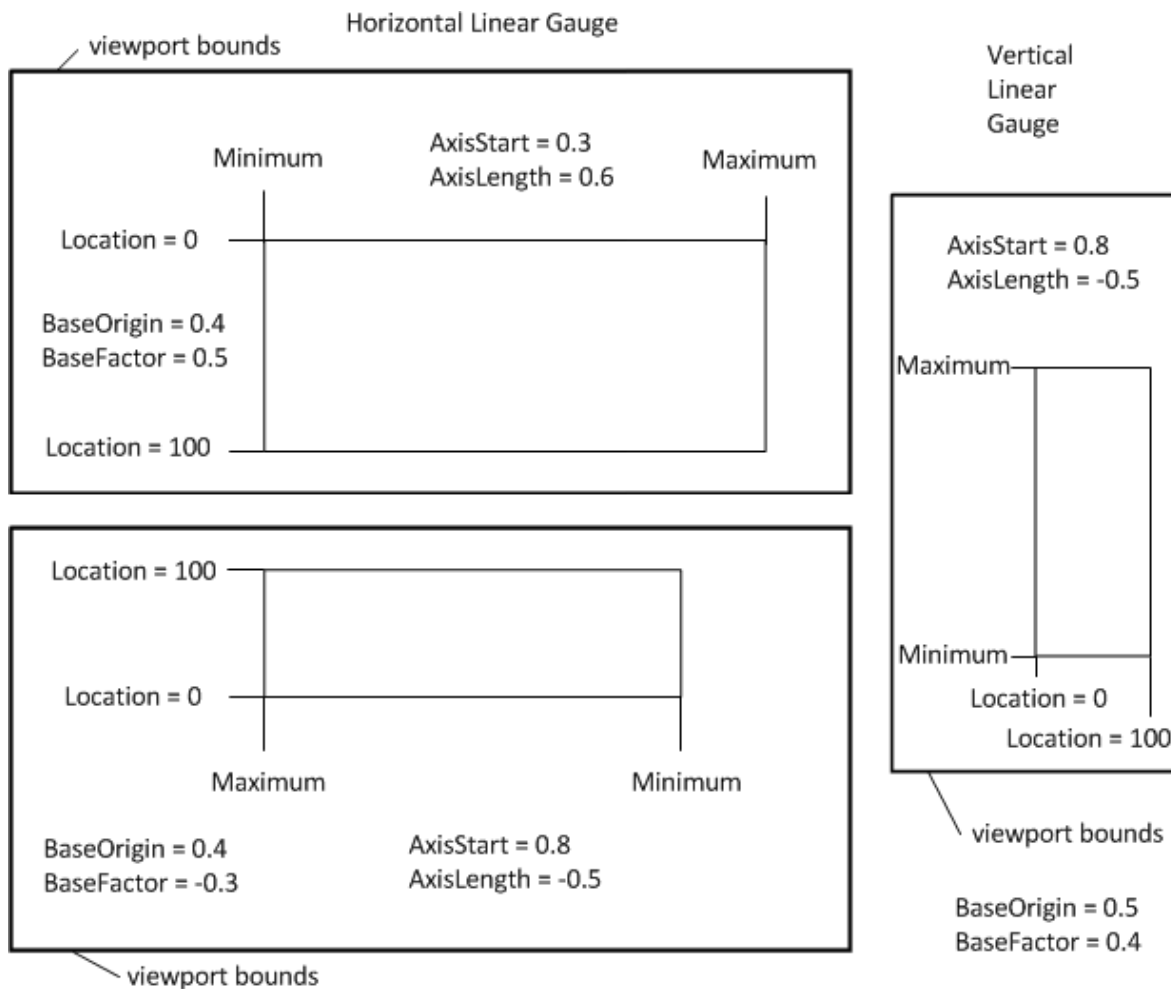
The **StartAngle** property defines an angle for the **C1GaugeBase.Minimum** value. The (**StartAngle** + **SweepAngle**) angle corresponds to the **C1GaugeBase.Maximum** value. You can reverse the direction of angular coordinate by setting the [IsReversed](#) property to **True**.

C1LinearGauge Component

[Gauges for WinForms Components](#) > [C1Gauge Objects and Usage](#) > [Gauge Components](#) > C1LinearGauge Component

The horizontal linear gauge uses height of the working area as the base dimension. The vertical gauge uses area's width as the base dimension. C1LinearGauge has the [BaseOrigin](#) property that specifies a position (as a portion of the base dimension) where the transversal axis starts. The [BaseFactor](#) property sets a portion of the base dimension whose length is 100 in logical coordinates.

The [AxisStart](#) and [AxisLength](#) properties specify the start and length of the longitudinal (value) axis. If the [IsReversed](#) property is set to **True** the direction of the longitudinal axis becomes opposite to the direction where the values increase. The next image shows a few available options for the linear gauge coordinate system.



Design-Time Support

ComponentOne Gauges for WinForms provides visual editing to make it easier to create a schedule application. The following sections describe how to use **Gauges for WinForms**' design-time environment to configure the **Gauges for WinForms** controls:

New Gauge Gallery

When you first add a **C1Gauge** control to the form in Design view, the **New Gauge Gallery** dialog box will appear. For more information, see the [New Gauge Gallery](#) topic.

Smart Tags and Tasks Menus

You can invoke each control's tasks menu by clicking on the smart tag (🔗) in the upper-right corner of the control. A smart tag represents a short-cut tasks menu that provides the most commonly

used properties in each control. For more information on how to use the tasks menu in **Gauges for WinForms**, see [C1Gauge Tasks Menu](#).

Context Menus

You can invoke each control's context menu by right-clicking the component or control in Design view. The context menu includes common actions when using the control. For more information on how to use the context menu in **Gauges for WinForms**, see [C1Gauge Context Menu](#) or [C1LinearGauge and C1RadialGauge Context Menus](#).

Designers

You can easily configure the **Gauges for WinForms** components at design time by using the associated collection editors. For more information on the **Gauges for WinForms** designers, see the [Gauges for WinForms Collection Editors](#) topic.

Properties Window

You can also easily configure **Gauges for WinForms** at design time using the Properties window in Visual Studio. You can access the Properties window by right-clicking the control and selecting **Properties**.

See Also

[New Gauge Gallery](#)

[C1Gauge Tasks Menu](#)

[C1Gauge Context Menu](#)

[C1LinearGauge and C1RadialGauge Context Menus](#)

[Gauges for WinForms Collection Editors](#)

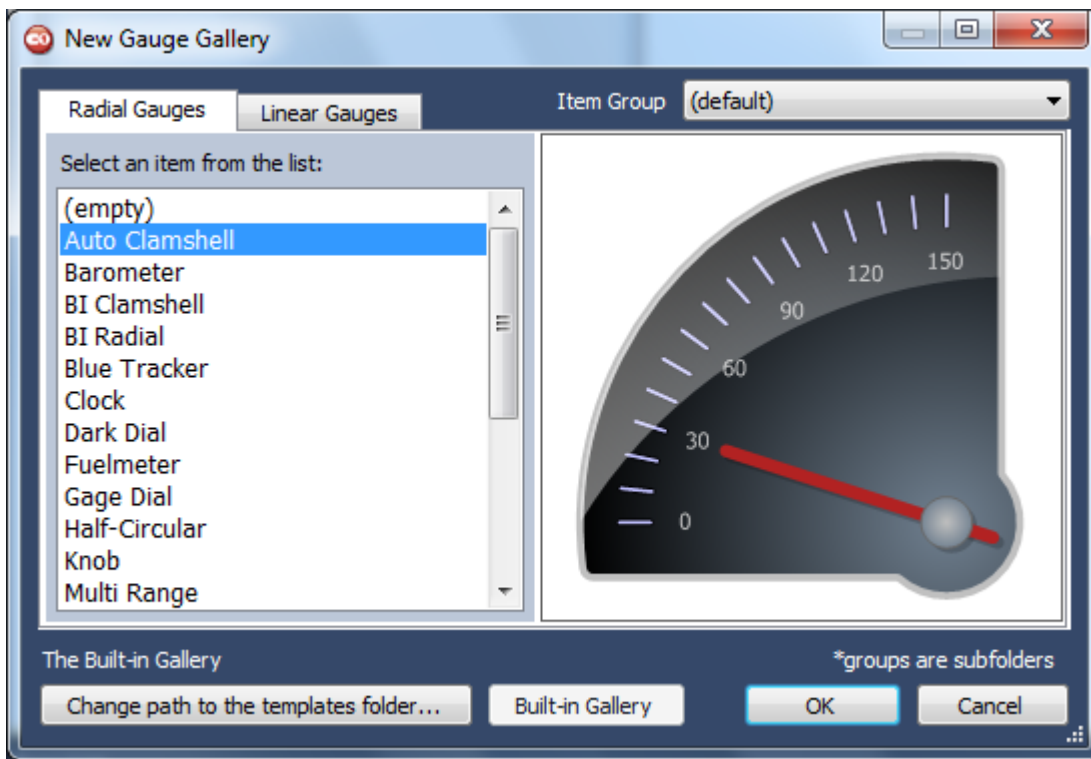
[Accessing Item Properties](#)

New Gauge Gallery

[Design-Time Support](#) > New Gauge Gallery

Select the [C1Gauge](#) control in your project and click the smart tag. Select **Add New Gauge** from the **C1Gauge Tasks** menu. The **New Gauge Gallery** dialog box appears, allowing you to pick and choose templates and template groups.

You can also access the **New Gauge Gallery** dialog box by selecting **Add New Gauge** from the [C1Gauge Context Menu](#). The **New Gauge Gallery** dialog box appears similar to the following:



In this dialog box you can choose the initial appearance of your gauge from default or existing custom templates. The **New Gauge Gallery** dialog box operates as follows:

- **Radial Gauges tab**

Select the **Radial Gauges** tab to select from available radial gauges. You can also choose the **(empty)** option to add an unformatted **C1RadialGauge** item.

- **Linear Gauges**

Select the **Linear Gauges** tab to select from available horizontal and vertical linear gauges. You can also choose the **(empty)** option to add an unformatted **C1LinearGauge** item.

- **Item Group drop-down box**

Open the **Item Group** drop-down box to choose a built-in template group. Choices include Advanced, OfficeBlack, OfficeBlue, OfficeSilver, and Windows 7. For more information, see the [Gauges for WinForms Appearance](#) topics.

- **Change path to the templates folder button**

Click the **Change path to the templates folder** button to navigate to a folder that contains custom template files. Once you choose a folder, templates in that folder will

appear in the dialog box. You can return to the built-in templates by clicking the **Built-in Gallery** button.

- **Built-in Gallery button**

Click the **Built-in Gallery** button to return to the built-in template options. This button is only selectable when you are currently viewing custom templates.

- **OK button**

Click the **OK** button to save any changes or selections you have made and close the **New Gauge Gallery** dialog box. The gauge you added will then appear in the **C1Gauge** control.

- **Cancel button**

Click the **Cancel** button to cancel any changes or selections you have made and close the **New Gauge Gallery** dialog box.

C1Gauge Tasks Menu

[Design-Time Support](#) > C1Gauge Tasks Menu

In the **C1Gauge Tasks** menu you can quickly and easily add, edit, load, and save gauges.

To access the **C1Gauge Tasks** menu, click on the smart tag (🔗) in the upper right corner of the control. This will open the **C1Gauge Tasks** menu which appears like the following:

C1Gauge Tasks
Add New Gauge
Edit Face Shapes
Edit Cover Shapes
Edit Gauges
Load From Template
Save To XML File
Load Appearance
Save Appearance
Clear & Reset
About C1Gauge

The **C1Gauge Tasks** menu operates as follows:

- **Add New Gauge**

Selecting the **Add New Gauge** option opens the **New Gauge Gallery** when you can choose a new gauge to add to the **C1Gauge** container control. You can also choose a template and set some options for the new gauge. For more information, see the [New Gauge Gallery](#) topic.

- **Edit Face Shapes**

Selecting the **Edit Face Shapes** option opens the **C1Gauge.FaceShapes Collection Editor** where you can add and remove items in the **FaceShapes** collection, and customize properties on each item in the collection. For more information, see the [FaceShapes Collection Editor](#) topic.

- **Edit Cover Shapes**

Selecting the **Edit Cover Shapes** option opens the **C1Gauge.CoverShapes Collection Editor** where you can add and remove items in the **CoverShapes** collection, and customize properties on each item in the collection. For more information, see the [CoverShapes Collection Editor](#) topic.

- **Edit Gauges**

Selecting the **Edit Gauges** option opens the **C1Gauge.Gauges Collection Editor** where you can add and remove members in the **Gauges** collection, and customize properties on each gauge in the collection. For more information, see the [Gauges Collection Editor](#) topic.

- **Load From Template**

Selecting the **Load From Template** option opens the **Load C1Gauge From Template** dialog box where you can choose a new built-in or custom template to customize the appearance of the gauge. See [Loading a C1Gauge from a Template](#) for more information.

- **Save To XML File**

Selecting the **Save to XML File** option opens the **Save C1Gauge To XML File** dialog box where you can select a location to save the gauge template. For more information, see the [Saving a C1Gauge to an XML File](#) topic.

- **Load Appearance**

Selecting the **Load Appearance** option opens the **Load C1Gauge View From XML File** dialog box where you can select an XML file to load. See [Loading a C1Gauge View from an XML File](#) for more information.

- **Save Appearance**

Selecting the **Save Appearance** option opens the **Save C1Gauge View To XML File** dialog box where you can save the current gauge's appearance as an XML file. For more information, see the [Saving a C1Gauge View to an XML File](#) topic.

- **Clear & Reset**

Clicking **Clear & Reset** clears the [C1Gauge](#) control and resets its properties to the default values.

- **About C1Gauge**

Selecting the **About C1Gauge** option opens the **Save About C1Gauge** dialog box which is helpful in finding the build number of the control.

C1Gauge Context Menu

[Design-Time Support](#) > C1Gauge Context Menu

In the **C1Gauge** context menu you can quickly and easily add, edit, load, and save gauges.

To access the **C1Gauge** context menu, right-click the [C1Gauge](#) control. The **C1Gauge** context menu operates as follows:

- **Launch Item Editor**

Clicking **Launch Item Editor** opens the selected item's properties dialog box where you can specify properties for the control, decorator, pointer, and so on.

- **Add New Gauge**

Selecting the **Add New Gauge** option opens the **New Gauge Gallery** when you can choose a new gauge to add to the **C1Gauge** container control. You can also choose a template and set some options for the new gauge. For more information, see the [New Gauge Gallery](#) topic.

- **Edit Face Shapes**

Selecting the **Edit Face Shapes** option opens the **C1Gauge.FaceShapes Collection Editor** where you can add and remove items in the **FaceShapes** collection, and customize properties on each item in the collection. For more information, see the [FaceShapes Collection Editor](#) topic.

- **Edit Cover Shapes**

Selecting the **Edit Cover Shapes** option opens the **C1Gauge.CoverShapes Collection Editor** where you can add and remove items in the **CoverShapes** collection, and customize

properties on each item in the collection. For more information, see the [CoverShapes Collection Editor](#) topic.

- **Edit Gauges**

Selecting the **Edit Gauges** option opens the **C1Gauge.Gauges Collection Editor** where you can add and remove members in the **Gauges** collection, and customize properties on each gauge in the collection. For more information, see the [Gauges Collection Editor](#) topic.

- **Load From Template**

Selecting the **Load From Template** option opens the **Load C1Gauge From Template** dialog box where you can choose a new built-in or custom template to customize the appearance of the gauge.

- **Save To XML File**

Selecting the **Save to XML File** option opens the **Save C1Gauge To XML File** dialog box where you can select a location to save the gauge template.

- **Load Appearance**

Selecting the **Load Appearance** option opens the **Load C1Gauge View From XML File** dialog box where you can select an XML file to load.

- **Save Appearance**

Selecting the **Save Appearance** option opens the **Save C1Gauge View To XML File** dialog box where you can save the current gauge's appearance as an XML file.

- **Clear & Reset**

Clicking **Clear & Reset** resets the contents of the C1Gauge control.

C1LinearGauge and C1RadialGauge Context Menus

[Design-Time Support](#) > C1LinearGauge and C1RadialGauge Context Menus

In the [C1LinearGauge](#) and [C1RadialGauge](#) context menus you can quickly and easily edit, load, and save gauges.

To access the **C1LinearGauge** and **C1RadialGauge** context menu, right-click the **C1LinearGauge** or **C1RadialGauge** component. The **C1LinearGauge** and **C1RadialGauge** context menus operate as follows:

- **Launch Item Editor**

Clicking **Launch Item Editor** opens the selected item's properties dialog box where you can specify properties for the control, decorator, pointer, and so on.

- **Edit Face Shapes**

Selecting the **Edit Face Shapes** option opens the **C1Gauge.FaceShapes Collection Editor** where you can add and remove items in the **FaceShapes** collection, and customize properties on each item in the collection. For more information, see the [FaceShapes Collection Editor](#) topic.

- **Edit Cover Shapes**

Selecting the **Edit Cover Shapes** option opens the **C1Gauge.CoverShapes Collection Editor** where you can add and remove items in the **CoverShapes** collection, and customize properties on each item in the collection. For more information, see the [CoverShapes Collection Editor](#) topic.

- **Edit Decorators**

Selecting the **Edit Decorators** option opens the **C1RadialGauge.Decorators Collection Editor** or **C1LinearGauge.Decorators Collection Editor** where you can add and remove labels, ranges, and marks in the **Decorators** collection, and customize properties on each item in the collection. For more information, see the [Decorators Collection Editor](#) topic.

- **Edit Pointers**

Selecting the **Edit Pointers** option opens **MorePointers Collection Editor** where you can add, remove, and edit pointers in the **MorePointers** collection. For more information, see the [MorePointers Collection Editor](#) topic.

- **Load From Template**

Selecting the **Load From Template** option opens the **Load C1Gauge From Template** dialog box where you can choose a new built-in or custom template to customize the appearance of the gauge.

- **Save To XML File**

Selecting the **Save to XML File** option opens the **Save C1Gauge To XML File** dialog box where you can select a location to save the gauge template.

- **Load Appearance**

Selecting the **Load Appearance** option opens the **Load C1Gauge View From XML File** dialog box where you can select an XML file to load.

- **Save Appearance**

Selecting the **Save Appearance** option opens the **Save C1Gauge View To XML File** dialog box where you can save the current gauge's appearance as an XML file.

Gauges for WinForms Collection Editors

[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#)

ComponentOne Gauges for WinForms includes several collection editors that make customizing gauges easier. The following topics detail how to access and use these editors.

See Also

[Gauges Collection Editor](#)

[FaceShapes Collection Editor](#)

[Decorators Collection Editor](#)

[CoverShapes Collection Editor](#)

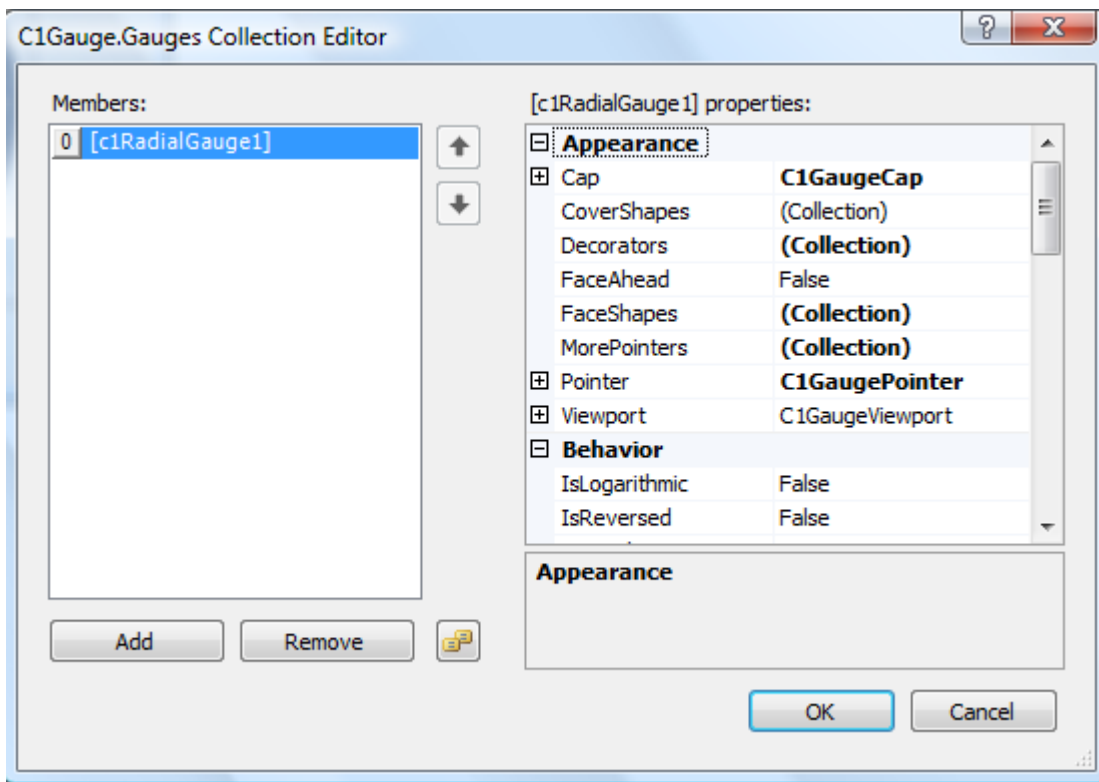
[MorePointers Collection Editor](#)

Gauges Collection Editor

[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#) > [Gauges Collection Editor](#)

The **C1Gauge.Gauges Collection Editor** allows you to add, remove, and edit gauges in the [Gauges](#) collection. You can access the **Gauges Collection Editor** by selecting the **Edit Gauges** option from the [C1Gauge Tasks menu](#) or from the [C1Gauge context menu](#) or by clicking the **ellipses** button next to the **Gauges** item in **C1Gauge**'s Properties window.

Once open, the **C1Gauge.Gauges Collection Editor** will appear similar to the following image:



The left side of the editor lists [C1RadialGauge](#) and [C1LinearGauge](#) items hosted within the [C1Gauge](#) control. You can click the **Add** button to add a new gauge, which will open the **New Gauge Gallery** dialog box. To remove a gauge, select the gauge to remove and click the **Remove** button.

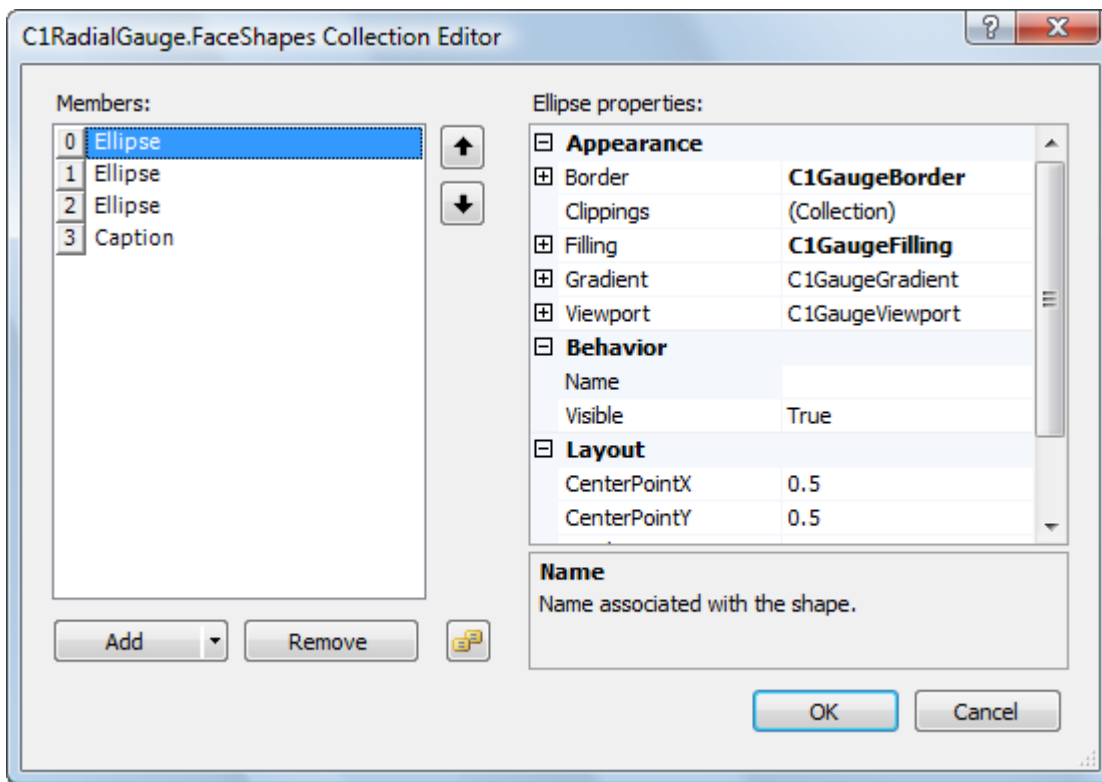
To edit properties on a gauge, pick an item in the **Members** list and edit its properties in the properties grid. To save your changes click the **OK** button. To close the dialog box without saving any changes, click the **Cancel** button. You can also double-click the [C1Gauge](#) item on the form to open the **Item Editor** and edit the properties.

FaceShapes Collection Editor

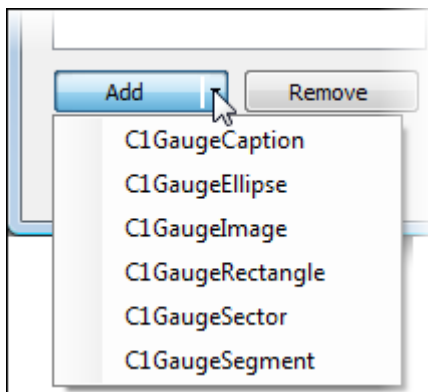
[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#) > [FaceShapes Collection Editor](#)

The **C1Gauge.FaceShapes Collection Editor**, **C1LinearGauge.FaceShapes Collection Editor**, and **C1RadialGauge.FaceShapes Collection Editor** allow you to add, remove, and edit items in the [FaceShapes](#) collection. You can access the **FaceShapes Collection Editor** by selecting the **Edit Face Shapes** option from the [C1Gauge Tasks menu](#) or from the [C1Gauge context menu](#) or [C1LinearGauge and C1RadialGauge context menus](#) or by clicking the **ellipses** button next to the **FaceShapes** item in [C1Gauge](#), [C1LinearGauge](#), or [C1RadialGauges](#) Properties window.

Once open, the **FaceShapes Collection Editor** will appear similar to the following image:



The left side of the editor lists shapes included in the collection. You can click the **Add** button to add a new caption, ellipse, image, rectangle, sector or segment:



To remove an item, select the item to remove and click the **Remove** button. You can also change the order that shapes appear in by using the arrow buttons.

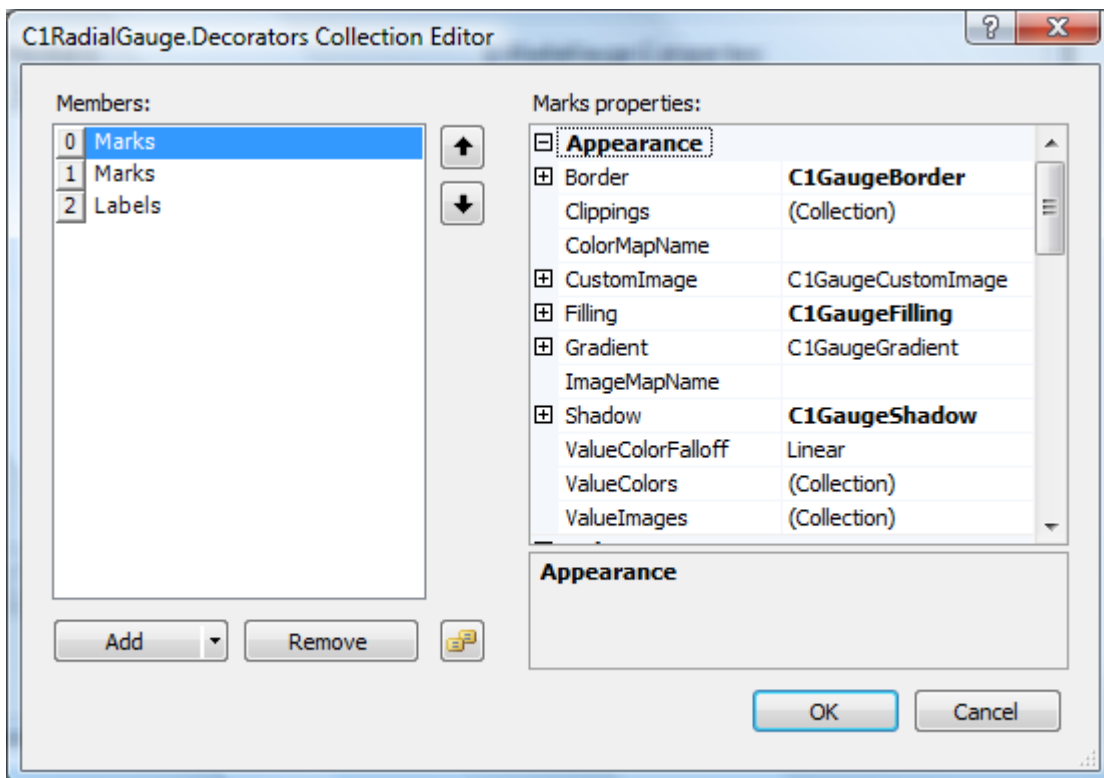
To edit properties on a shape, pick an item in the **Members** list and edit its properties in the properties grid. To save your changes click the **OK** button. To close the dialog box without saving any changes, click the **Cancel** button. You can also double-click the FaceShapes item on the form to open the **Item Editor** and edit the properties.

Decorators Collection Editor

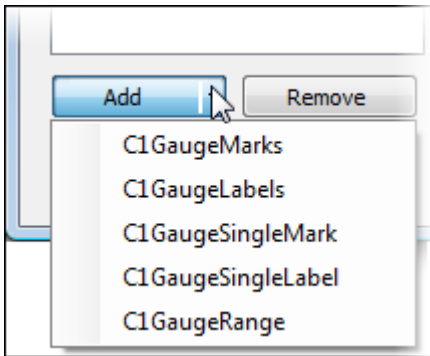
[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#) > Decorators Collection Editor

The **C1LinearGauge.Decorators Collection Editor** and **C1RadialGauge.Decorators Collection Editor** allow you to add, remove, and edit items in the [Decorators](#) collection. You can access the **Decorators Collection Editor** by selecting the **Edit Decorators** option from the [C1LinearGauge](#) and [C1RadialGauge](#) context menus or by clicking the **ellipses** button next to the **Decorators** item in **C1LinearGauge** or **C1RadialGauge**'s Properties window.

Once open, the **Decorators Collection Editor** will appear similar to the following image:



The left side of the editor lists the decorators included in the collection. You can click the **Add** button to add new marks, labels, a single mark, a single label, or a range:



To remove an item, select the item to remove and click the **Remove** button. You can also change the order that decorators appear in by using the arrow buttons.

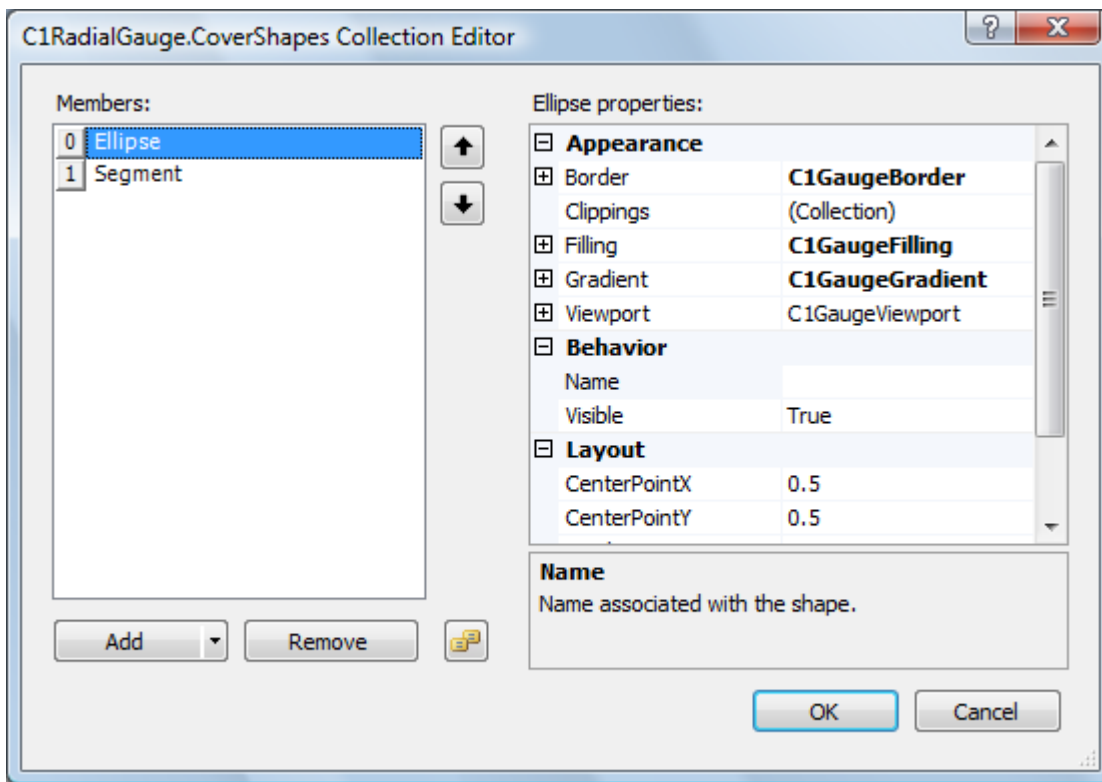
To edit properties on a decorator, pick an item in the **Members** list and edit its properties in the properties grid. To save your changes click the **OK** button. To close the dialog box without saving any changes, click the **Cancel** button. You can also double-click the Decorators item on the form to open the **Item Editor** and edit the properties.

CoverShapes Collection Editor

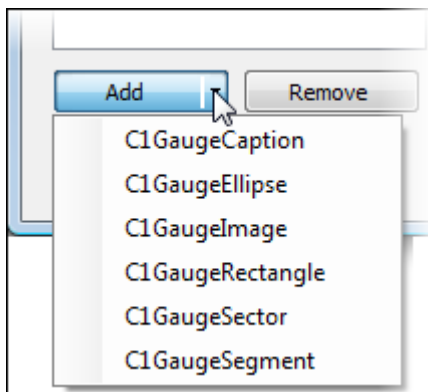
[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#) > CoverShapes Collection Editor

The **C1Gauge.CoverShapes Collection Editor**, **C1LinearGauge.CoverShapes Collection Editor**, and **C1RadialGauge.CoverShapes Collection Editor** allow you to add, remove, and edit items in the **CoverShapes** collection. You can access the **CoverShapes Collection Editor** by selecting the **Edit Cover Shapes** option from the **C1Gauge Tasks menu** or from the **C1Gauge context menu** or **C1LinearGauge and C1RadialGauge context menus** or by clicking the **ellipses** button next to the **CoverShapes** item in **C1Gauge**, **C1LinearGauge**, or **C1RadialGauge**'s Properties window.

Once open, the **CoverShapes Collection Editor** will appear similar to the following image:



The left side of the editor lists shapes included in the collection. You can click the **Add** button to add a new caption, ellipse, image, rectangle, sector or segment:



To remove an item, select the item to remove and click the **Remove** button. You can also change the order that shapes appear in by using the arrow buttons.

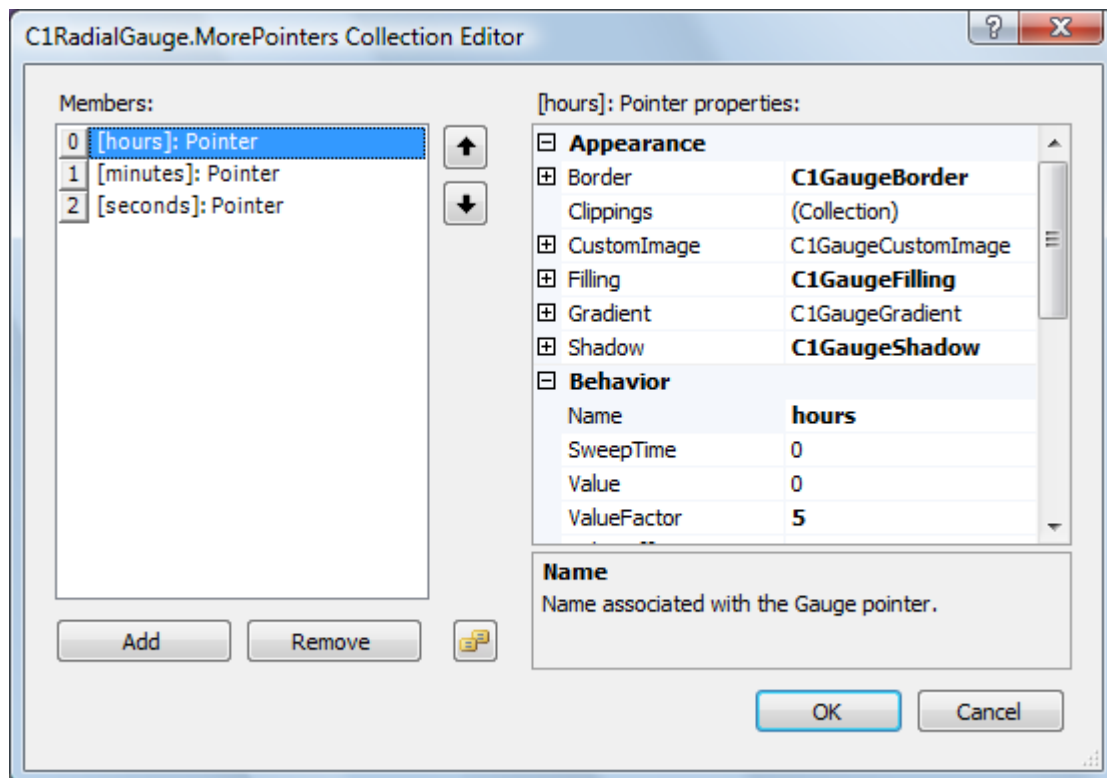
To edit properties on a shape, pick an item in the **Members** list and edit its properties in the properties grid. To save your changes click the **OK** button. To close the dialog box without saving any changes, click the **Cancel** button. You can also double-click the CoverShapes item on the form to open the **Item Editor** and edit the properties.

MorePointers Collection Editor

[Design-Time Support](#) > [Gauges for WinForms Collection Editors](#) > MorePointers Collection Editor

The **C1LinearGauge.MorePointers Collection Editor** and **C1RadialGauge.MorePointers Collection Editor** allow you to add, remove, and edit items in the [MorePointers](#) collection. You can access the **MorePointers Collection Editor** by selecting the **Edit Pointers** option from the [C1LinearGauge](#) and [C1RadialGauge](#) context menus or by clicking the **ellipses** button next to the **MorePointers** item in **C1LinearGauge** or **C1RadialGauge**'s Properties window.

Once open, the **MorePointers Collection Editor** will appear similar to the following image:



The left side of the editor lists the pointers included in the collection. You can click the **Add** button to add a new pointer. To remove a pointer, select the item to remove and click the **Remove** button. You can also change the order that pointers appear in by using the arrow buttons.

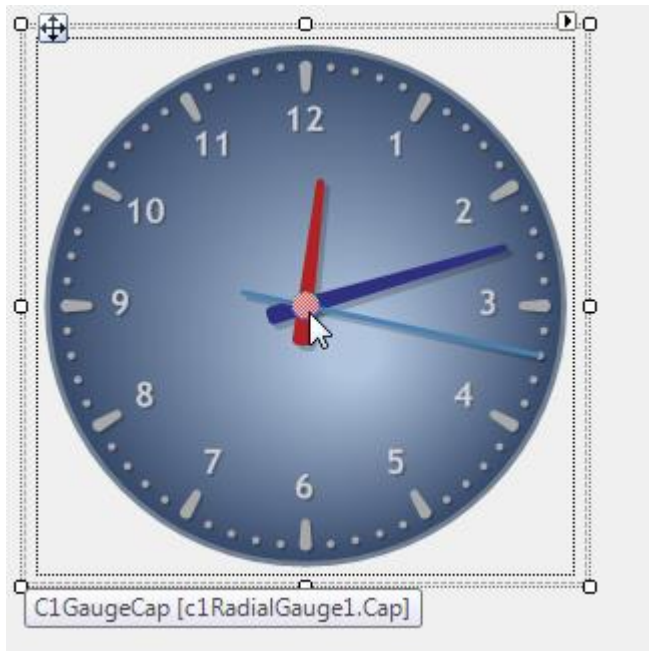
To edit properties on a pointer, pick an item in the **Members** list and edit its properties in the properties grid. To save your changes click the **OK** button. To close the dialog box without saving any changes, click the **Cancel** button. You can also double-click the **MorePointers** item on the form to open the **Item Editor** and edit the properties.

Accessing Item Properties

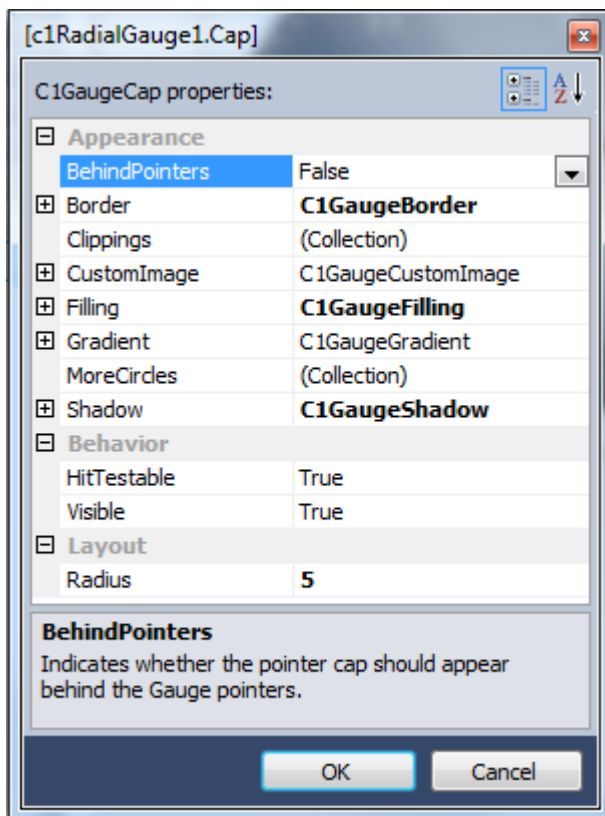
[Design-Time Support](#) > Accessing Item Properties

You can easily access properties for any hit-testable **Gauge for WinForms** item at design time by double-clicking the item on your form and opening the **Item Editor**. You can also open the **Item Editor** by right-clicking an item and selecting **Launch Item Editor** from the context menu.

For example, double-click the [C1GaugeCap](#) on a [C1RadialGauge](#).



The **C1RadialGauge1.Cap Item Editor** opens, allowing you to set the properties for the cap and to access collection editors.



Working with Gauges for WinForms

ComponentOne Gauges™ for WinForms supports linear and radial gauges to provide an intuitive and attractive way to display information graphically. The following topics explain the main aspects of **Gauges for WinForms**.

See Also

[Gauge Positioning and Arrangement](#)

[Gauge Pointers](#)

[C1RadialGauge Pointer Cap](#)

[Gauge Decorators](#)

[Gauge Borders and Filling](#)

[Custom Pointers and Mark Shapes](#)

[Custom Pointer, Mark, and Cap Images](#)

[Gauge Face and Cover Shapes](#)

[Clippings](#)

[User Interaction](#)

[Shadows](#)

Gauge Positioning and Arrangement

[Working with Gauges for WinForms](#) > Gauge Positioning and Arrangement

The origin of the coordinate system is at the top-left corner of the [C1Gauge](#) control. It is possible to align multiple gauges in the same container control. Gauges can be overlapped or placed side-by-side. The fine-turning settings give an ability to maintain the aspect ratio and relative position of individual gauges when resizing the container control.

The [C1GaugeViewport](#) class lies in the core of these abilities.

The following elements have the **Viewport** property: [C1Gauge](#), [C1GaugeBase](#), and [C1GaugeBaseShape](#). They are related as parent-child-grandchild. So the client area of the container control becomes the basis for C1Gauge viewport. Viewport for an individual gauge is based on the owner C1Gauge viewport. Viewport for gauge shapes is count from the owner gauge's viewport.

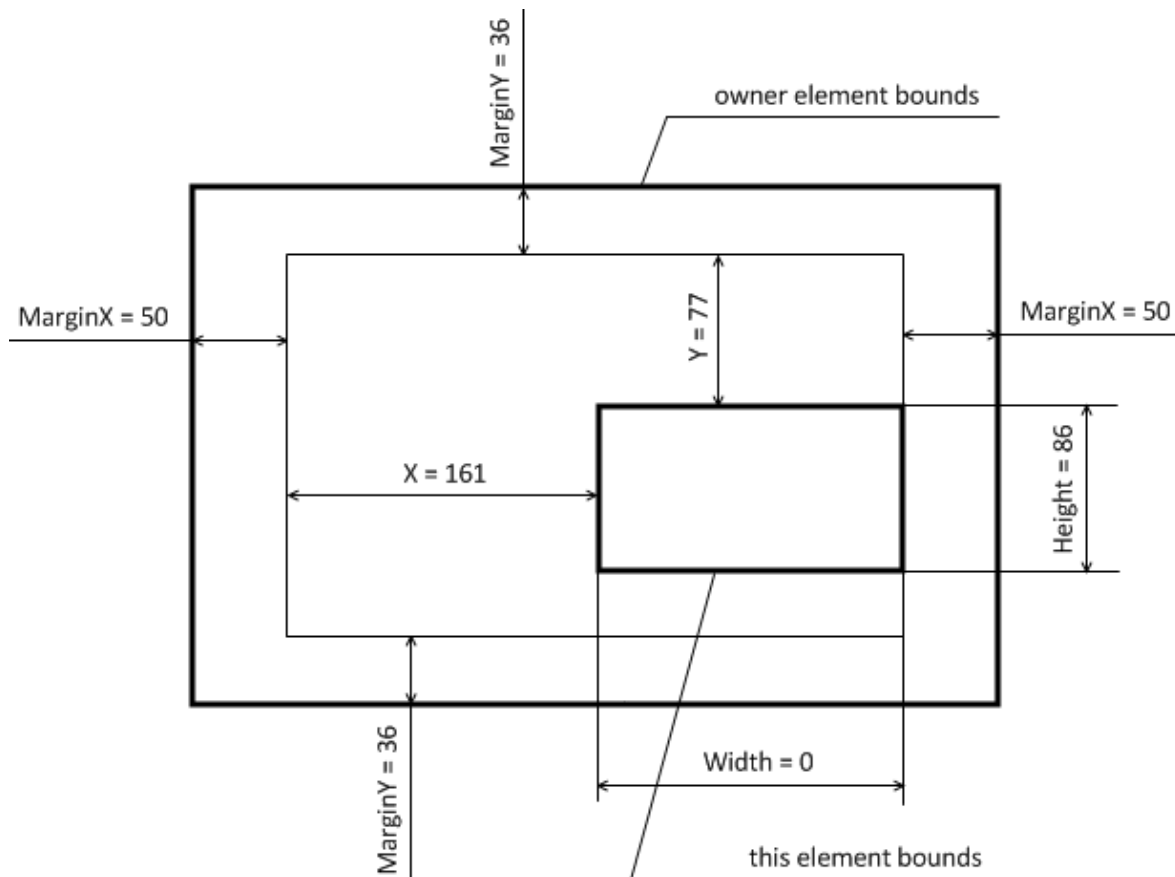
Now let's consider how we can get the working area for a given element having its viewport settings and the owner element's working area.

The following is list of the C1GaugeViewport object properties in the same order as they are applied:

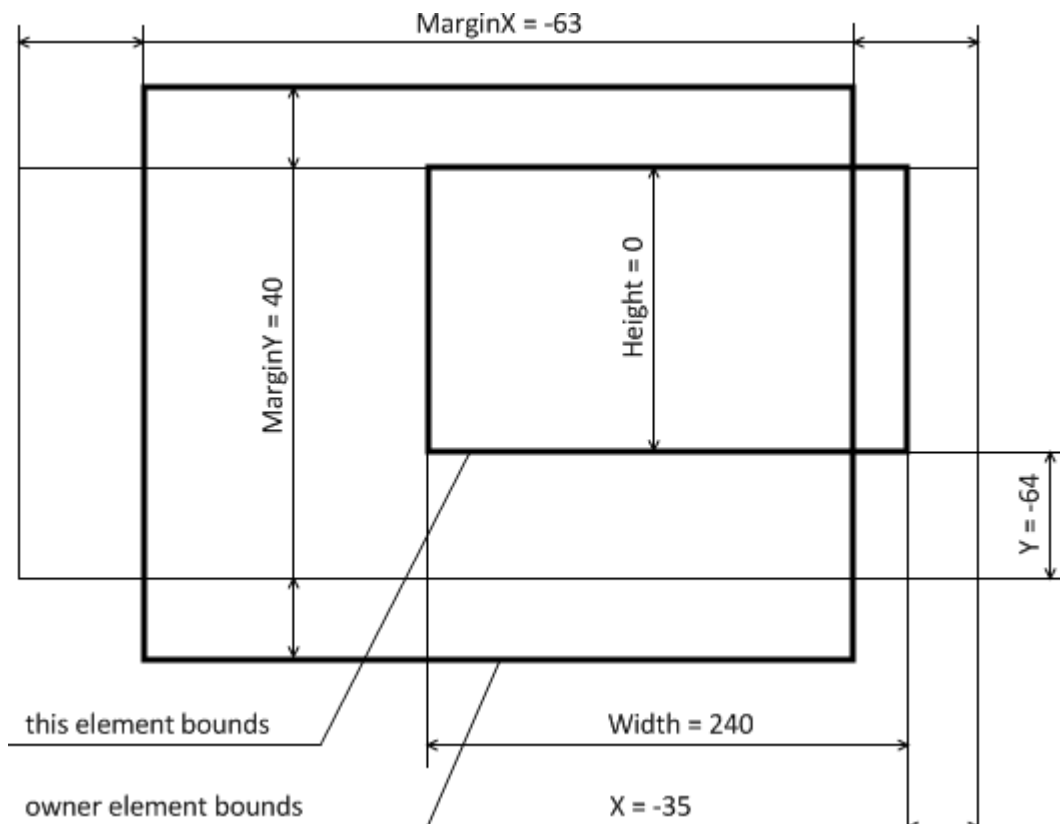
- **C1GaugeViewport.TranslateX** and **C1GaugeViewport.TranslateY** – at the first stage we move the viewport by the specified relative amount along the X and Y axes. The amount of 1.0 corresponds to the whole width or height of the owner area.
- **C1GaugeViewport.ScaleX** and **C1GaugeViewport.ScaleY** – scale the width and height of the viewport by the specified relative amount.
- **C1GaugeViewport.MarginX** and **C1GaugeViewport.MarginY** – specify the horizontal and vertical margins, in pixels. If these margins are negative the working area becomes wider than the original bounds.
- **C1GaugeViewport.X** and **C1GaugeViewport.Y** – set the offset of the viewport, in pixels. Negative offset is count from the right or bottom edge of the owner area.
- **C1GaugeViewport.Width** and **C1GaugeViewport.Height** – specify the width and height of the viewport, in pixels. These properties equal to 0 by default. That extends the viewport till the opposite edge of the owner area. For example, if the **X** property value is negative the viewport will be extended till the left edge. Negative width/height extends the viewport backwards. For example, to move the working area to the right top corner you may set **X=-100**, **Width=-100**, **Y=0**, **Height=0**.
- **C1GaugeViewport.AspectRatio** – sets the fixed ratio of width to height of the viewport. Maintaining the aspect ratio may cause moving the working area.

- **C1GaugeViewport.AspectPinX** and **C1GaugeViewport.AspectPinY** – at the last stage we set the relative position that remains fixed when the working area moves in order to maintain the aspect ratio. For a radial gauge these properties are equal to **C1RadialGauge.PointerOriginX** and **C1RadialGauge.PointerOriginY** by default.

The next image shows a viewport that has all pixel-based properties set to positive values, except the **Width** which is equal to 0 (other properties have their default values):



Next sample shows a viewport where the **MarginX**, **X**, and **Y** properties are negative and **Height** is equal to 0.



Gauge Pointers

[Working with Gauges for WinForms](#) > Gauge Pointers

Gauges may have one or several pointers. Pointer appears as a figure whose position depends on the current value. Each gauge object has the main pointer (**C1GaugeBase.Pointer**) and the collection of other pointers (**C1GaugeBase.MorePointers**).

Each pointer has the [Value](#) property. The lower and upper bounds for the pointer value is specified by the **C1GaugeBase.Minimum** and **C1GaugeBase.Maximum** property of the owner gauge. If it doesn't belong to the given interval you may use the **C1GaugePointer.ValueOffset** and **C1GaugePointer.ValueFactor** properties to coerce the source value, for example, change the unit of measure.

When the Value property changes the pointer redraws at the new location immediately, by default. The [SweepTime](#) property allows smooth moving the pointer. It sets the amount of time that is taken to move the pointer from [Minimum](#) to [Maximum](#).

There are a few properties that affect pointer's appearance. You can choose among the predefined pointer shapes, create a custom shape, or display a custom image for the pointer. The **C1GaugeBase.Offset**, **C1GaugeBase.Length**, and **C1GaugeBase.Width** properties specify the offset, length, and width of the pointer in logical coordinates at the scale's minimum position. It is

possible that the offset and/or length of the pointer will be changed linearly from minimum to maximum values. So there are also the **C1GaugeBase.Offset2** and **C1GaugeBase.Length2** properties that specify the offset and length at the scale's maximum value.

Pointer values can be bound to a data source. The **C1GaugeBase.DataSource** and **C1GaugeBase.DataMember** properties allow easy binding to the main pointer. There is also the special **C1GaugeBase.BoundValue** property. This is the same as [Value](#) (i.e., the value of the main pointer) but it is of type Object and returns DBNull.Value instead of Double.NaN if the pointer is "switched off". The next properties: **C1GaugeBase.MorePointersValue_0**, **C1GaugeBase.MorePointersValue_1**, **C1GaugeBase.MorePointersValue_2**, **C1GaugeBase.MorePointersValue_3** allow binding to the first four elements of the **C1GaugeBase.MorePointers** collection.

C1RadialGauge Pointer Cap

[Working with Gauges for WinForms](#) > C1RadialGauge Pointer Cap

C1RadialGauge has the special [Cap](#) property (**C1GaugeCap**). It draws a filled circle or several filled circles on top of the gauge pointers. It may appear behind the pointers if the [BehindPointers](#) property is set to **True**.

The main circle appears behind other circles that are added to the **C1GaugeCap.MoreCircles** collection property. Main circle may have a border while the other circles have only filling. You may also specify whether the custom image should appear instead of circles in the pointer cap.

Gauge Decorators

[Working with Gauges for WinForms](#) > Gauge Decorators

Decorators graduate the range of possible values. They are derived from the **C1GaugeDecorator** class. The following is the list of available decorators:

- [C1GaugeLabels](#) – draws a sequence of labels on the gauge. Labels have the [Format](#) property that specifies the numeric format. To prepend or append values with arbitrary text use the custom numeric format. If this doesn't help, the [FormatLabel](#) event gives unlimited options for the value formatting. Use the [Name](#) property to distinguish label decorators in the event handler. The **C1GaugeLabels.FontSize** property should be set to some non-default value to scale the font size if the gauge's dimension changes.
- [C1GaugeSingleLabel](#) – this is a single label with almost same options as **C1GaugeLabels**. It has the **C1GaugeSingleLabel.Value** property that can be bound to a pointer using the [PointerIndex](#) property. Also, you can assign fixed text to a single label using the [Text](#) property. The [Angle](#) and [Position](#) properties give an ability to display the label at an arbitrary position.
- [C1GaugeMarks](#) – displays a sequence of tick marks on the gauge. There are a few predefined shapes for the marks that can be selected using the [Shape](#) property. Also, you can specify a custom shape using the [CustomShape](#) property or display an image for each mark when using the [CustomImage](#) property.
- [C1GaugeSingleMark](#) – displays a single mark at the given position.

- [C1GaugeRange](#) – shows a range on the gauge. The range may have constant or variable locations and widths. It can be filled with simple or value-dependent gradient.

See Also

[Decorator Scales](#)

[Decorator ValueColors](#)

Decorator Scales

[Working with Gauges for WinForms](#) > [Gauge Decorators](#) > Decorator Scales

There is actually one scale for the whole gauge. It has the fixed minimum and maximum values (see the [Minimum](#) and [Maximum](#) properties). Neither of decorators can display values out this range. Labels have the **ValueOffset** and **ValueFactor** properties that affect conversion of label values to the corresponding text and thus simulate changing the scale.

The [Interval](#) property sets the value interval to draw each tick mark or label. The [IntervalWidth](#) property specifies the distance between tick marks or labels in logical coordinates. You should assign one of these properties to graduate the scale. The difference between Interval and IntervalWidth appears if you resize the gauge. The first property maintains the constant value difference between the near tick marks while the actual distance in pixels or logical coordinates may vary. The second property maintains the constant distance regardless of the value difference. This is useful for elements such as a stacked progress bar where the individual tick marks behave as decorative items whose values are not important. The Interval and IntervalWidth properties can be negative to start graduation from the maximum value.

The [From](#) and [To](#) properties set the value interval where the decorator can appear. The [C1GaugeRange](#) decorator has also these properties. So you can, for example, display a range in the given subinterval, not for the whole scale. The [FromPointerIndex](#) and [ToPointerIndex](#) allow binding the **C1GaugeMultivalueDecorator.From** and **C1GaugeMultivalueDecorator.To** properties to a pointer. Thus, for example, the range's upper bound may depend on the current pointer's value. The same technique works for labels and tick marks as well. The **C1GaugeMultivalueDecorator.FromPointerIndex** and **C1GaugeMultivalueDecorator.ToPointerIndex** properties specify an index in the [MorePointers](#) collection. If you want to bind to the main pointer assign a large value to these properties, for example, 10000. Setting to a negative value cancels binding.

The [ScaleFrom](#) and [ScaleTo](#) properties specify where the decorator scale starts and ends. These properties are necessary because the **C1GaugeMultivalueDecorator.From** and **C1GaugeMultivalueDecorator.To** values may vary if they are bound to pointers while the graduation should often be fixed. Also, the location and width of a decorator may change linearly from **ScaleFrom** to **ScaleTo** values. By default, these properties have the same values as the **From** and **To** properties. It may occur that the **From** and **To** values don't coincide with any scale marks. It is possible to display such values using the [ShowIrregularFrom](#) and [ShowIrregularTo](#) properties.

A few label or tick mark decorators can be grouped into the sequence. The first decorator in the sequence shows all its values. The second decorator shows all values except those appeared on the first decorator. Each the next decorator shows all values that do not occur in any of the previous decorators. The [SequenceNo](#) property specifies the sequence number. [C1GaugeLabels](#) and [C1GaugeMarks](#) have independent sequences. You may exclude the decorator from any sequences by setting its [SequenceNo](#) properties to -1.

Decorator ValueColors

[Working with Gauges for WinForms](#) > [Gauge Decorators](#) > Decorator ValueColors

All decorators have the **C1GaugeDecorator.ValueColors** collection property. It allows mapping colors to value thresholds to display, for example, a multi-colored range or a set of labels. A few gradient blending types are supported via the [ValueColorFalloff](#) property.

The **C1GaugeDecorator.ValueColors** collection contains objects of the [C1GaugeValueColor](#) type. Each of these objects associates a value (specified by the **C1GaugeValueColor.Value** property) with some color (specified by the [Color](#) and [Opacity](#) properties). Instead of the fixed value you may provide the index of a pointer that gives the value associated with this object. Thus, the **C1GaugeValueColor.PointerIndex** property allows binding the color to a pointer.

For filled decorators, such as ranges or tick marks, the [ValueColors](#) property is used if the [BrushType](#) property equals to 'SolidColor'.

If several decorators use the same color mapping you can create the common mapping item (**CommonColorMap**) in the **C1GaugeBase.ColorMaps** collection. The common item includes the **CommonColorMap.ValueColors** and **CommonColorMap.ValueColorFalloff** properties. The **CommonItem.Name** property defines a name that can be assigned to the **C1GaugeDecorator.ColorMapName** property. Then, the common mapping colors will be used instead of **C1GaugeDecorator.ValueColors**.

See Also

[Marker ValueImages](#)

[Decorator Layout](#)

Marker ValueImages

[Working with Gauges for WinForms](#) > [Gauge Decorators](#) > [Decorator ValueColors](#) > Marker ValueImages

C1GaugeMarks and **C1GaugeSingleMark** have the **CustomImage** property that associates a custom image with the tick marks. Also, it's possible to associate several images with the tick marks. The **ValueImages** property of **C1GaugeMarks** and **C1GaugeSingleMark** specifies the collection of values and their associated images. If the value of the tick mark is more or equal to **C1GaugeValueImage.Value** the image from **C1GaugeValueImage.CustomImage** appears on the

tick mark. The **C1GaugeValueImage.PointerIndex** property allows binding the image to a gauge pointer.

If there are a few tick marks with the same set of images you can use the

C1GaugeBase.ImageMaps property to create a common template (**CommonImageMap**) for the **ValueImages** collection. After that, you can assign the template name to the **ImageMapName** property of **C1GaugeMarks** or **C1GaugeSingleMark**. Then, the common template will be used instead of the decorator's **ValueImages** property.

Decorator Layout

[Working with Gauges for WinForms](#) > [Gauge Decorators](#) > [Decorator ValueColors](#) > Decorator Layout

There are a number of layout options available for decorators. The **Location** property sets the distance, in logical coordinates, between the decorator and the center point (for radial gauges) or the transversal axis start (for linear gauges). The **Location2** property specifies the same distance at the maximum value to change it linearly along the value axis.

The **Alignment** and **OrthogonalAlignment** properties specify how the decorator is aligned in both directions. Labels and tick marks can be rotated depending on their value on a radial gauge if their **IsRotated** property equals to **True**. If labels appear inverted for some values they can be flipped if the value of the **AllowFlip** property is **True**. The **TextAngle** (for labels) and **ShapeAngle** (for tick marks) properties specify an additional angle that is used to rotate items on both linear and radial gauges.

The labels are not scaled by default, i.e. the em-size of the font is defined by the **Font** property of **C1GaugeSingleLabel** or **C1GaugeLabels**. If you want to scale labels like other gauge elements assign a numeric value to the **FontSize** property. Also, in a **C1GaugeLabels**, you can vary the font size linearly along the value axis using the **C1GaugeLabels.FontSize** to **C1GaugeLabels.FontSize2** properties.

If several labels use the same font color, size, and other settings you can create a common font object in the **CommonFonts** collection of **C1Gauge** or **C1GaugeBase**. Then, you may reference the common font from a **C1GaugeSingleLabel** or **C1GaugeLabels** using the **CommonFontName** property.

Gauge Borders and Filling

[Working with Gauges for WinForms](#) > Gauge Borders and Filling

All gauge elements, except text labels and images, have the following properties in the Appearance category: **Border** (**C1GaugeBorder**), **Filling** (**C1GaugeFilling**), **Gradient** (**C1GaugeGradient**).

Border specifies the color, thickness, and style of the pen that draws the element border. The default border color is the same as **ForeColor** of the owner **C1Gauge** control. To hide the border set its **C1GaugeBorder.LineStyle** property to **None**. To display a semitransparent border specify the value of alpha when setting the **C1GaugeBorder.Color** property, for example: "128, 0, 0, 0".

The **Filling** property specifies how to draw the interior. [BrushType](#) is the main property of the [C1GaugeFilling](#) class. The filling color is defined by a pair of properties: [Color](#) and [Opacity](#). Some brushes use the second pair of color properties as well: [Color2](#), [Opacity2](#). You may switch these pairs using the [SwapColors](#) property. The following are possible values for the BrushType property:

- **None** – the element has no filling.
- **SolidColor** – the element is filled with a single color specified by the **Color** property. If this property is empty, the **BackColor** property of the owner C1Gauge control is used instead.
- **Hatch** – fills the element with one of the predefined hatch styles (selected by the [HatchStyle](#) property) using a foreground color (Color) and a background color (Color2).
- **Texture** – fills the interior of an element using an image provided in the **C1GaugeFilling.TextureImage** property. The wrap mode for the texture brush is specified by the **C1GaugeFilling.WrapMode** property.
- **Gradient** – the interior is filled with a gradient that is defined by the **Gradient** property (see below).

The **Gradient** property provides a few settings for drawing a gradient. The **C1GaugeGradient.Direction** property sets the direction of the gradient orientation line, such as Vertical, Radial, and so on. The **RadialInner** value draws the gradient that is inscribed into the owner element. The **RadialOuter** value draws the circumscribed gradient. The **C1GaugeGradient.Falloff** property allows using the bell-shaped or triangular gradient effects. The **C1GaugeGradient.TranslateX** and **C1GaugeGradient.TranslateY** properties allow moving the area filled with the gradient by the specified relative amount, and then the **C1GaugeGradient.ScaleX** and **C1GaugeGradient.ScaleY** properties scale this area, if necessary.

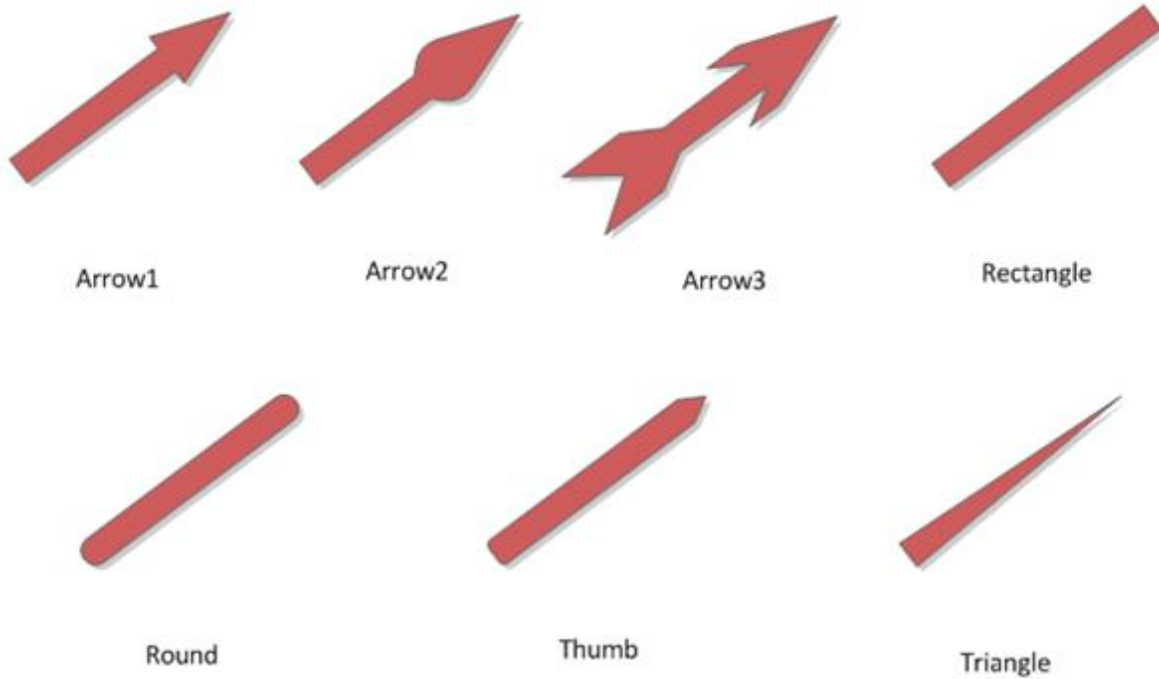
If several elements have similar borders, fillings, or gradients you can create the common templates that can be shared between several objects. Both **C1Gauge** and **C1GaugeBase** classes have the special collections of common items: **CommonBorders**, **CommonFillings**, and **CommonGradients**. Each common item, such as a **CommonBorder** and **CommonFilling**, has the **Name** property. If this property is not empty you can choose the specified name from the drop-down list that opens for the **Border**, **Filling**, and **Gradient** properties of various gauge elements. To reference a common item from code, you should assign the item name to the following properties:

C1GaugeBorder.CommonBorderName, **C1GaugeFilling.CommonFillingName**,
C1GaugeGradient.CommonGradientName.

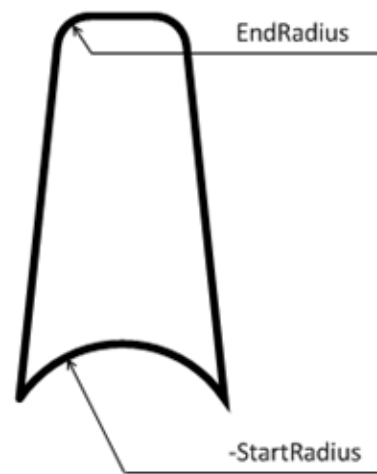
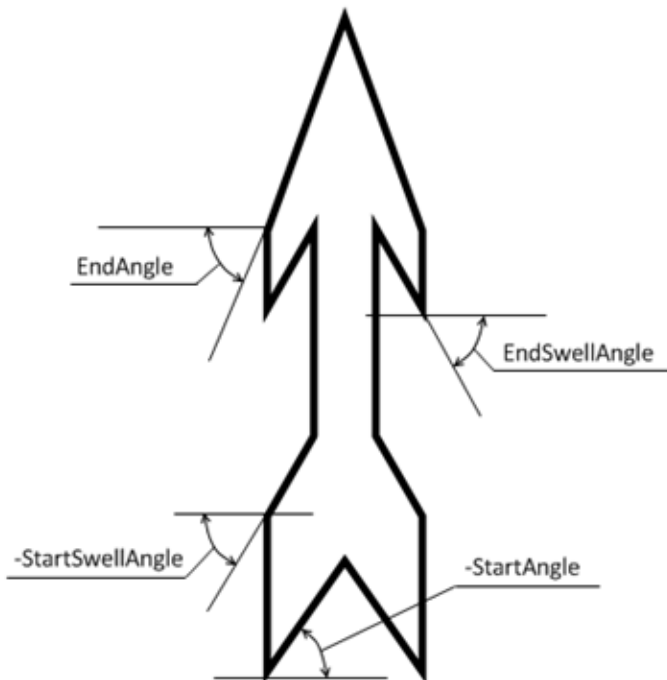
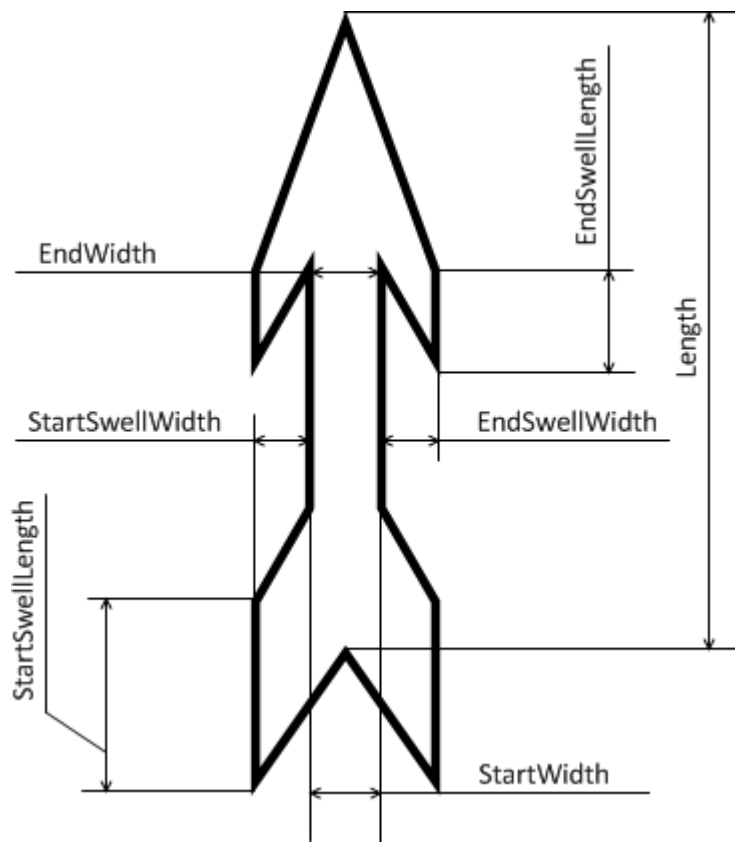
Custom Pointers and Mark Shapes

[Working with Gauges for WinForms](#) > Custom Pointers and Mark Shapes

Pointers and tick marks use the special class ([C1GaugeCustomShape](#)) that draws as a geometric figure with a number of layout options. Also, there are a few predefined shapes. The following are the predefined shapes available via the **C1GaugePointer.Shape** property:



The properties of a custom shape are specified in **C1GaugePointer.CustomShape**. The next images illustrate all the available options. All angles and radiuses can be either positive or negative. Here the **Length** property belongs to [C1GaugePointer](#), not to `C1GaugeCustomShape`. There is also the **Width** property in `C1GaugePointer` that sets the maximum of **C1GaugeCustomShape.StartWidth** and **C1GaugeCustomShape.EndWidth**. The **C1GaugePointer.FlipShape** property allows flipping the pointer. So the start becomes end and vice versa.



The **C1GaugeSingleMark** and **C1GaugeMarks** decorators have the **Shape** and **CustomShape** properties as well. 'Rectangle', 'Round', and 'Triangle' are the only available predefined shapes for the tick marks.

It may occur that several gauge elements, for example a **C1GaugeMarks** and a **C1GaugePointer**, use the same custom shape (**C1GaugeCustomShape**). If so, you can create a common shape in the **CommonShapes** collection of the owner **C1Gauge** or **C1GaugeBase**. Then you can select the name of the common shape from the drop-down list of the **CustomShape** property or you can assign this name to the **C1GaugeCustomShape.CommonShapeName** property from code.

Custom Pointer, Mark, and Cap Images

[Working with Gauges for WinForms](#) > Custom Pointer, Mark, and Cap Images

If neither of predefined shapes nor the custom shapes are suitable for your needs use the **CustomImage** property that allows to specify an image for using as a pointer, pointer cap, or tick mark.

The Image is the main property of the **C1GaugeCustomImage** object. It can be assigned to a bitmap or metafile that will appear as a pointer or decorator. The **Width** and **Height** properties allow resizing the source image. The **RotateFlipType** property gives an ability to rotate and flip the source image. The **Hue**, **Lightness**, **Saturation**, and **Opacity** property modify the HLS and alpha settings of the source image. Actually, neither of these operations affects the source image assigned to the Image property. They work with a copy of the source image.

The **KeepAspectRatio** and **KeepSize** properties impose a restriction on how the custom image can be resized in the target element, such as the pointer or the marks decorator. If the **KeepSize** property is **True** the **Length** and **Width** of the pointer, for example, don't affect the image size. If the **KeepSize** is **False** while the **KeepAspectRatio** property is **True** the image height may vary depending on the **Length** property of the target element. The image width changes correspondingly to maintain the aspect ratio of the custom image.

It may be a good idea to collect all images in the **C1Gauge.CommonImages** and **C1GaugeBase.CommonImages** properties. You can reference an item from the **CommonImages** collection by assigning its name to the **C1GaugeCustomImage.CommonImageName** property or by selecting a common image name from the drop-down list of the **CustomImage** property editor in the property grid.

Gauge Face and Cover Shapes

[Working with Gauges for WinForms](#) > Gauge Face and Cover Shapes

Like a watch or thermometer, the gauge controls include a **Face** and a **Cover**. The **Face** appears above the background but behind the pointer and decorators, and the **Cover** appears, like a glass over a thermometer, above all other elements. Shapes can be added to the **FaceShapes** and **CoverShapes** collections of the **C1Gauge** and **C1GaugeBase** objects. Each the shape has the

CenterPointX and **CenterPointY** properties which define its position in the working area. The default value of these properties is 0.5 (the center of the shape appears in the center of its viewport). Shapes can't have shadow.

See Also

[Ellipse](#)

[Rectangle](#)

[Segment](#)

[Sector](#)

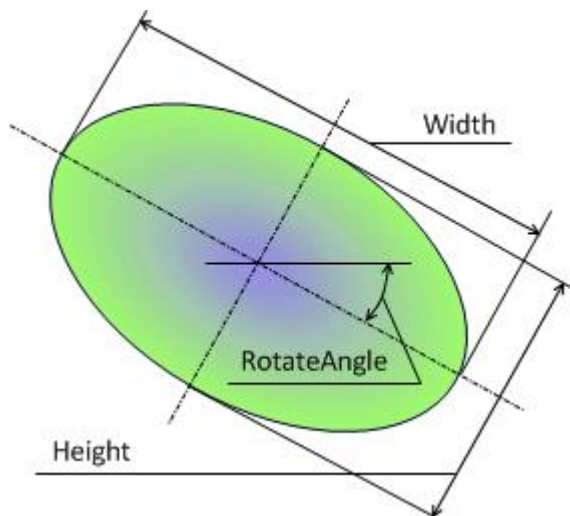
[Caption](#)

[Image](#)

Ellipse

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Ellipse

[C1GaugeEllipse](#) is the simplest shape. When filling the ellipse with radial gradient set the gradient's **Direction** property to **RadialInner**. If the **Width (Height)** property is positive it uses the same logical coordinates as gauge pointers and decorators. If the **Width (Height)** property is negative its value specifies the portion of the owner element's width (or height). So, -1 is the whole width (height) of the owner element, -2 is double width (height) of the owner element, and so on.

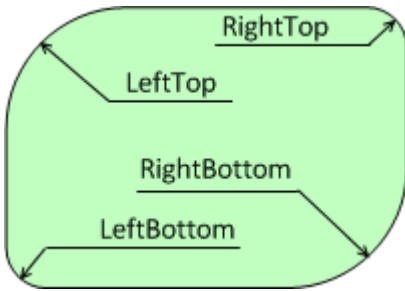


[Settings for this shape: Width = -1, Height = -0.6, RotateAngle = 20]

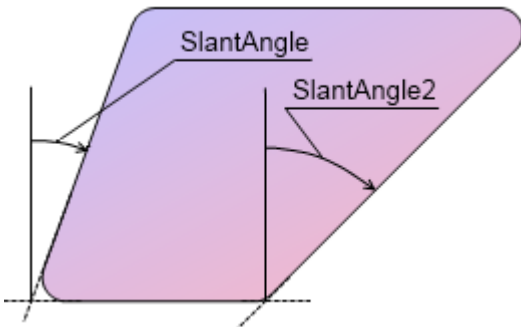
Rectangle

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Rectangle

The [C1GaugeRectangle](#) shape draws a rectangle with optionally rounded corners. The default corner radius is specified by the **CornerRadius** property. Other settings are the same as for [C1GaugeEllipse](#). When filling a rectangle with radial gradient set the **C1GaugeGradient.Direction** property to **RadialOuter**.



[Settings for this shape: Width = -1, Height = -0.7, CornerRadius = 20, LeftTop = 40, RightBottom = 40]

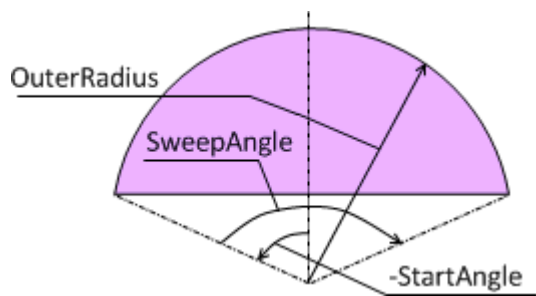


[Settings for this shape: SlantAngle = 20, SlantAngle2 = 45]

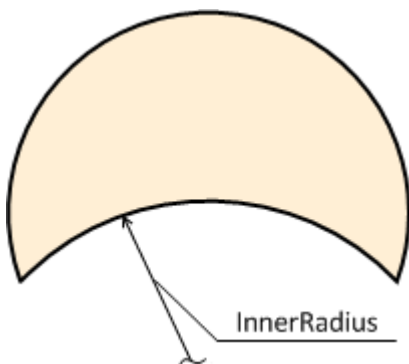
Segment

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Segment

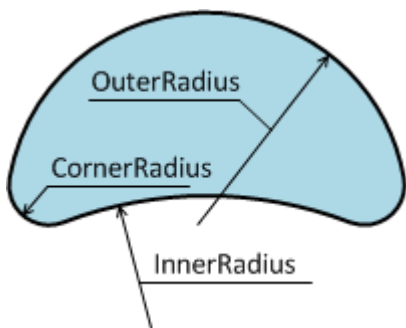
[C1GaugeSegment](#) shows a part of a circle as it is shown at the below images. The **StartAngle** and **SweepAngle** properties are in degrees. They don't take the **CornerRadius** into account (work as if the **CornerRadius** is 0). The **InnerRadius** property can be positive, negative, or 0 (default).



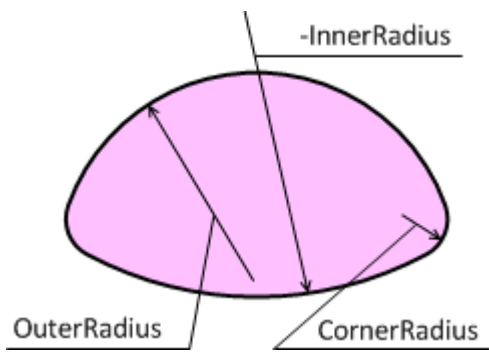
[Settings for the above shape: StartAngle = -80, SweepAngle = 160, OuterRadius = 100]



[Settings for the above shape: StartAngle = -115, SweepAngle = 230, OuterRadius = 100, InnerRadius = 110]



[Settings for the above shape: StartAngle = -115, SweepAngle = 230, CornerRadius = 20, OuterRadius = 100, InnerRadius = 160]

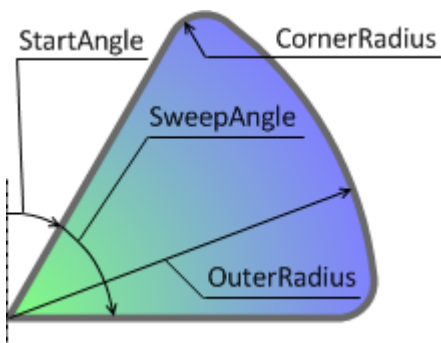


[Settings for the above shape: StartAngle = -80, SweepAngle = 160, CornerRadius = 20, OuterRadius = 100, InnerRadius = -200]

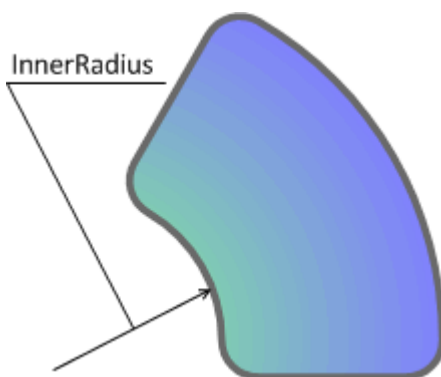
Sector

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Sector

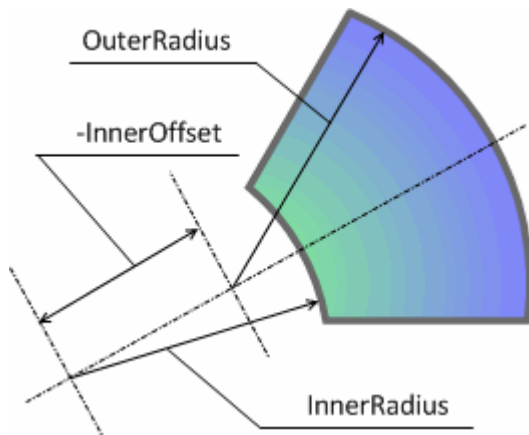
[C1GaugeSector](#) is the most complex shape. You can observe all the available options in the following images.



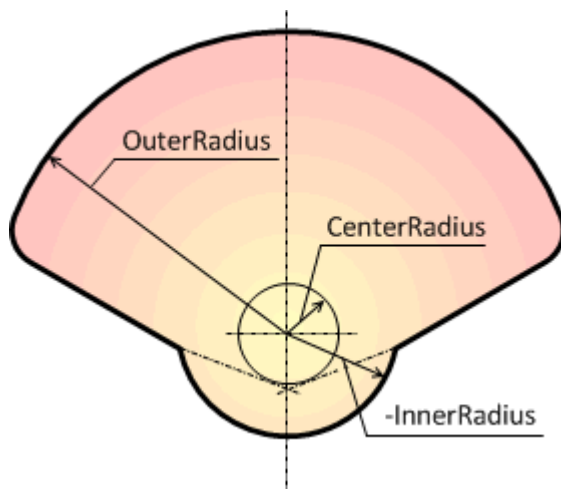
[Settings for the above shape: StartAngle = 30, SweepAngle = 60, CenterRadius = 0, CornerRadius = 10, InnerRadius = 0, OuterRadius = 100]



[Settings for the above shape: StartAngle = 30, SweepAngle = 60, CenterRadius = 0, CornerRadius = 10, InnerRadius = 45, OuterRadius = 100]



[Settings for the above shape: StartAngle = 30, SweepAngle = 60, CenterRadius = 0, CornerRadius = 0, InnerOffset = -60, InnerRadius = 100, OuterRadius = 100]



[Settings for the above shape: StartAngle = -70, SweepAngle = 140, CenterRadius = 20, CornerRadius = 10, InnerRadius = -35, OuterRadius = 100]

Caption

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Caption

[C1GaugeCaption](#) is an element that draws fixed text. The **Width** and **Height** properties can restrict the bounds of the caption. Set the **FontSize** property to some value other than default to scale the font size when the owner element size changes.

Hello!
I'm a
C1GaugeCaption.
My text can be right-
aligned, rotated, and
trimmed...

[Settings for this caption: Width = -0.5, Height = -0.4, FontSize = 10, Alignment = Far, RotateAngle = -20]

Image

[Working with Gauges for WinForms](#) > [Gauge Face and Cover Shapes](#) > Image

C1GaugeImage draws an image on the gauge. The image size can be changed using the **Width** and **Height** properties (if the **KeepSize** property is False). The aspect ratio will be maintained if the **KeepAspectRatio** property is equal to True. Image can be rotated with the **RotateAngle** property. You may change opacity of the image and its HSL settings using the **Opacity**, **Hue**, **Saturation**, and **Lightness** properties. The **FlipType** property set the axis used to flip the image. For example:



[Settings for this image: RotateAngle = 20]

Clippings

[Working with Gauges for WinForms](#) > Clippings

The filled shapes can also be used for clipping. The **Clippings** collection property is available in the following elements: **C1GaugeBaseShape**, **C1GaugePointer**, **C1GaugeDecorator**, and **C1GaugeCap**. To specify the clipping region for some element you may follow this:

- Assign a string to the **C1GaugeBaseShape.Name** property of the shape or shapes that will be used for clipping.
- Open the collection editor for the **Clippings** property of an element that is being clipped.

- Add one or several items to the **Clippings** collection and set their **C1GaugeClipping.ShapeName** properties in accordance with names assigned at the first step. Also, assign the **C1GaugeClipping.Operation** property to some non-default value (**Intersect**, for example).

The **C1GaugeClipping.ScaleFactor** property allows scaling of the clipping region. You may leave the **C1GaugeClipping.ShapeName** property empty for a filled shape. Then it will be clipped by itself. So if you set the **C1GaugeClipping.ScaleFactor** to 0.9, for example, you will see a thick border instead of the filled shape.

The name of the clipping shape is searched in the **C1GaugeBase.FaceShapes** and **C1GaugeBase.CoverShapes** collection of this gauge. If it is not found in the current gauge it is then searched in the owner [C1Gauge](#) control.

User Interaction

[Working with Gauges for WinForms](#) > User Interaction

All visible gauge elements, such as pointers, decorators, caps, shapes, have now the **HitTestable** property. This property affects both design-time and runtime behavior of **C1Gauge**.

See Also

[Design-time Interaction](#)

[Run-time Interaction](#)

Design-time Interaction

[Working with Gauges for WinForms](#) > [User Interaction](#) > Design-time Interaction

C1Gauge paints the topmost hit-testable element under the mouse pointer using the special brush. You can specify the color, opacity, and the hatch style of this brush using the **C1Gauge.HotBrush** property. The special tooltip appears under the **C1Gauge** control. It shows the type, name, and "path" to the "hot" element.

If you click the highlighted element its owner gauge (**C1RadialGauge**, **C1LinearGauge**, or the container control – **C1Gauge**) becomes selected on the designer surface. You can double click the "hot" gauge element to display a popup window with properties of the given element. As alternative way, you may right-click the "hot" element, then select "Launch Item Editor" from its context menu. Again, this only works for gauge items which have the **HitTestable** property set to True. Other elements behave as "transparent".

Clicking at the point where there is no any hit-testable element selects the gauge component (**C1RadialGauge** or **C1LinearGauge**) or the container control (**C1Gauge**). A double click in **C1Gauge** or **C1GaugeBase** opens its editor in a popup window.

Run-time Interaction

[Working with Gauges for WinForms](#) > [User Interaction](#) > Run-time Interaction

There are a number of events that occur for **C1Gauge** and **C1GaugeBase** components as the result of various user actions at runtime. The source of these events is a hit-testable element that can be obtained from the **Item** property of the **ItemEventArgs** object passed to the event handlers.

- **ItemStateChanged** – fires when a hit-testable item becomes enabled, hot, pressed, or vice-versa.
- **ItemClick** – fires when a gauge element is clicked.
- **ItemDoubleClick** – fires when a gauge element is double-clicked.
- **ItemMouseEnter** – fires when the mouse pointer enters a gauge element.
- **ItemMouseLeave** – fires when the pointer leaves a gauge element.
- **ItemMouseMove** – fires when the mouse pointer is moved over a gauge element.
- **ItemMouseDown** – fires when the pointer is over a gauge element and a mouse button is pressed.
- **ItemMouseUp** – fires when the mouse pointer is over a gauge element and a mouse button is released.

The **ItemStateChanged** event can be used for updating appearance of a gauge item when it becomes hot or pressed. After setting **C1Gauge.SupportsTransitionEffect** to True you can apply the special transition effect when changing the state of a gauge item. For example:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub c1LinearGauge1_ItemStateChanged(ByVal sender As System.Object, _ ByVal e As ItemEventArgs) Handles c1LinearGauge1.ItemStateChanged If TypeOf e.Item Is C1GaugePointer Then Dim p As C1GaugePointer = CType(e.Item, C1GaugePointer) c1Gauge1.BeginUpdate() If e.ItemPressed Then p.Filling.CommonFillingName = "pressedFilling" ElseIf e.ItemHot Then p.Filling.CommonFillingName = "hotFilling" Else p.Filling.CommonFillingName = "normalFilling" End If End If</pre>	

```

        c1Gauge1.EndUpdate(200)
    End If
End Sub

```

[To write code in C#](#)

C#	Copy Code
<pre> private void c1LinearGauge1_ItemStateChanged(object sender, ItemEventArgs e) { if (e.Item is C1GaugePointer) { C1GaugePointer p = e.Item as C1GaugePointer; c1Gauge1.BeginUpdate(); if (e.ItemPressed) p.Filling.CommonFillingName = "pressedFilling"; else if (e.ItemHot) p.Filling.CommonFillingName = "hotFilling"; else p.Filling.CommonFillingName = "normalFilling"; c1Gauge1.EndUpdate(200); } } </pre>	

The **ItemMouseDown** and **ItemMouseMove** events can be used for updating the pointer value. For example:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre> Private Sub c1RadialGauge1_ItemMouseDown(ByVal sender As System.Object, _ ByVal e As ItemMouseEventArgs) Handles C1RadialGauge1.ItemMouseMove, C1RadialGauge1.ItemMouseDown If (e.Button And MouseButton.Left) = MouseButton.Left Then Dim p As C1GaugePointer = e.Gauge.Pointer </pre>	

```

p.Value = p.GetValueAt(e.X, e.Y)
End If
End Sub

```

To write code in C#

C#	Copy Code
<pre> private void c1RadialGauge1_ItemMouseDown(object sender, ItemMouseEventArgs e) { if ((e.Button & MouseButtons.Left) == MouseButtons.Left) { C1GaugePointer p = e.Gauge.Pointer; p.Value = p.GetValueAt(e.X, e.Y); } } </pre>	

In the above sample we convert the mouse position to a value using the **C1GaugePointer.GetValueAt()** function. It may be difficult for the user to specify any concrete value using this method. To facilitate it we can round the value to the nearest multiple of the given step (snapInterval) using the **C1GaugePointer.UpdateValue()** method instead setting a value to the **C1GaugePointer.Value** property directly. Then, the next line

```
p.Value = p.GetValueAt(e.X, e.Y)
```

should be replaced with something like the following:

```
p.UpdateValue(p.GetValueAt(e.X, e.Y), 1.0)
```

After that, the assigned value will be rounded automatically to integer numbers.

There are a few additional events in the C1GaugeBase component. They allow interaction with gauge pointers.

- **C1GaugeBase.PointerDragBegin** – fires when a user starts dragging a gauge pointer.
- **C1GaugeBase.PointerDragEnd** – fires when the user ends dragging a gauge pointer.
- **C1GaugeBase.PointerDragMove** – fires when a gauge element is dragged with the mouse.
- **C1GaugeBase.PointerDragCancel** – allows resetting the pointer value to its original state.

The **C1GaugeBase.PointerDragMove** event allows simple updating of the pointer value. For example:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub c1RadialGauge1_PointerDragMove(ByVal sender As System.Object, _ ByVal e As PointerDragEventArgs) Handles c1RadialGauge1.PointerDragMove e.Pointer.UpdateValue(e.NewValue, 0.25) End Sub</pre>	

[To write code in C#](#)

C#	Copy Code
<pre>private void c1RadialGauge1_PointerDragMove(object sender, PointerDragEventArgs e) { e.Pointer.UpdateValue(e.NewValue, 0.25); }</pre>	

The same handler can be attached to the **C1GaugeBase.PointerDragCancel** event. To use this event please make sure that the **C1Gauge.Selectable** property equals to True. If the user is dragging the pointer and decides to cancel this change and return to the previous value she can press the ESC key. Then, the **PointerDragCancel** event will be fired with the **PointerDragEventArgs.NewValue** property set to the previous value.

It is now possible to use the keyboard events, such as **Control.KeyDown**, **Control.KeyPress**, and others, with the **C1Gauge** control after setting the **C1Gauge.Selectable** property to True. You can also attach a handler to the **C1Gauge.DrawFocus** event. This gives ability to change the bounds of the focus rectangle or draw your own focus selection.

Shadows

[Working with Gauges for WinForms](#) > Shadows

The following elements can have shadow: **C1GaugePointer**, **C1GaugeDecorator**, and **C1GaugeCap**. They have the **Shadow** property of the **C1GaugeShadow** type whose settings are inherited by default from the owner **C1Gauge** control's **Shadow** object except the **C1GaugeShadow.Visible** property. It is False for all individual elements, by default. You may specify the **C1GaugeShadow.Color** and **C1GaugeShadow.Opacity** of shadow. The

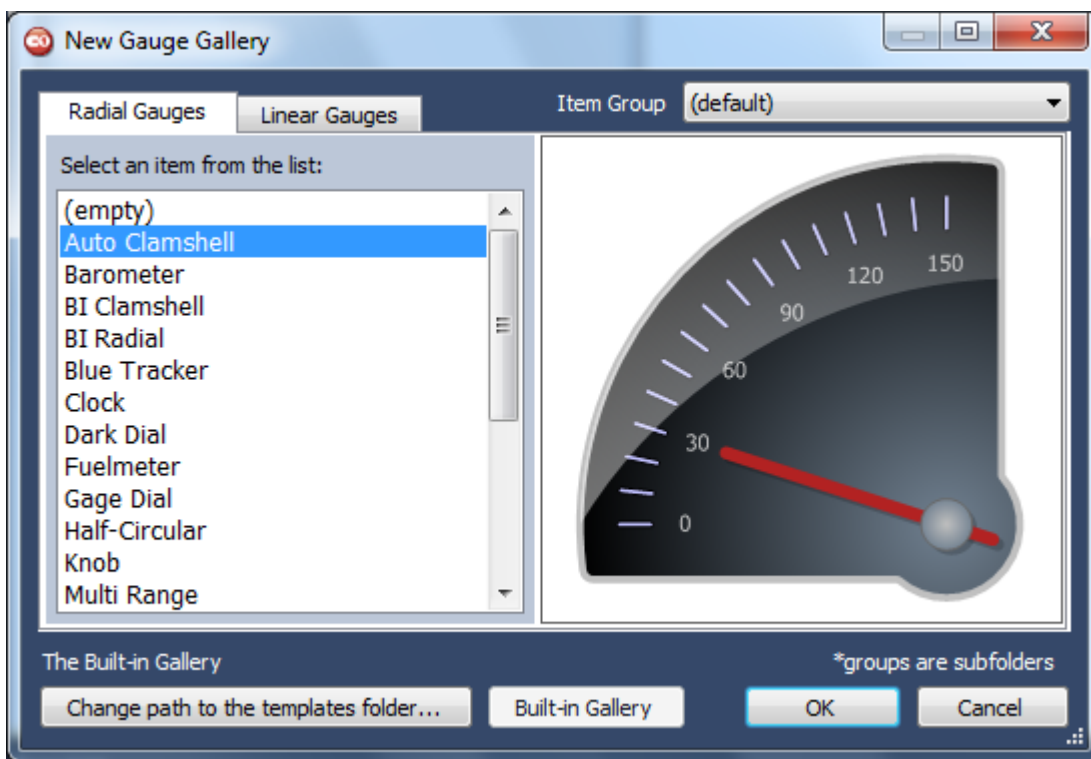
C1GaugeShadow.OffsetX and **C1GaugeShadow.OffsetY** properties set the logical offset of shadow relatively to its owner element.

Instead of setting various properties of each **C1GaugeShadow** object you can create a common shape in the **CommonShapes** collection of **C1Gauge** or **C1GaugeBase**. This common shape can be referenced from multiple gauge elements. Just select its name from the drop-down list of the **Shadow** property or assign its name to the **C1GaugeShadow.CommonShadowName** property from code.

The offset properties for all element shadows are set in logical coordinates in the container control scope. The offset doesn't depend on individual gauge's logical coordinates; all shadows are of the same size by default.

Gauges for WinForms Appearance

Select the **C1Gauge** control in your project and click the smart tag. Select **Add New Gauge** from the **C1Gauge Tasks** menu. The **New Gauge Gallery** dialog box appears, allowing you to pick and choose templates and template groups:



The following topics explain how to configure elements of **Gauges for WinForms**' display, such as built-in template groups, templates, and appearances.

See Also

[C1RadialGauge Templates and Template Groups](#)

[C1LinearGauge Templates and Template Groups](#)

[Loading a C1Gauge from a Template](#)

[Saving a C1Gauge to an XML File](#)

[Loading a C1Gauge View from an XML File](#)

[Saving a C1Gauge View to an XML File](#)

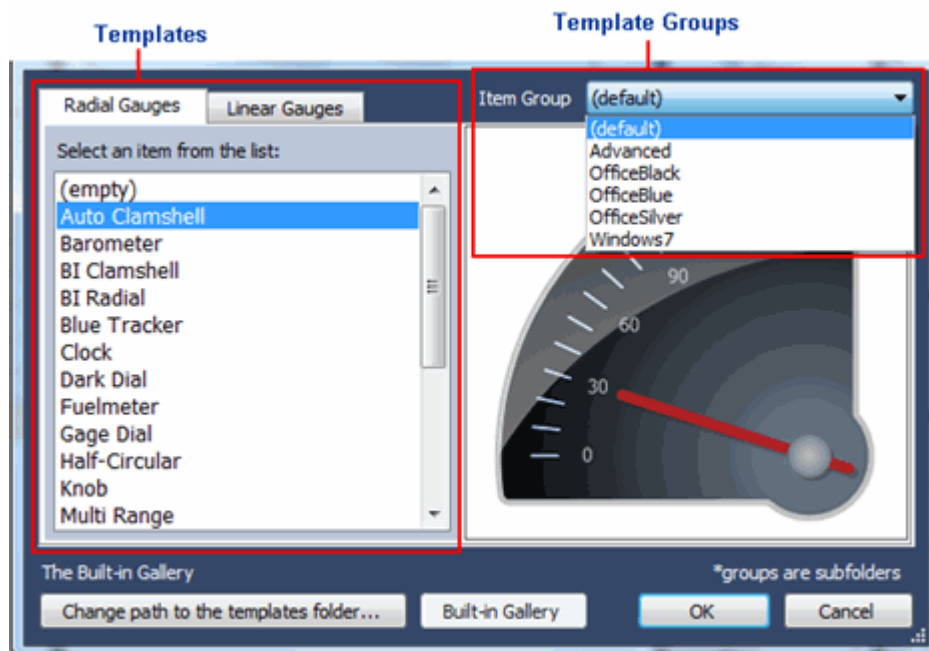
C1RadialGauge Templates and Template Groups

[Gauges for WinForms Appearance](#) > C1RadialGauge Templates and Template Groups

Gauges for WinForms provides a wide variety of built-in gauge templates and six template groups, or Item Groups, which provide the available templates for the group you choose.

To access the [C1RadialGauge](#) templates and template groups, select the [C1Gauge](#) control on your form and click the smart tag.

Select **Add New Gauge** from the **C1Gauge Tasks** menu. The **New Gauge Gallery** dialog box appears.




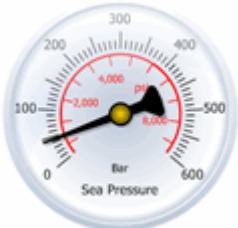







Click the **Radial Gauges** tab. You can select one of the built-in templates or choose **(empty)** to create your own.

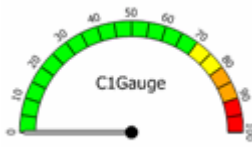
To select a template group, click the drop-down list next to **Item Group**. Notice that the available templates for the group appear in the list under **Radial Gauges**.

Template Groups

The following tables display the templates available for each of the six Item Groups.

Item Group: (default)

 <p>Auto Clamshell</p>	 <p>Barometer</p>	 <p>BI Clamshell</p>
 <p>BI Radial</p>	 <p>Blue Tracker</p>	 <p>Clock</p>
 <p>Dark Dial</p>	 <p>Fuelmeter</p>	 <p>Gage Dial</p>



Half-Circular



Knob



Multi Range



Needle Gauge



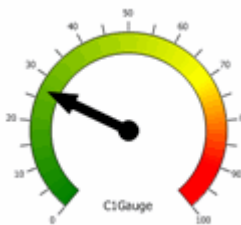
Radial Indicator



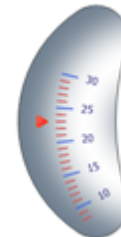
Radial Numeric



Range Dial



Simple Range



Sliding Scale




Soft Meter






Speedometer



Tachometer





 <p>Technical</p>		
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Item Group: Advanced

 <p>Concept Car</p>	 <p>Helical</p>	 <p>Logarithmic</p>
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Item Group: OfficeBlack, OfficeBlue, OfficeSilver

Note that the color of the template will be different, depending on which Office template group you choose.

 <p>Clamshell 1</p>	 <p>Clamshell 2</p>
	

Half Circle	Radial
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Item Group: Windows 7

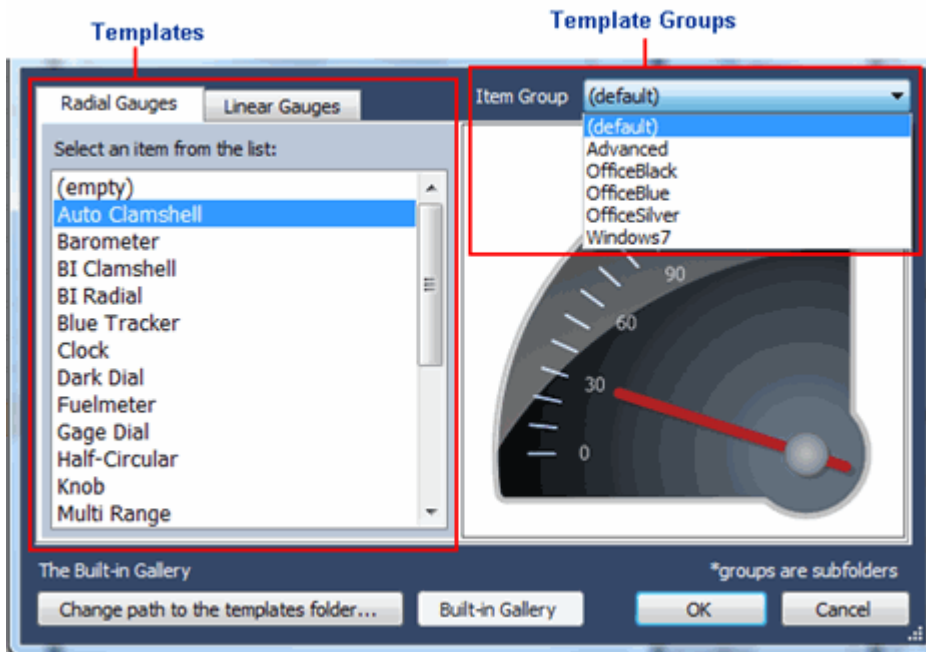
		
Clamshell 1	Clamshell 2	Clamshell 3
		
Clamshell 4	Half Circle 1	Half Circle 2
		
Radial 1	Radial 2	

C1LinearGauge Templates and Template Groups

[Gauges for WinForms Appearance](#) > C1LinearGauge Templates and Template Groups

To access the [C1LinearGauge](#) templates, select the [C1Gauge](#) control and click the smart tag. Select **Add New Gauge** from the **C1Gauge Tasks** menu.

The **New Gauge Gallery** dialog box appears, allowing you to pick and choose templates and template groups.



Click the **Linear Gauges** tab. You can select one of the built-in templates or choose **(empty)** to create your own.

To select a template group, click the drop-down list next to **Item Group**. Notice that the available templates for the group appear in the list under **Linear Gauges**.

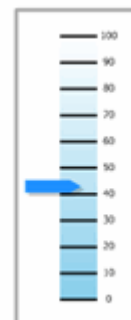
Template Groups

The following tables display the templates available for each of the six Item Groups.

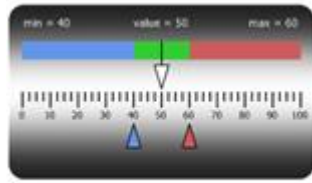
Item Group: (default)



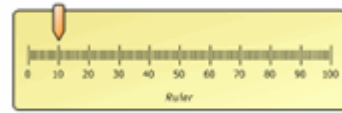
BI Linear



Simple Blue



Bounds Checking



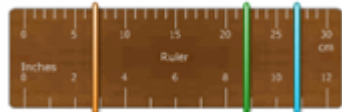
Simple Ruler



Flat Thermometer

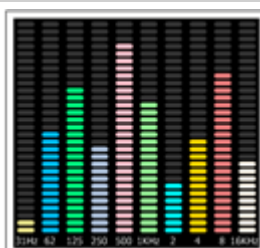


Vertical

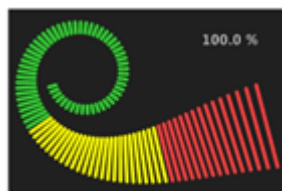


Ruler

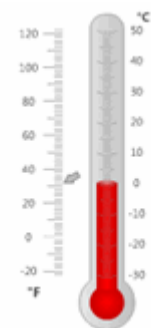
Item Group: Advanced



Frequencies







Lituus





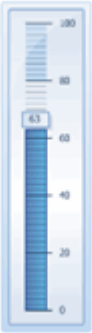
		Thermometer
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Item Group: OfficeBlack, OfficeBlue, OfficeSilver

Note that the color of the template will be different, depending on which Office template group you choose.

 <p>A horizontal progress bar with a black frame and a white background. The scale ranges from -20 to 30. The bar is filled with a yellow-to-orange gradient, reaching approximately 15.</p> <p>Horizontal</p>	 <p>A horizontal progress bar with a black frame and a white background. The scale ranges from 0 to 100. The bar is filled with a solid blue color, reaching approximately 60.</p> <p>Progress Bar</p>
 <p>A vertical thermometer with a black frame and a white background. The scale ranges from 0 to 50. The liquid is orange, reaching approximately 30. The text "50 %" is visible at the bottom.</p> <p>Thermometer</p>	 <p>A vertical thermometer with a black frame and a white background. The scale ranges from -20 to 30. The liquid is blue, reaching approximately 0. The text "Office 2007 Black" is visible at the bottom.</p> <p>Vertical</p>

Item Group: Window7




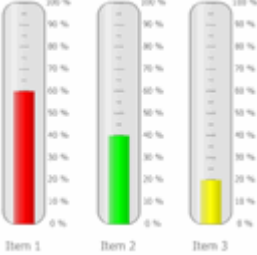
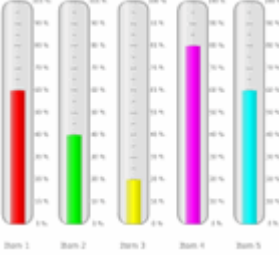

 <p>A horizontal progress bar with a blue frame and a white background. The scale ranges from 0 to 100. The bar is filled with a blue-to-white gradient, reaching approximately 60. The text "Windows 7" is visible at the bottom right.</p> <p>Horizontal</p>	 <p>A horizontal progress bar with a blue frame and a white background. The scale ranges from 0 to 100. The bar is filled with a solid blue color, reaching approximately 83. The text "83" is visible at the end of the bar.</p> <p>Progress Bar</p>	 <p>A vertical thermometer with a blue frame and a white background. The scale ranges from 0 to 100. The liquid is blue, reaching approximately 63. The text "63" is visible at the top of the liquid column.</p> <p>Thermometer</p>
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 <p>Vertical 1</p>	 <p>Vertical 2</p>	
--	--	--

Loading a C1Gauge from a Template

[Gauges for WinForms Appearance](#) > Loading a C1Gauge from a Template

ComponentOne Gauges for WinForms allows you to load six different [C1Gauge](#) controls from templates. The templates include:

 <p>Composite</p>	 <p>Performance Monitor</p>	 <p>Radial Dashboard</p>
 <p>Test Tubes 3</p>	 <p>Test Tubes 5</p>	 <p>Dusk Blue (available only when the Advanced Item Group is selected)</p>

To load an existing C1Gauge control from a template:

1. Select the C1Gauge control on your form and click the smart tag to open the **C1Gauge Tasks** menu.

2. Click **Load From Template**. The **Load C1Gauge From Template** dialog box opens.
3. Select one of the six templates and click **OK**. If you have a folder containing your own customized templates, you can access it by clicking the **Change path to the templates folder** button and selecting the folder.

Saving a C1Gauge to an XML File

[Gauges for WinForms Appearance](#) > Saving a C1Gauge to an XML File

You can easily save a formatted [C1Gauge](#) control to an XML file using the following steps. If you only need to save the formatting and not the actual control, see [Saving a C1Gauge View to an XML File](#).

1. Select the C1Gauge control on your form and click the smart tag to open the **C1Gauge Tasks** menu.
2. Click **Save to XML File**. The **Save C1Gauge To XML File** dialog box appears.
3. Enter a file name for the .xml and click **Save**. You can later load the gauge from the template. See [Loading a C1Gauge from a Template](#) for more information.

Loading a C1Gauge View from an XML File

[Gauges for WinForms Appearance](#) > Loading a C1Gauge View from an XML File

You can load predefined formatting for a [C1Gauge](#) control from an XML file. To do this, follow these steps:

1. Select the C1Gauge control on your form and click the smart tag to open the **C1Gauge Tasks** menu.
2. Click **Load Appearance**. The **Load c1Gauge1 View From XML File** dialog box appears.
3. Select the .xml file containing the formatting and click **Open**. The formatting is applied to your C1Gauge control.

Saving a C1Gauge View to an XML File

[Gauges for WinForms Appearance](#) > Saving a C1Gauge View to an XML File

You can edit the appearance of your gauge and then save it to an XML file, which can be loaded to format a [C1Gauge](#) control at a later time. Once you set up the gauge appearance as desired, follow these steps:

1. Select the C1Gauge control on your form and click the smart tag to open the **C1Gauge Tasks** menu.
2. Click **Save Appearance**. The **Save c1Gauge1 View To XML File** dialog box opens.
3. Enter a file name and click **Save**. If you do not enter a file name, the default file used will look similar to this: c1RadialGauge1.View.xml.

Gauges for WinForms 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.

Samples can be accessed from the **ComponentOne Sample Explorer**. On your desktop, click the **Start** button and then click **All Programs | ComponentOne | Studio for WinForms | Samples | Gauge Samples**. The following tables provide a short description for each sample.

Sample	Description
GaugeDemo	This sample includes several examples of gauges, including both linear and radial gauges.

Gauges for WinForms Task-Based Help

The task-based help assumes that you are familiar with programming in Visual Studio .NET, and know how to use controls in general. If you are a novice to the **ComponentOne Gauges for WinForms** product, please see the [Gauges for WinForms Quick Start](#) first.

Each topic provides a solution for specific tasks using the **ComponentOne Gauges for WinForms** product. By following the steps outlined in the help, you will be able to create projects demonstrating a variety of **Gauges for WinForms** features.

Each task-based help topic also assumes that you have created a new .NET project.

See Also

[Editing Gauges at Design Time](#)

[Setting up the Scale](#)

[Creating a Face Plate](#)

[Customizing the Pointer and Cap](#)

[Adding Ranges](#)

[Adding Captions](#)

[Creating a State or Numeric Indicator](#)

[Adding a Glass Effect](#)

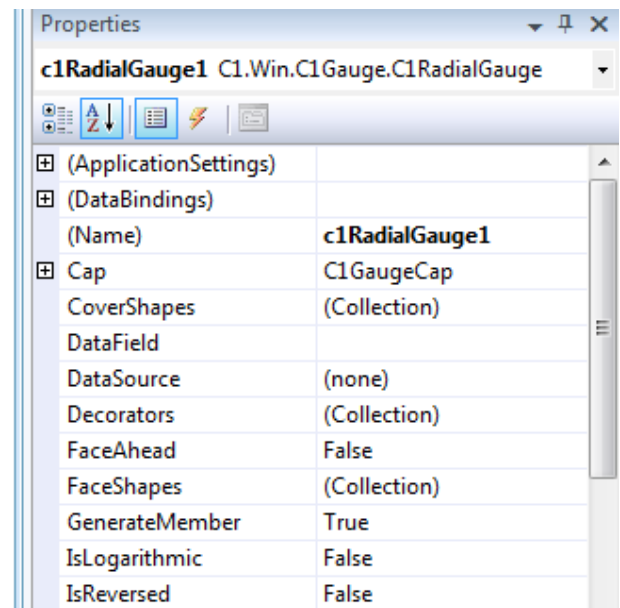
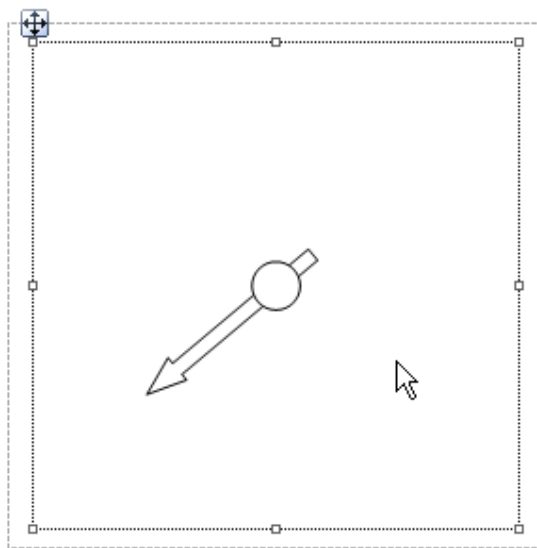
Editing Gauges at Design Time

[Gauges for WinForms Task-Based Help](#) > Editing Gauges at Design Time

The **C1Gauge** control is a container for multiple gauges. By default, you start with 1 radial or linear gauge in the container.

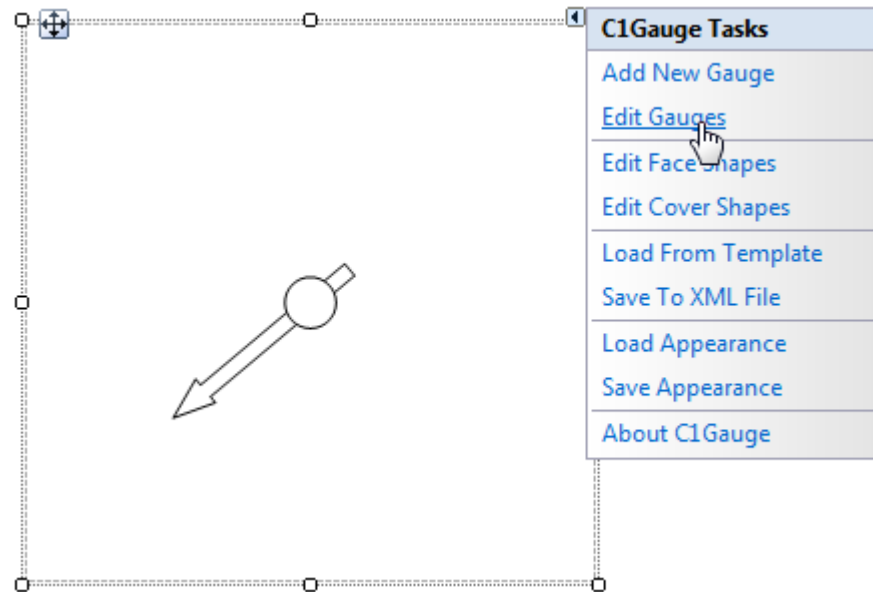
To edit the gauges within C1Gauge you can:

- Click and select the gauge inside the C1Gauge container on the form. Then, the properties window will now reflect the selected gauge.

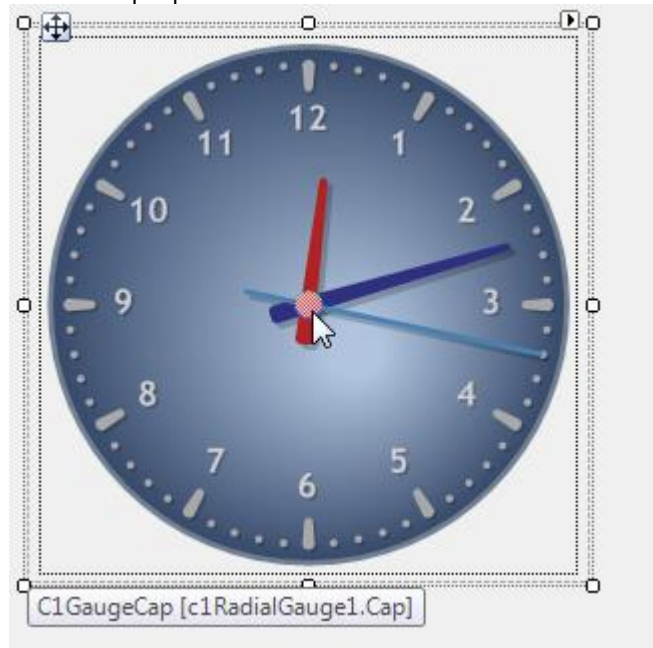


- Select "Edit Gauges" from the **C1Gauge Tasks** menu. This will open up the properties collection window where you can easily select each inner gauge component to modify its

properties.



- Double-click an item on the gauge, the cap for example, to open the **Item Editor** and set the item's properties.



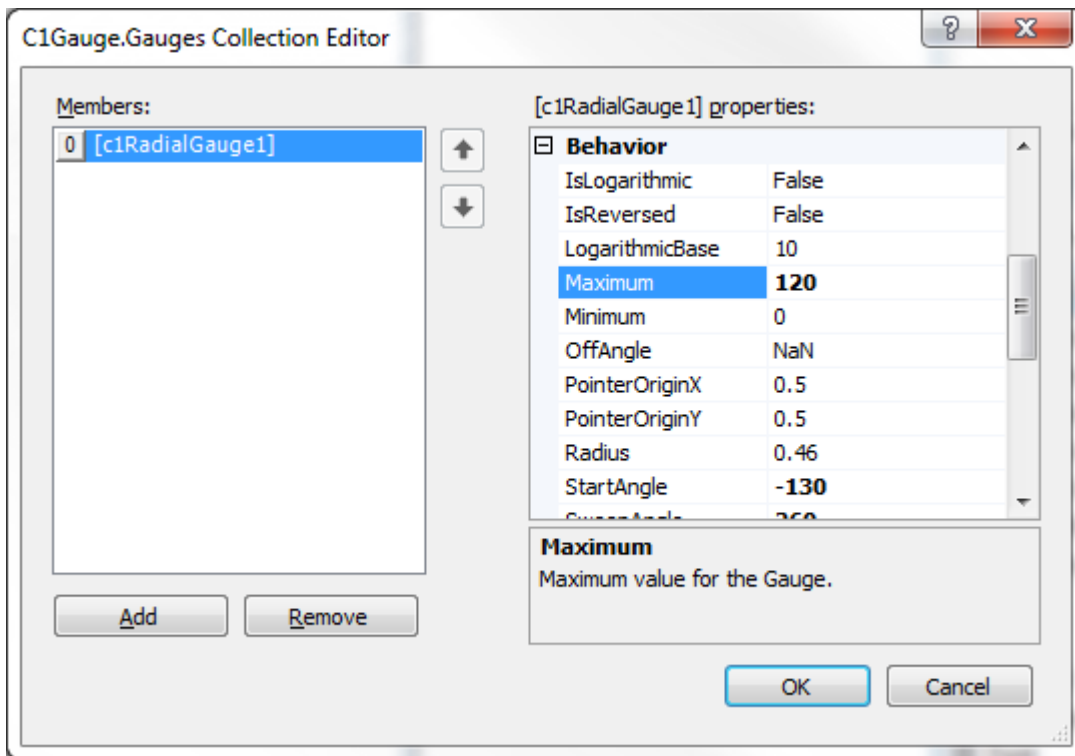
Setting up the Scale

[Gauges for WinForms Task-Based Help](#) > Setting up the Scale

Each gauge inside [C1Gauge](#) has its own scale and set of marks and labels. Our empty gauge has none of these yet so let's first declare our maximum and minimum values.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.

2. Set the [Minimum](#) property to **0** and the [Maximum](#) property to **120**. The gauge scale will run from 0 to 120.



You won't see anything until you add some tick marks or labels. To add these, open the Decorators collection editor.

See Also

[Adding Tick Marks](#)

[Adding Tick Labels](#)

[Adjusting the Starting and Sweep Angles](#)

[Adjusting the Order and Layout of Decorators](#)

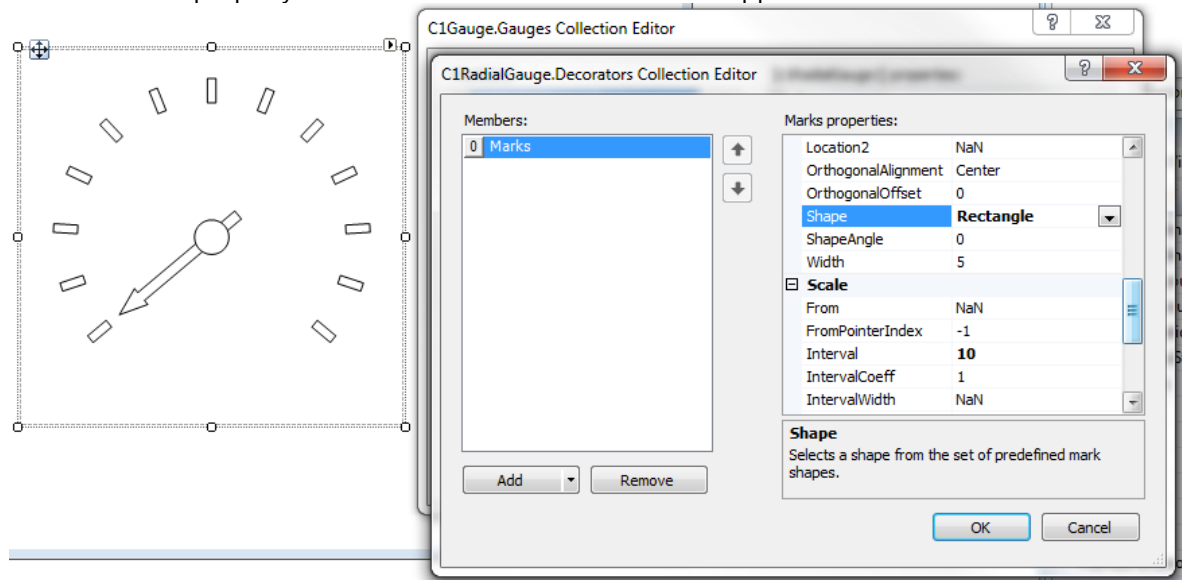
Adding Tick Marks

[Gauges for WinForms Task-Based Help](#) > [Setting up the Scale](#) > Adding Tick Marks

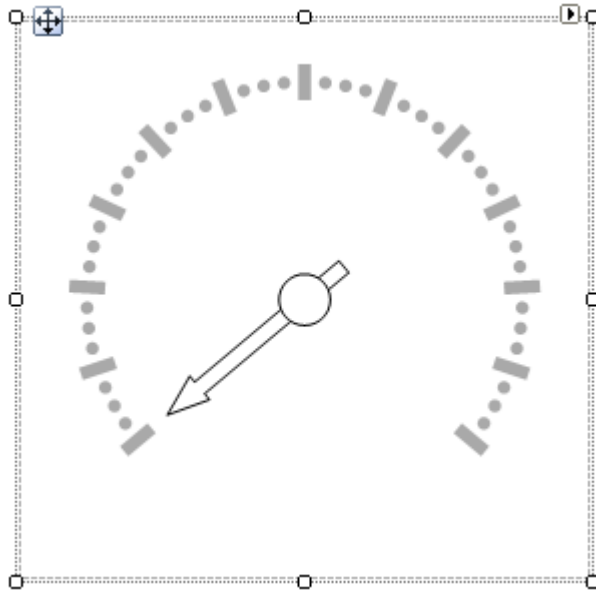
In this example, we'll add tick marks to our gauge.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.

- From the **Decorators Collection Editor**, drop-down the **Add** button and select **C1GaugeMarks**. These will be our major tick marks that display at every 10th interval.
- Set the **Interval** property to **10**. You will notice the tick marks appear.



- By default, the marks have a round shape. Let's make these rectangular by changing the **Shape** property to **Rectangle**.
- Under **Appearance**, expand **Filling** and set the **Color** property to **DarkGray**. Then remove the border by expanding **Border** and setting the **LineStyle** property to **None**.
- To add minor tick marks, add another **C1GaugeMarks** item in the **Decorators Collection Editor**. For these, set the **Interval** to **2.5** so we get three minor ticks between each major mark.
- We'll keep these marks round in shape, but let's make them shorter by setting the **Length** property to **5** (to match the **Width** property, which is also **5**).
- Expand **Filling** and set the **Color** property to **DarkGray**. Then remove the border by expanding **Border** and setting the **LineStyle** property to **None**.

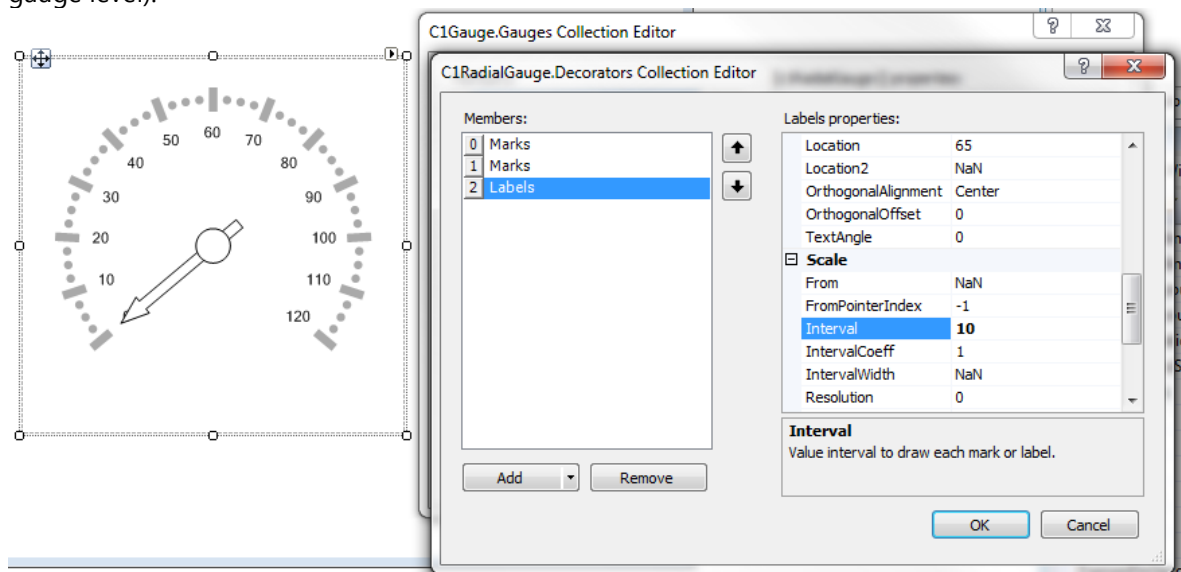


Adding Tick Labels

Gauges for WinForms Task-Based Help > [Setting up the Scale](#) > Adding Tick Labels

In this example, we'll add tick labels to the tick marks on our gauge.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.
3. From the **Decorators Collection Editor**, drop-down the **Add** button and select [C1GaugeLabels](#). These will be the numeric labels that display by each tick-mark.
4. Set the [Color](#) property to **DarkGray**.
5. Set the [Interval](#) property to **10**. This will display a label at every 10th interval from our minimum to our maximum (specified by the minimum and maximum properties set at the gauge level).



6. To customize when the labels start, we can override the minimum and maximum at the Labels level by setting the **From** and **To** properties. For example, let's only display labels on values **20** and higher. Set the [From](#) property to **20**. Notice the first two labels are gone.
7. To rotate the labels, set the [IsRotated](#) property to **True**. Set the [TextAngle](#) property to further customize the rotation of these labels.
8. Set the [FontSize](#) property to **10**.
9. Click **OK** to close the **Decorators Collection Editor**.

Adjusting the Starting and Sweep Angles

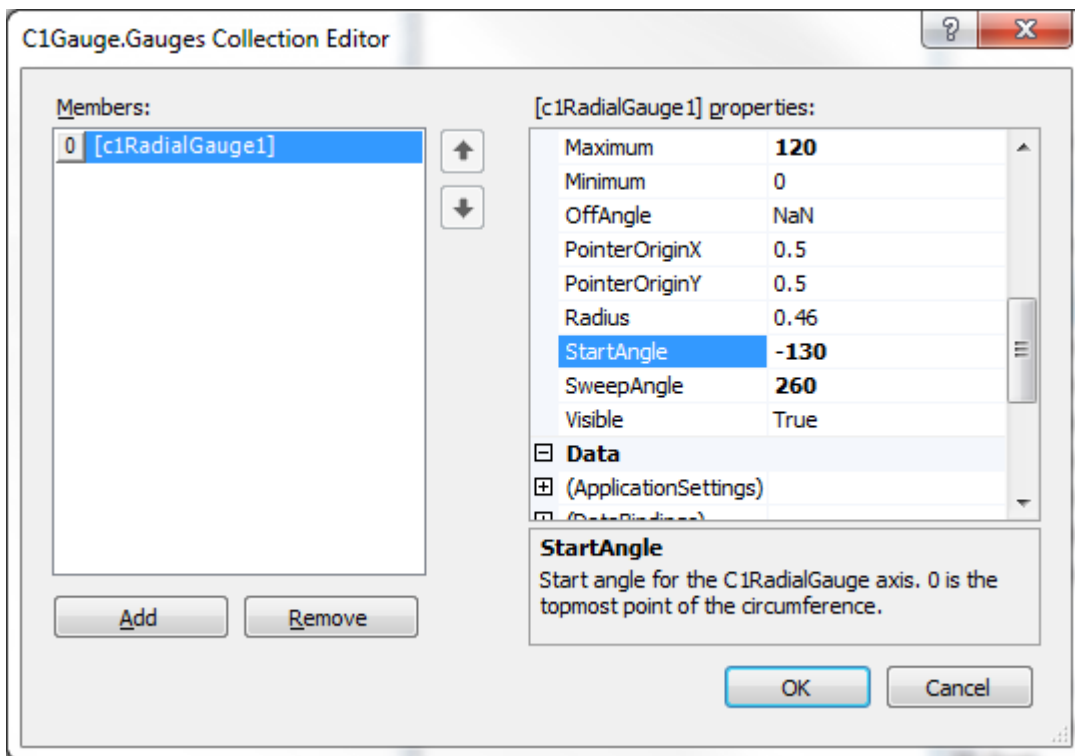
Gauges for WinForms Task-Based Help > [Setting up the Scale](#) > Adjusting the Starting and Sweep Angles

[C1RadialGauge](#) supports various radial shapes including helical, clamshell, and half-circular. We will create these shapes in the next section, but first we can modify the start and sweep angles of the gauge scale to match any of these face shapes.

The [StartAngle](#) property defines an angle for the [Minimum](#) value. The [StartAngle](#) + [SweepAngle](#) properties correspond to the [Maximum](#) value.

Let's reduce the arc of our scale by setting the **StartAngle** to **-130** and the **SweepAngle** to **260**.

1. Click the **ellipsis** button next to the **Gauges** property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Set the StartAngle property to **-130**.
3. Set the SweepAngle property to **260**.



Adjusting the Order and Layout of Decorators

[Gauges for WinForms Task-Based Help](#) > [Setting up the Scale](#) > Adjusting the Order and Layout of Decorators

By default, you will notice that tick labels are placed inside tick marks. To change the layout and positioning of these elements we have a few key properties available to us. Set these properties on each decorator item, for example, each tick mark and tick label.

Alignment:	Choose from 3 simple alignment options: In , Out and Center .
Location:	To further change the position of the decorator in relation to the pointer, increase or decrease the value of its Location property. A value of 100 will place the decorator at the far edge, and a lower value places it closer to the origin.

The order in which the items are listed will be the order in which they are placed on the gauge, from top to bottom. To change the order of the items, use the up and down arrows in the **Decorators Collection Editor**, and click **OK**.

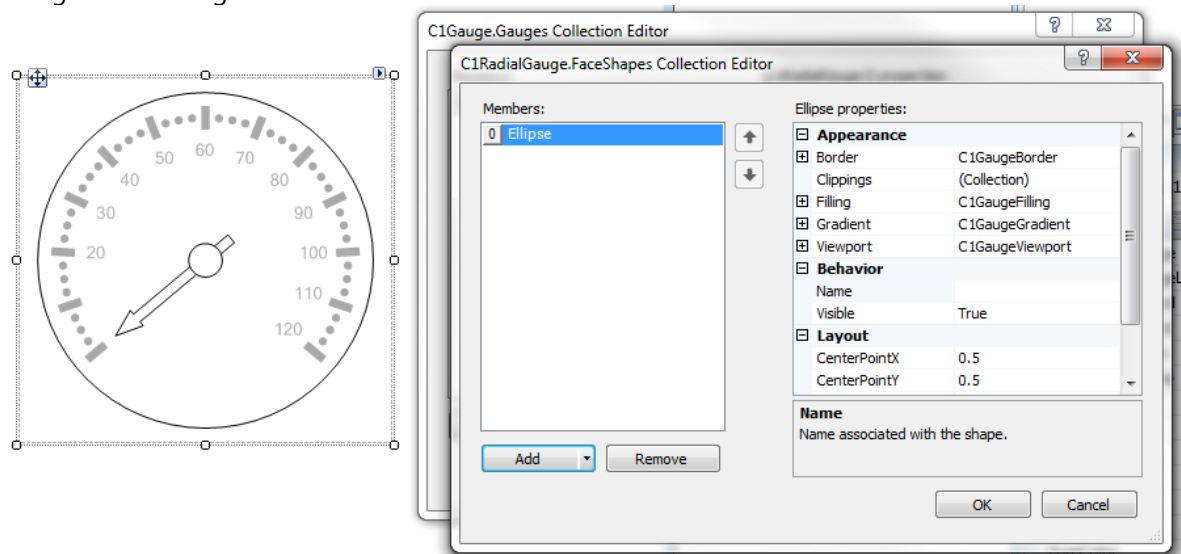
Creating a Face Plate

[Gauges for WinForms Task-Based Help](#) > Creating a Face Plate

To visually enhance the look of the gauge we need to add a background layer behind our scale, tick-marks and pointer. To do this, we will add shapes to the FaceShapes collection.

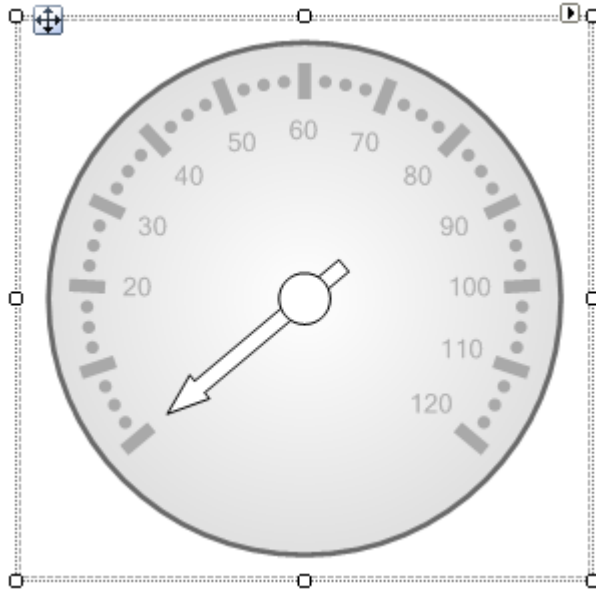
From the FaceShapes collection editor, you will notice we can add a variety of shapes including Ellipses, Rectangles, Sectors, Segments or even our own bitmap images.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to the [FaceShapes](#) property. The **C1RadialGauge.FaceShapes Collection Editor** opens.
3. Select [C1GaugeEllipse](#) from the **Add** drop-down button. We will style this ellipse by giving it a gradient background and thicker border.



4. Expand **Filling** and set the [Color](#) property to **White** and set the [Color2](#) property to **LightGray**.
5. With **Filling** still expanded, set the **BrushType** property to **Gradient**.
6. To modify the gradient direction, expand **Gradient** and set the [Direction](#) property to **RadialOuter**. You can also set many more gradient related properties under the **Gradient** node.

- Expand **Border** and set the Color property to **DimGray** and the **Thickness** property to **2**.



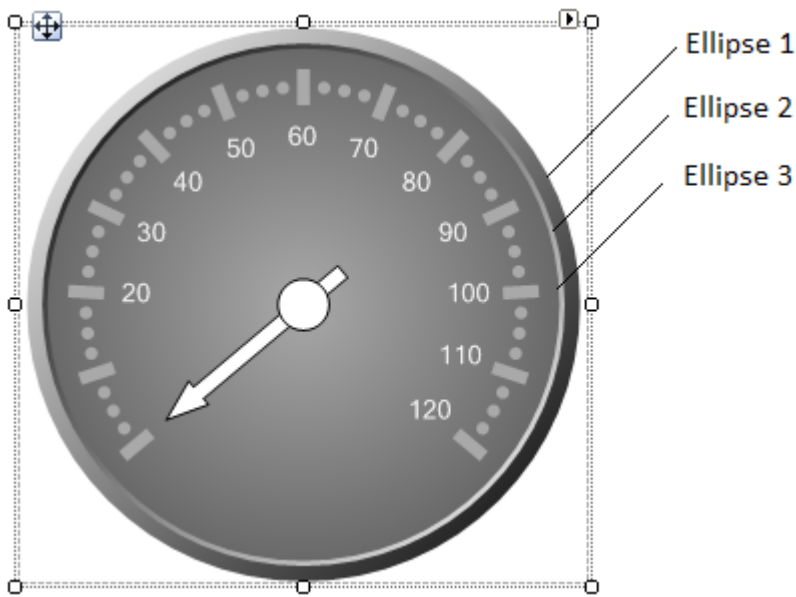
See Also

[Creating a More Complex Face](#)

Creating a More Complex Face

[Gauges for WinForms Task-Based Help](#) > [Creating a Face Plate](#) > Creating a More Complex Face

The **Border** property of all **FaceShapes** is nice and simple. We can create a more professional-looking beveled edge to our gauge by adding a couple shapes on top of one another and using gradients for a lighting effect. For this example we will have a total of three **Ellipses** in our **FaceShapes** collection.



1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the ellipsis button next to the [FaceShapes](#) property. The **C1RadialGauge.FaceShapes Collection Editor** opens.
3. Click **Add** and select [C1GaugeEllipse](#). The first ellipse will be the bottom-most.
4. Expand **Filling** and set the [Color](#) property to **White**, [Color2](#) property to **Black**, and [BrushType](#) to **Gradient**. We need to make the bottom-most ellipse a bit bigger so we can see it when others are on top. To do this, set the [Width](#) and [Height](#) properties to **-1.08**. Note that a value of **-1** means 100% of the region. Values less than **-1** will increase the size proportionally. Positive values denote explicit sizes in pixels.
5. Expand **Border** and set the [LineStyle](#) property to **None**.
6. Click **Add** and select [C1GaugeEllipse](#). The second ellipse will be slightly smaller than the bottom.
7. Set its [Width](#) and [Height](#) values to **-1.02**.
8. Expand **Filling** and set the [Color](#) property to **Black**, [Color2](#) property to **White**, and [BrushType](#) to **Gradient**.
9. Expand **Border** and set the [LineStyle](#) property to **None**.
10. Click **Add** and select [C1GaugeEllipse](#). The third ellipse will act as our face plate directly beneath the scale and pointer. We will keep its [Width](#) and [Height](#) at **-1** (the default of 100%).
11. Set the [Color](#) property to **DarkGray**, [Color2](#) property to **DimGray** and [BrushType](#) to **Gradient**.
12. Expand **Gradient** and set [Direction](#) to **RadialInner**.
13. Expand **Border** and set the [LineStyle](#) property to **None**.

Customizing the Pointer and Cap

[Gauges for WinForms Task-Based Help](#) > Customizing the Pointer and Cap

The pointer and cap objects consist of many styling properties. To modify these properties expand the [Cap](#) or [Pointer](#) property nodes in the **C1Gauge.Gauges Collection Editor** on the selected [C1Gauge](#). With the pointer you can customize the filling, border and gradient properties just like with all shape elements in C1Gauge. You can also choose a predefined shape for the pointer and further customize the shape in the **CustomShape** properties.



See Also

[Styling the Pointer](#)

[Styling the Cap](#)

[Displaying the Pointer on Top of the Cap](#)

Styling the Pointer

[Gauges for WinForms Task-Based Help](#) > [Customizing the Pointer and Cap](#) > [Styling the Pointer](#)

To style the pointer, follow these steps:

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Expand the **Pointer** node, and set the following properties:
 1. Expand **Border** and set the [LineStyle](#) property to **None**.
 2. Expand **Filling** and set [BrushType](#) to **Gradient**, [Color](#) to **Orange**, and [Color2](#) to **LightGoldenrodYellow**.
 3. Expand [Shadow](#) and set **Visible** to **True**.
 4. Set [Shape](#) to **Thumb**.

Notice all of the predefined shapes under the Shape property. You can also customize these shapes under the **CustomShape** properties.

Styling the Cap

[Gauges for WinForms Task-Based Help](#) > [Customizing the Pointer and Cap](#) > Styling the Cap

To style the cap, follow these steps:

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Expand the **Cap** node, and set the following properties:
 1. Set [Radius](#) to **15**.
 2. Expand **Filling** and set the [Color](#) property to **White**.
 3. Expand **Filling** and set the [Color2](#) to **Black**.
 4. Expand **Filling** and set the [BrushType](#) to **Gradient**.
 5. Expand [Shadow](#) and set **Visible** to **True**.

[C1Gauge](#) also includes a **MoreCircles** collection for the cap object. This allows you to add more circle shapes to your cap design, each with the same set of styling properties.

Displaying the Pointer on Top of the Cap

[Gauges for WinForms Task-Based Help](#) > [Customizing the Pointer and Cap](#) > Displaying the Pointer on Top of the Cap

By default, the pointer is underneath the cap. To switch this, simply set the [BehindPointers](#) property to **True**.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Expand the **Cap** node, and set the [BehindPointers](#) property to **True**.

Adding Ranges

[Gauges for WinForms Task-Based Help](#) > Adding Ranges

Ranges are bands of color that denote certain thresholds along the gauge scale. You can add ranges to [C1Gauge](#) through the **Decorators** collection, along with tick marks and labels.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.
3. Click the drop-down arrow next to **Add** and select [C1GaugeRange](#). Just like with our **Marks** and **Labels**, we can position the range by setting the [Alignment](#) and/or [Location](#) properties.

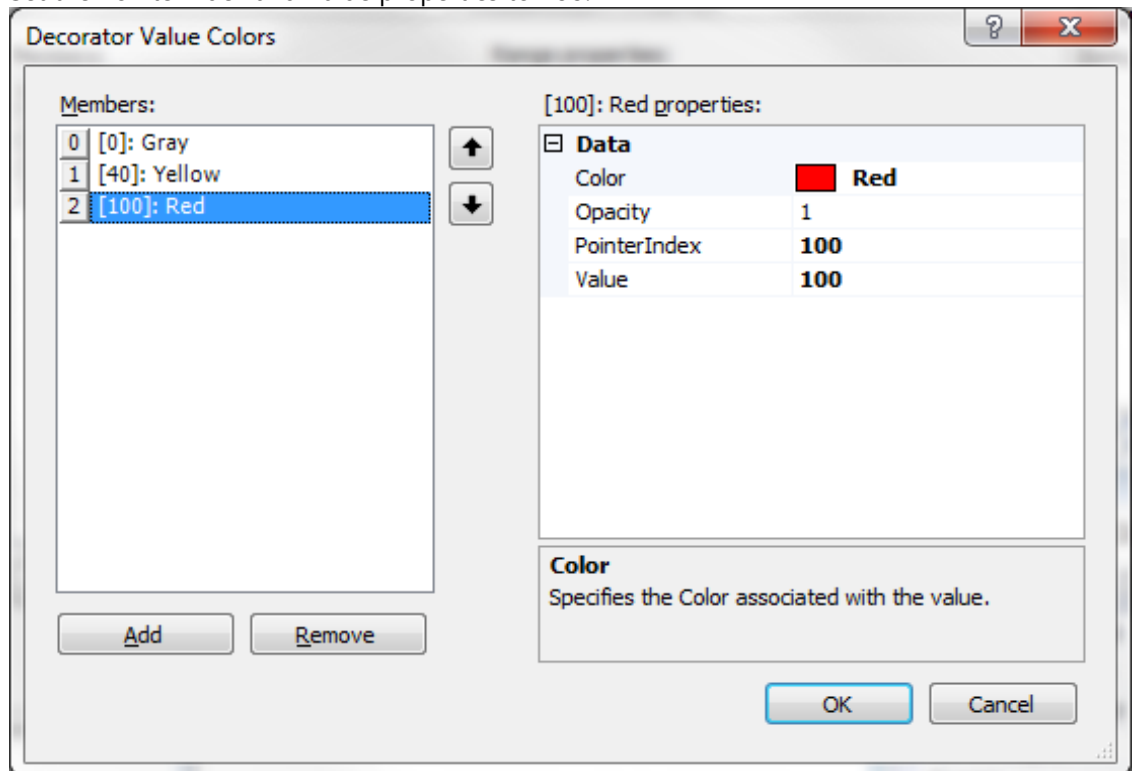
4. Set the Location property to **85** so that it aligns with our tick marks.



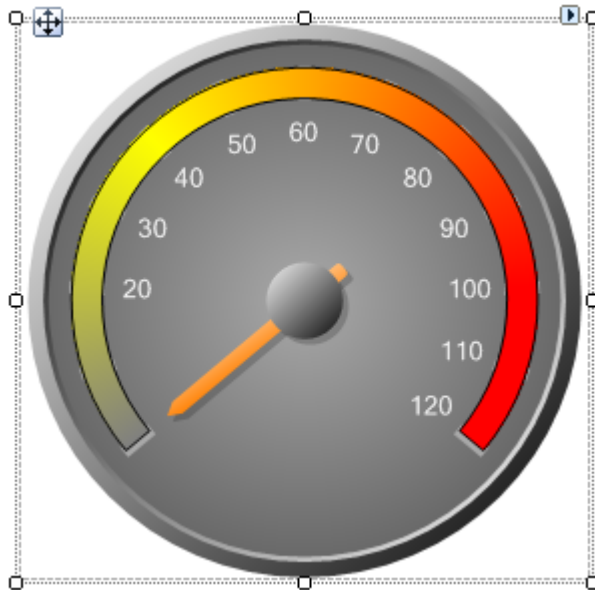
Set the **From** and **To** properties to specify the limits of this range. Since we want this range to go from our minimum to our maximum we will leave these as default (NaN). To mark various color-based thresholds you could add multiple ranges, each with a different **Filling** color. However, **C1Gauge** provides a convenient way to map colors to values using the **ValueColors** collection.

5. You may have noticed that all **Decorator** items (including tick marks) have a **ValueColors** collection. Select the range we just added and click the **ellipsis** button next to **ValueColors** to open the **Decorator Value Colors** window.
6. Click **Add** three times to add three colors: gray, yellow and red. For each color we specify the color property, and the corresponding value. The value set is the minimum value for the range (i.e., gray: 0, yellow: 40, red: 100). For each color we also select the pointer which gives the value.
 1. Select the first member 0, click the drop-down arrow next to **Color**, and select **Gray**. Set the **PointerIndex** and **Value** properties to **0**.
 2. Select the next member 1, click the drop-down arrow next to **Color**, and select **Yellow**. Set the **PointerIndex** and **Value** properties to **40**.

3. Select the last member 2, click the drop-down arrow next to **Color**, and select **Red**. Set the PointerIndex and Value properties to **100**.

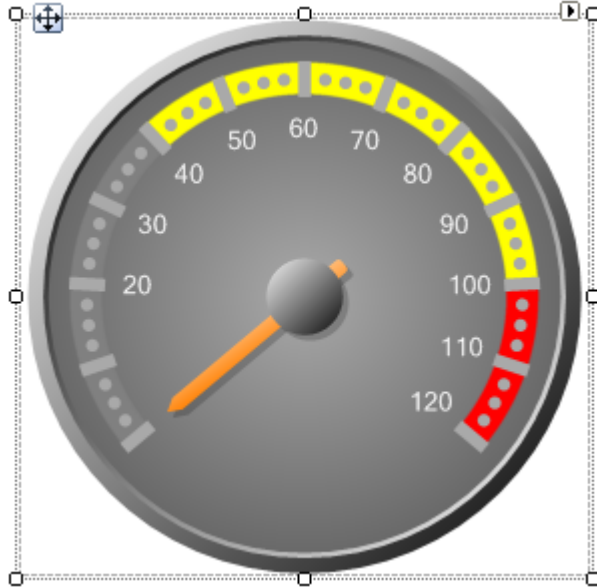


7. Click **OK** to close the **Decorator Value Colors** window.



You will notice the colors blend together across the range. We could, however, remove the blending effect of the colors by setting the [ValueColorFalloff](#) property to **None** in the **Decorators Collection Editor**.

To move the range below the tick marks, use the up/down arrows to move it to the 0th member. In this example, we also removed the border of the range for a better look. Click **OK** to close the **Decorators Collection Editor**.



See Also

[Enhancing Your Ranges](#)

[Enhancing Your Ranges](#)

[Gauges for WinForms Task-Based Help](#) > [Adding Ranges](#) > Enhancing Your Ranges

There are several properties you can use to further enhance your ranges.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.
3. Select the desired **Range** and set any of the properties described below.

To create a non-linear range, set the [Width2](#) property to a different value than [Width](#).

To enhance the graphic rendering of ranges without borders, set the [AntiAliasing](#) to a higher quality.

To create a moveable range that is bound to the pointer value, set the [ToPointerIndex](#) property to the index of the pointer (a high value such as 100 will bind to the main pointer at all times). You can also bind the low end of a range to a pointer using the [FromPointerIndex](#) property.

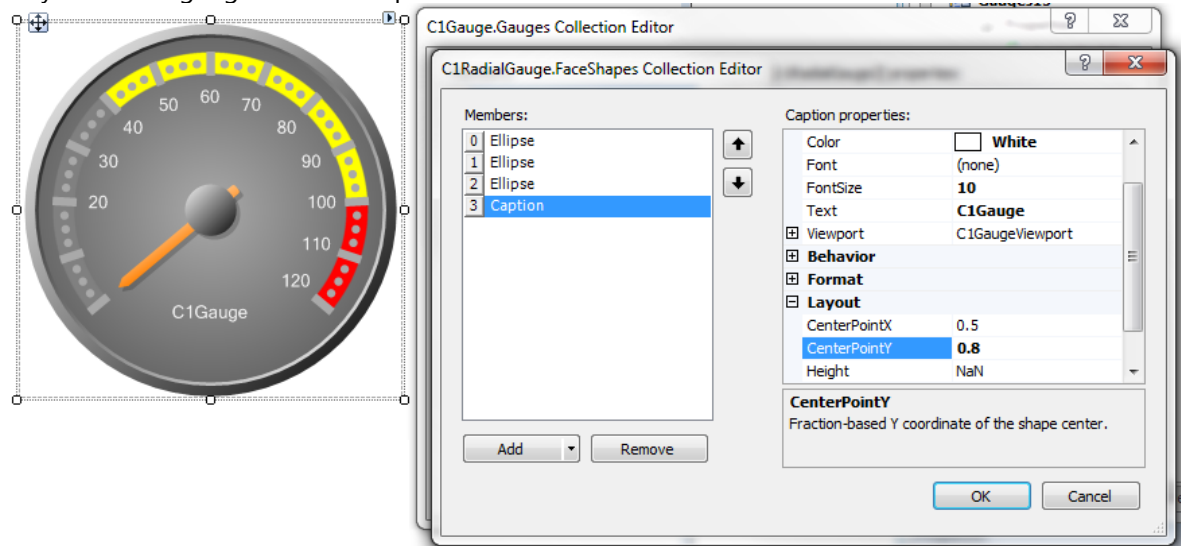
To use a range as the gauge value indicator (such as with a thermometer gauge), set the `ToPointerIndex` property to the index of your pointer and then set the pointer's `Visible` property to **False**.

Adding Captions

[Gauges for WinForms Task-Based Help](#) > Adding Captions

It's common to display text on a gauge, such as units of measure or labels. You can add any number of captions through the **FaceShapes** or **CoverShapes** collections.

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **FaceShapes**. The **FaceShapes Collection Editor** opens.
3. Select [C1GaugeCaption](#) from the **Add** drop-down button.
4. Set the `Text` property of the caption to "C1Gauge." You will notice the caption appears behind the **Cap**. If you added the caption to the **CoverShapes** collection, it would display on top.
5. Set the `Color` property to **White** and the `FontSize` to **10**.
6. If you don't want the caption in the middle of the gauge, move it down by setting the `CenterPointY` property. By default, this is 0.5, which means the caption appears 50% of the way down the gauge from the top. Set `CenterPointY` to 0.8 to move it down.



No matter what size the gauge is scaled at, this Caption will always appear at that expected location. Here, I've also set the **FontSize** to **10** and the **FontColor** to **White**.

Creating a State or Numeric Indicator

[Gauges for WinForms Task-Based Help](#) > Creating a State or Numeric Indicator

There is no special support for state indicators in the first version of **Gauges for WinForms**, however we can achieve similar effects using bound labels and markers.

See Also

[State Indicator](#)

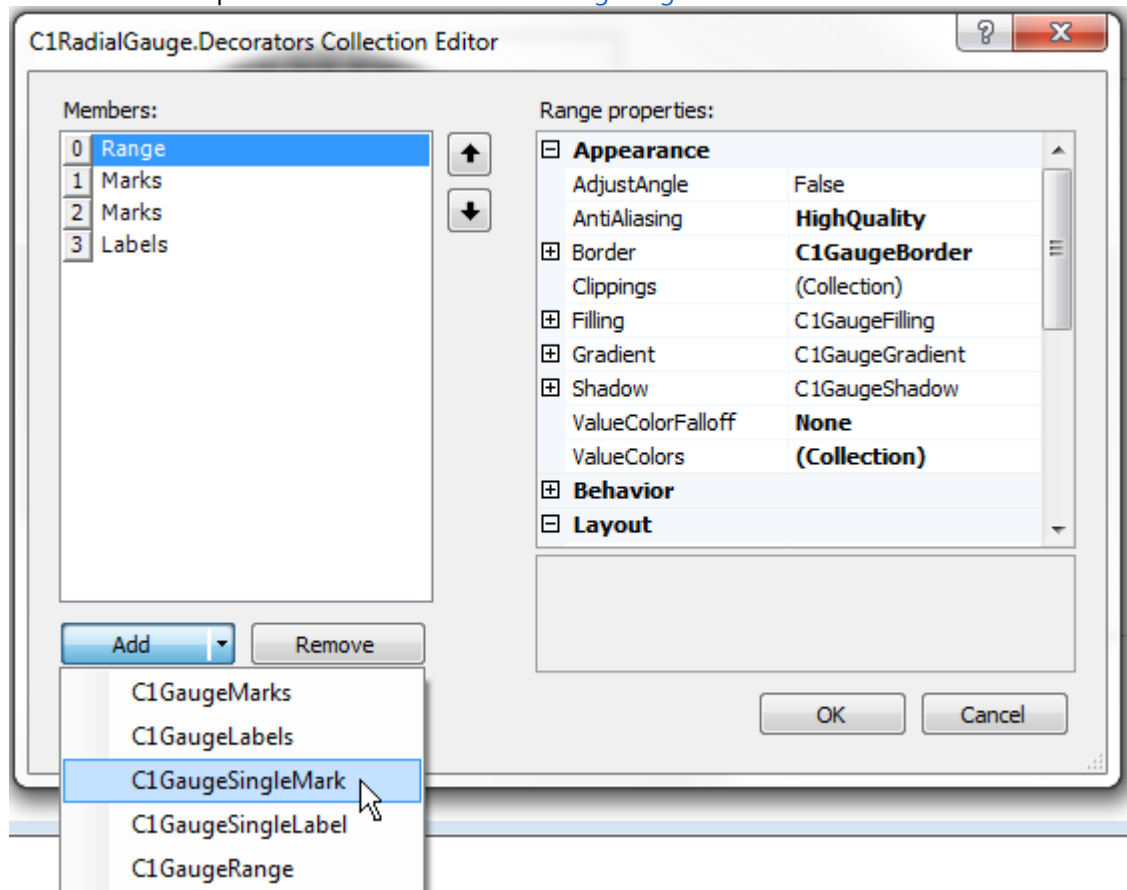
[Creating a Numeric Indicator](#)

State Indicator

[Gauges for WinForms Task-Based Help](#) > [Creating a State or Numeric Indicator](#) > State Indicator

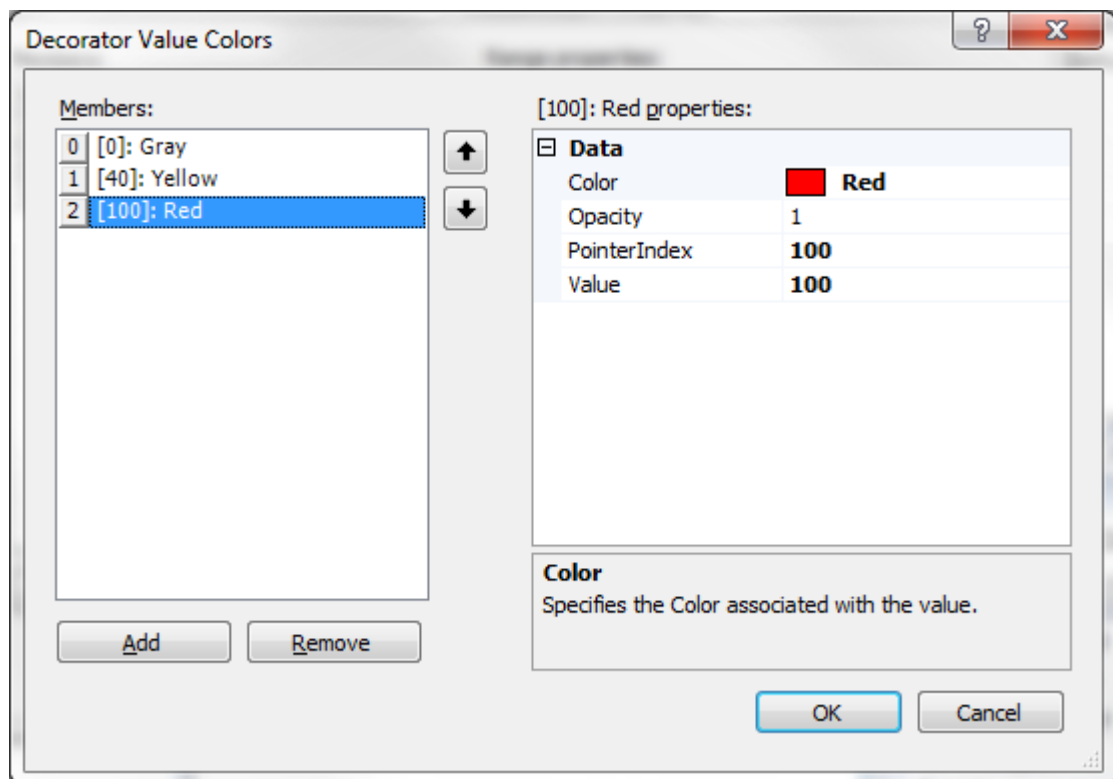
To create a state indicator, follow these steps:

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.
3. Click the **Add** drop-down arrow and select [C1GaugeSingleMark](#).

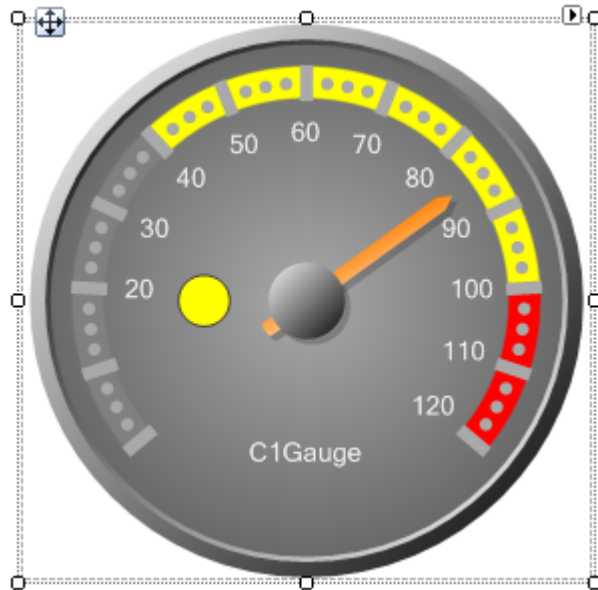


4. To make the **SingleMark** visible, set the [PointerIndex](#) property to **1**. You will notice it appears on the minimum value of your scale.
5. To position the **SingleMark**, set the [Angle](#) property to **270**. Then set the [Location](#) property to **40**. You will notice now it appears to the left of the pointer (around value 20).
6. Also, set the [Width](#) value to **15** and [Shape](#) to **Round**.
7. Expand the **Border** node and set the **Color** property to **DarkGray**.

8. We need this indicator to show the same color as the value of the gauge, as determined by our Range we set up in the [Adding Ranges](#) topic. To do this, we need to add the same color to value thresholds in the **ValueColors** collection for our **SingleMark**. Click the **ellipsis** button next to **ValueColors**. In the **Decorator Value Colors** window, add 3 members: **Gray**, **Yellow** and **Red** with the corresponding **Values** of **0**, **40** and **100** respectively. This is just like we did for the range.
1. Select the first member 0, click the drop-down arrow next to **Color**, and select **Gray**. Set the **PointerIndex** and **Value** properties to **0**.
 2. Select the next member 1, click the drop-down arrow next to **Color**, and select **Yellow**. Set the **PointerIndex** and **Value** properties to **40**.
 3. Select the last member 2, click the drop-down arrow next to **Color**, and select **Red**. Set the **PointerIndex** and **Value** properties to **100** and click **OK** to close the window.



9. Finally, set the [ValueColorFalloff](#) property to **None** so that it matches the same colors as our range (without gradient blending).



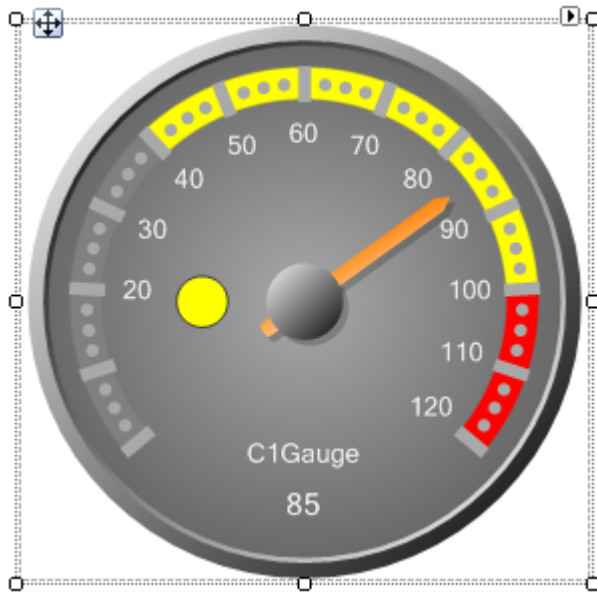
Notice that since we have declared the value colors separately for the **SingleMark**, we do not need the range anymore on our gauge.

Creating a Numeric Indicator

[Gauges for WinForms Task-Based Help](#) > [Creating a State or Numeric Indicator](#) > Creating a Numeric Indicator

To add a numeric indicator, follow these steps:

1. Click the **ellipsis** button next to the [Gauges](#) property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **Decorators**. The **Decorators Collection Editor** opens.
3. Click the **Add** drop-down arrow and select [C1GaugeSingleLabel](#).
4. To bind the [C1GaugeSingleLabel](#) to the pointer value, simply set the [PointerIndex](#) to **1**.
5. To position the [C1GaugeSingleLabel](#), set its [Angle](#) property to **180** and [Location](#) to **80**. This will position the label centered below our caption. You can increase the [FontSize](#) to 12.



Notice, we can also apply Value Colors to this **SingleLabel**, meaning the label could be Yellow for the given value above. You would just apply the same set of Value Colors as we did for the State Indicator.

Adding a Glass Effect

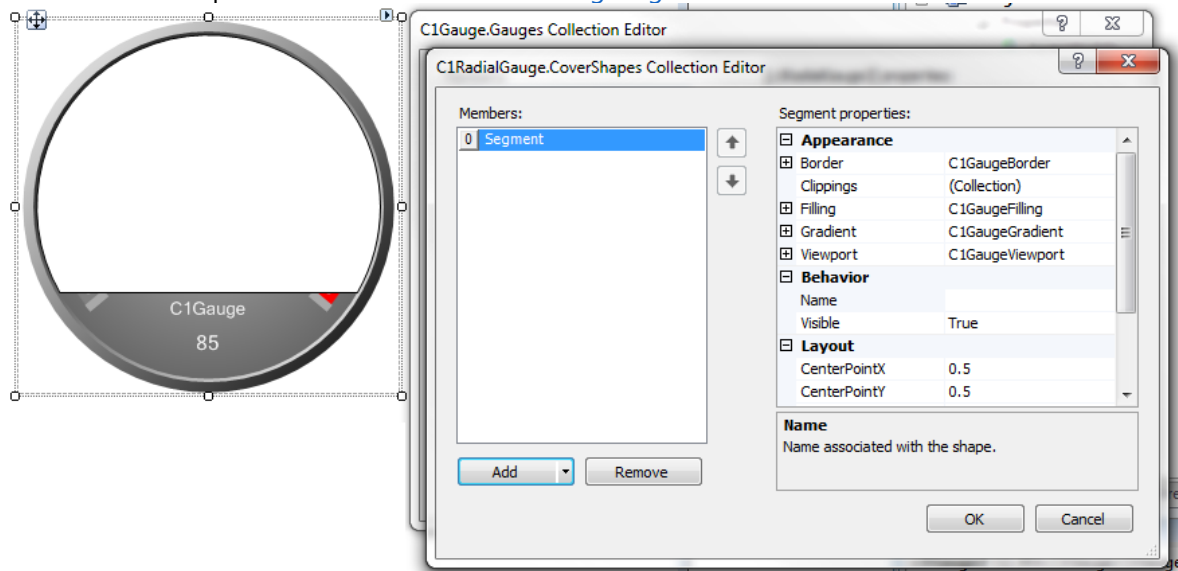
[Gauges for WinForms Task-Based Help](#) > Adding a Glass Effect

In addition to the **FaceShapes** collection, each gauge in **C1Gauge** has a **CoverShapes** collection. The only difference is that the **CoverShapes** items draw on top of all gauge elements.

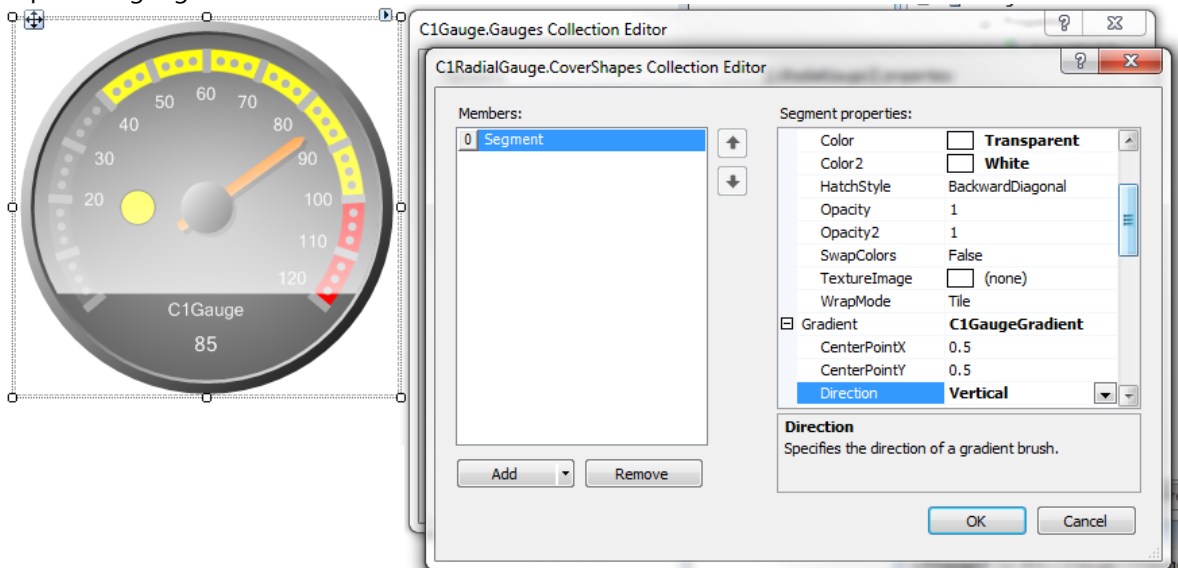
To create a glassing effect, we will add a semi-transparent segment.

1. Click the **ellipsis** button next to the **Gauges** property in the Properties window. The **C1Gauge.Gauges Collection Editor** dialog box opens.
2. Click the **ellipsis** button next to **CoverShapes**. The **CoverShapes Collection Editor** opens.

- Click the **Add** drop-down arrow and select **C1GaugeSegment**.

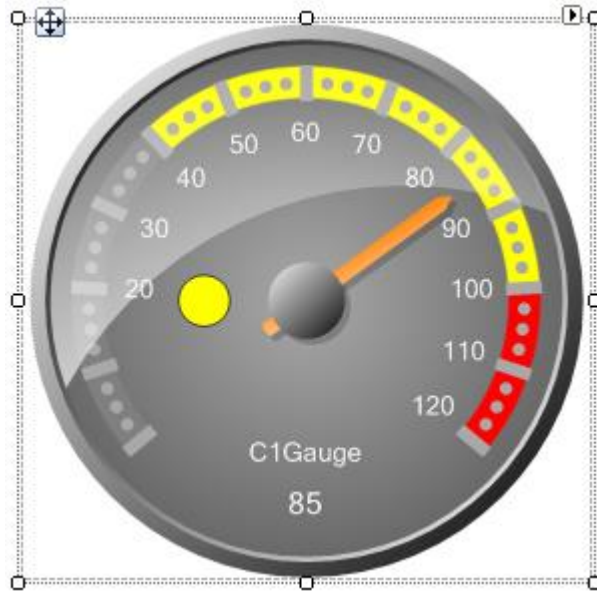


- Remove the border of the **Segment** by expanding **Border** and setting **LineStyle** to **None**.
- Expand **Filling** and set the **BrushType** property to **Gradient**. Set **Color** to **Transparent** and **Color2** to **White**.
- Expand **Gradient** and set **Direction** to **Vertical**. This will give you a semi-transparent fill on top of the gauge.



- Finally, to create an arc to simulate a real glass-looking gauge, we need to set a few angle properties. Set the **StartAngle** to **-110**, the **SweepAngle** to **180** and set the **InnerRadius**

property to **150**. This will give us the desired glassing effect.



To achieve glassing effects for non-circular shapes, we can take advantage of the **Clippings** collections.

C1.Win.C1Gauge.4 Assembly

Overview

Namespaces















Namespace	Description
C1.Win.C1Gauge	
















Namespaces








[C1.Win.C1Gauge Namespace](#)










Overview











Classes

	Class	Description
	C1Gauge	Container control for ComponentOne Gauges.
	C1GaugeBase	The base class for other Gauges.
	C1GaugeBaseShape	The base class for shapes, such as C1GaugeRectangle or C1GaugeSector .
	C1GaugeBorder	Encapsulates properties of a pen used to draw borders of Gauge elements.
	C1GaugeCap	Defines properties of the Gauge pointer cap.
	C1GaugeCapCircle	Interior filling for the pointer cap.
	C1GaugeCaption	Draws a text caption.
	C1GaugeClipping	Associates a clipping region with a Gauge element.
	C1GaugeCustomImage	Properties of the user-defined image displayed on a Gauge.
	C1GaugeCustomShape	Defines properties of a shape used for Gauge marks and pointers.
	C1GaugeDecorator	Base class for all the Gauge decorators.
	C1GaugeEllipse	Draws a filled ellipse.
	C1GaugeFilledShape	The base class for shapes that draw the border and fill the interior.
	C1GaugeFilling	Encapsulates properties of a brush used to fill Gauge elements.





 C1GaugeGradient	Encapsulates properties of a color gradient.
 C1GaugeHotBrush	Specifies the properties of a brush to paint selection on the hot item.
 C1GaugeImage	Draws an image.
 C1GaugeLabels	C1GaugeDecorator used to display a sequence of labels on the Gauge.
 C1GaugeMarks	C1GaugeDecorator used to display a sequence of tick marks on the Gauge.
 C1GaugeMultivalueDecorator	Base class for the Gauge decorators that spread over a set of values.
 C1GaugePointer	Defines properties of the Gauge pointer.
 C1GaugeRange	C1GaugeDecorator used to display a range on the Gauge.
 C1GaugeRectangle	Draws a filled rectangle.
 C1GaugeScaleDecorator	Base class for the Gauge decorators showing a scale, such as marks or labels.
 C1GaugeSector	Draws a filled circular sector.
 C1GaugeSegment	Draws a filled circular segment.
 C1GaugeShadow	Encapsulates properties of the shadow.
 C1GaugeSingleLabel	C1GaugeDecorator used to display a single label on the Gauge.
 C1GaugeSingleMark	C1GaugeDecorator used to display a single mark on the



		Gauge.
	C1GaugeValueColor	Associates a value with the Color on a C1GaugeDecorator .
	C1GaugeValueImage	Associates a value with the custom image on a C1GaugeDecorator .
	C1GaugeViewport	Specifies the bounds of a Gauge element.
	C1LinearGauge	Control that shows a linear Gauge.
	C1RadialGauge	Control that shows a radial Gauge.
	CapCircleCollection	Represents a collection of C1GaugeCapCircle objects.
	ClippingCollection	Represents a collection of C1GaugeClipping objects.
	CommonBorder	Defines a template for C1GaugeBorder to be used in multiple elements.
	CommonBorderCollection	Represents a collection of CommonBorder objects.
	CommonColorMap	Defines a template for ValueColorCollection to be used in multiple elements.
	CommonColorMapCollection	Represents a collection of CommonColorMap objects.
	CommonFilling	Defines a template for C1GaugeFilling to be used in multiple elements.
	CommonFillingCollection	Represents a collection of CommonFilling objects.
	CommonFont	Defines a template for text font and color to be used in multiple elements.

 CommonFontCollection	Represents a collection of CommonFont objects.
 CommonGradient	Defines a template for C1GaugeGradient to be used in multiple elements.
 CommonGradientCollection	Represents a collection of CommonGradient objects.
 CommonImage	Defines a template for C1GaugeCustomImage to be used in multiple elements.
 CommonImageCollection	Represents a collection of CommonImage objects.
 CommonImageMap	Defines a template for ValueImageCollection to be used in multiple elements.
 CommonImageMapCollection	Represents a collection of CommonImageMap objects.
 CommonItem	Defines a common template for various items to be used in multiple elements.
 CommonItemCollection	Represents a collection of CommonItem objects.
 CommonShadow	Defines a template for C1GaugeShadow to be used in multiple elements.
 CommonShadowCollection	Represents a collection of CommonShadow objects.
 CommonShape	Defines a template for C1GaugeCustomShape to be used in multiple elements.
 CommonShapeCollection	Represents a collection of CommonShape objects.
 DecoratorCollection	Represents a collection of C1GaugeDecorator objects.
 DrawFocusEventArgs	Provides data for the DrawFocus event.












	FormatLabelEventArgs	Provides data for the FormatLabel event.
	GaugeCollection	Represents a collection of C1GaugeBase objects.
	ItemEventArgs	Provides data for events occurring for the Gauge items, such as C1GaugePointer , C1GaugeDecorator , and others.
	ItemMouseEventArgs	Provides data for mouse events occurring for the Gauge items.
	PointerCollection	Represents a collection of C1GaugePointer objects.
	PointerDragEventArgs	Provides data for events occurring while the Gauge pointer is dragged.
	PointerValueChangedEventArgs	Provides data for the PointerValueChanged event.
	ShapeCollection	Represents a collection of C1GaugeBaseShape objects.
	ValueColorCollection	Represents a collection of C1GaugeValueColor objects.
	ValueImageCollection	Represents a collection of C1GaugeValueImage objects.





Delegates

	Delegate	Description
	DrawFocusEventHandler	Represents a method that handles the DrawFocus event.
	FormatLabelEventHandler	Represents the method that handles the FormatLabel event.
	ItemEventHandler	Represents a method that handles events occurring for the Gauge items.
	ItemMouseEventHandler	Represents a method that handles mouse events occurring

		for the Gauge items.
	PointerDragEventHandler	Represents a method that handles events while the Gauge pointer is dragged.
	PointerValueChangedEventHandler	Represents the method that handles the PointerValueChanged event.

Enumerations

	Enumeration	Description
	C1GaugeAlignment	Alignment possibilities for a decorator (relative to the Gauge's axis).
	C1GaugeBorderStyle	Specifies the style of lines drawn with a C1GaugeBorder .
	C1GaugeBrushType	The type of brush that is used to fill a Gauge element.
	C1GaugeClipOperation	Specifies how the source and given clipping regions can be combined.
	C1GaugeFlipType	Specifies the axis used to flip the image.
	C1GaugeGradientDirection	The set of possible gradient directions.
	C1GaugeGradientFalloff	Defines the type of a gradient falloff.
	C1GaugeHatchStyle	Specifies the different patterns available for the hatch brush.
	C1GaugeImageLayout	Specifies the position of the background image.
	C1GaugeMarkShape	The set of standard tick mark shapes.
	C1GaugeOrientation	Specifies the orientation of a C1LinearGauge .

	C1GaugePointerShape	The set of standard pointer shapes.
	C1GaugeRangeAntiAliasing	Specifies the anti-aliasing mode for the internal filling of a C1GaugeRange .
	C1GaugeRotateFlipType	Specifies the direction of an image's rotation and the axis used to flip the image.
	C1GaugeValueColorFalloff	Specifies the blending mode for value Colors on a C1GaugeDecorator .

See Also

Reference

[C1.Win.C1Gauge.4 Assembly](#)

Classes

C1Gauge

Container control for ComponentOne Gauges.

Object Model

C1Gauge

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.LicenseProviderAttribute()> <System.ComponentModel.DefaultPropertyAttribute("Gauges")> <c("Container control for ComponentOne Gauges.")> <System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner", DesignerTypeName="C1.Win.C1Gauge.Design.C1GaugeDesigner, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.Runtime.InteropServices.ClassInterfaceAttribute(ClassInterfaceType.AutoDispatch)> </pre>	

```

<System.Runtime.InteropServices.ComVisibleAttribute(True)>
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=System.Drawing.Design.ToolboxItem, ToolboxItemTypeName="System.Drawing.Design.ToolboxItem, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")>
<System.Drawing.ToolboxBitmapAttribute()>
Public Class C1Gauge
    Inherits System.Windows.Forms.Control

```

C#

```

[System.ComponentModel.LicenseProviderAttribute()]
[System.ComponentModel.DefaultPropertyAttribute("Gauges")]
[c("Container control for ComponentOne Gauges.")]
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner", DesignerTypeName="C1.Win.C1Gauge.Design.C1GaugeDesigner, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[System.Runtime.InteropServices.ClassInterfaceAttribute(ClassInterfaceType.AutoDispatch)]
[System.Runtime.InteropServices.ComVisibleAttribute(true)]
[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=System.Drawing.Design.ToolboxItem, ToolboxItemTypeName="System.Drawing.Design.ToolboxItem, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")]
[System.Drawing.ToolboxBitmapAttribute()]
public class C1Gauge : System.Windows.Forms.Control

```

Inheritance Hierarchy

```

System.Object
    System.MarshalByRefObject
        System.ComponentModel.Component
            System.Windows.Forms.Control
                C1.Win.C1Gauge.C1Gauge

```

Requirements

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

See Also

Reference

[C1Gauge Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Container control for ComponentOne Gauges.

Object Model

C1Gauge

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.LicenseProviderAttribute()>
<System.ComponentModel.DefaultPropertyAttribute("Gauges")>
<c("Container control for ComponentOne Gauges.")>
<System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner", DesignerTypeName="C1.Win.C1Gauge.Design.C1GaugeDesigner, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>
<System.Runtime.InteropServices.ClassInterfaceAttribute(ClassInterfaceType.AutoDispatch)>
<System.Runtime.InteropServices.ComVisibleAttribute(True)>
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=System.Drawing.Design.ToolboxItem, ToolboxItemTypeName="System.Drawing.Design.ToolboxItem, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")>
<System.Drawing.ToolboxBitmapAttribute()>
Public Class C1Gauge
    Inherits System.Windows.Forms.Control
```

C#

```
[System.ComponentModel.LicenseProviderAttribute()]
[System.ComponentModel.DefaultPropertyAttribute("Gauges")]
[c("Container control for ComponentOne Gauges.")]
```

```
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner", DesignerTypeName="C1.Win.C1Gauge.Design.C1GaugeDesigner, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[System.Runtime.InteropServices.ClassInterfaceAttribute(ClassInterfaceType.AutoDispatch)]
[System.Runtime.InteropServices.ComVisibleAttribute(true)]
[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=System.Drawing.Design.ToolboxItem, ToolboxItemTypeName="System.Drawing.Design.ToolboxItem, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a")]
[System.Drawing.ToolboxBitmapAttribute()]
public class C1Gauge : System.Windows.Forms.Control
```

Inheritance Hierarchy

```
System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      System.Windows.Forms.Control
        C1.Win.C1Gauge.C1Gauge
```

Requirements

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

See Also

Reference

[C1Gauge Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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














The following tables list the members exposed by [C1Gauge](#).
















Public Constructors

















	Name	Description
	C1Gauge Constructor	Initializes a new instance of the C1Gauge control.

















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Public Properties

















	Name	Description
	AccessibilityObject	(Inherited from System.Windows.Forms.Control)
	AccessibleDefaultActionDescription	(Inherited from System.Windows.Forms.Control)
	AccessibleDescription	(Inherited from System.Windows.Forms.Control)
	AccessibleName	(Inherited from System.Windows.Forms.Control)
	AccessibleRole	(Inherited from System.Windows.Forms.Control)
	AllowDrop	(Inherited from System.Windows.Forms.Control)
	Anchor	(Inherited from System.Windows.Forms.Control)
	AutoScrollOffset	(Inherited from System.Windows.Forms.Control)
	BackColor	(Inherited from System.Windows.Forms.Control)
	BackgroundImage	(Inherited from System.Windows.Forms.Control)
	BackgroundImageLayout	(Inherited from System.Windows.Forms.Control)
	BindingContext	(Inherited from System.Windows.Forms.Control)
	Bottom	(Inherited from System.Windows.Forms.Control)


	Bounds	(Inherited from System.Windows.Forms.Control)
	CacheBackground	Gets or sets whether the cache buffer is used for fixed background elements.
	CacheForeground	Gets or sets whether the cache buffer is used for fixed foreground elements.
	CanFocus	(Inherited from System.Windows.Forms.Control)
	CanSelect	(Inherited from System.Windows.Forms.Control)
	Capture	(Inherited from System.Windows.Forms.Control)
	CausesValidation	(Inherited from System.Windows.Forms.Control)
	ClientRectangle	(Inherited from System.Windows.Forms.Control)
	ClientSize	(Inherited from System.Windows.Forms.Control)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object.
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object.
	CommonFonts	Gets the collection of templates for text font and color.
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object.
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object.
	CommonShadows	Gets the collection of templates for the C1GaugeShadow

		object.
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object.
	CompanyName	(Inherited from System.Windows.Forms.Control)
	Container	(Inherited from System.ComponentModel.Component)
	ContainsFocus	(Inherited from System.Windows.Forms.Control)
	ContextMenu	(Inherited from System.Windows.Forms.Control)
	ContextMenuStrip	(Inherited from System.Windows.Forms.Control)
	Controls	(Inherited from System.Windows.Forms.Control)
	CoverShapes	Gets the collection of shapes in the top layer (over everything).
	Created	(Inherited from System.Windows.Forms.Control)
	Cursor	(Inherited from System.Windows.Forms.Control)
	DataBindings	(Inherited from System.Windows.Forms.Control)
	DisplayRectangle	(Inherited from System.Windows.Forms.Control)
	Disposing	(Inherited from System.Windows.Forms.Control)
	Dock	(Inherited from System.Windows.Forms.Control)
	Enabled	(Inherited from System.Windows.Forms.Control)
	FaceShapes	Gets the collection of shapes in the bottom layer (between

		the background and Gauges).
	Focused	(Inherited from System.Windows.Forms.Control)
	Font	(Inherited from System.Windows.Forms.Control)
	ForeColor	(Inherited from System.Windows.Forms.Control)
	FramesPerSecond	Gets or sets how many times per second the C1Gauge control can be repainted.
	Gauges	Gets the collection of Gauges.
	Handle	(Inherited from System.Windows.Forms.Control)
	HasChildren	(Inherited from System.Windows.Forms.Control)
	Height	(Inherited from System.Windows.Forms.Control)
	HotBrush	Specifies the properties of a brush to paint selection on the hot item.
	ImeMode	This property has no effect on C1Gauge.
	InvokeRequired	(Inherited from System.Windows.Forms.Control)
	IsAccessible	(Inherited from System.Windows.Forms.Control)
	IsDisposed	(Inherited from System.Windows.Forms.Control)
	IsHandleCreated	(Inherited from System.Windows.Forms.Control)
	IsMirrored	(Inherited from System.Windows.Forms.Control)
	LayoutEngine	(Inherited from System.Windows.Forms.Control)















 Left	(Inherited from System.Windows.Forms.Control)
 Location	(Inherited from System.Windows.Forms.Control)
 Margin	(Inherited from System.Windows.Forms.Control)
 MaximumSize	(Inherited from System.Windows.Forms.Control)
 MinimumSize	(Inherited from System.Windows.Forms.Control)
 Name	(Inherited from System.Windows.Forms.Control)
 Padding	This property has no effect on C1Gauge.
 Parent	(Inherited from System.Windows.Forms.Control)
 PreferredSize	(Inherited from System.Windows.Forms.Control)
 ProductName	(Inherited from System.Windows.Forms.Control)
 ProductVersion	(Inherited from System.Windows.Forms.Control)
 RecreatingHandle	(Inherited from System.Windows.Forms.Control)
 Region	(Inherited from System.Windows.Forms.Control)
 Right	(Inherited from System.Windows.Forms.Control)
 RightToLeft	Overridden. This property has no effect on C1Gauge.
 Selectable	Gets or sets whether the C1Gauge control can receive focus.
 Shadow	Encapsulates properties of the shadow.




 Site	(Inherited from System.Windows.Forms.Control)
 Size	(Inherited from System.Windows.Forms.Control)
 SupportsTransitionEffect	Gets or sets whether the transition effect after a call to 'EndUpdate(duration)' is enabled.
 TabIndex	(Inherited from System.Windows.Forms.Control)
 TabStop	(Inherited from System.Windows.Forms.Control)
 Tag	(Inherited from System.Windows.Forms.Control)
 Text	Overridden. This property has no effect on C1Gauge.
 TextRenderingHint	Gets or sets the quality of text rendering.
 Top	(Inherited from System.Windows.Forms.Control)
 TopLevelControl	(Inherited from System.Windows.Forms.Control)
 UseAntiAliasing	Gets or sets whether antialiasing is used when drawing Gauge elements.
 UsePixelOffset	Gets or sets whether pixels are offset during rendering.
 UseWaitCursor	(Inherited from System.Windows.Forms.Control)
 Viewport	Specifies the bounds of the Gauge container working area.
 ViewTag	Gets or sets a digital tag identifying this element's views.
 Visible	(Inherited from System.Windows.Forms.Control)

	Width	(Inherited from System.Windows.Forms.Control)
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Protected Properties


















	Name	Description
	CanEnableIme	(Inherited from System.Windows.Forms.Control)
	CanRaiseEvents	(Inherited from System.Windows.Forms.Control)
	CreateParams	(Inherited from System.Windows.Forms.Control)
	DefaultCursor	(Inherited from System.Windows.Forms.Control)
	DefaultImeMode	(Inherited from System.Windows.Forms.Control)
	DefaultMargin	(Inherited from System.Windows.Forms.Control)
	DefaultMaximumSize	(Inherited from System.Windows.Forms.Control)
	DefaultMinimumSize	(Inherited from System.Windows.Forms.Control)
	DefaultPadding	(Inherited from System.Windows.Forms.Control)
	DefaultSize	Overridden.
	DesignMode	(Inherited from System.ComponentModel.Component)
	DoubleBuffered	(Inherited from System.Windows.Forms.Control)
	Events	(Inherited from System.ComponentModel.Component)
	FontHeight	(Inherited from System.Windows.Forms.Control)


















	ImeModeBase	(Inherited from System.Windows.Forms.Control)
	ResizeRedraw	(Inherited from System.Windows.Forms.Control)
	ScaleChildren	(Inherited from System.Windows.Forms.Control)





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Public Methods

	Name	Description
	BeginInvoke	Overloaded. (Inherited from System.Windows.Forms.Control)
	BeginUpdate	Maintains performance while multiple settings are being changed.
	BringToFront	(Inherited from System.Windows.Forms.Control)
	Contains	(Inherited from System.Windows.Forms.Control)
	CreateControl	(Inherited from System.Windows.Forms.Control)
	CreateGraphics	(Inherited from System.Windows.Forms.Control)
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	Overloaded. Overridden. Clean up any resources being used.
	DoDragDrop	(Inherited from System.Windows.Forms.Control)
	DrawToBitmap	(Inherited from System.Windows.Forms.Control)
	EndInvoke	(Inherited from System.Windows.Forms.Control)
	EndUpdate	Overloaded. Resumes processing after it has been suspended by a call to BeginUpdate .












≡  FindForm	(Inherited from System.Windows.Forms.Control)
≡  Focus	(Inherited from System.Windows.Forms.Control)
≡  GetChildAtPoint	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  GetContainerControl	(Inherited from System.Windows.Forms.Control)
≡  GetImage	Overloaded. Returns a "screenshot" of the C1Gauge control.
≡  GetItemAt	Returns the topmost hit-testable Gauge item, such as a decorator or pointer, at the given location.
≡  GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡  GetNextControl	(Inherited from System.Windows.Forms.Control)
≡  GetPreferredSize	(Inherited from System.Windows.Forms.Control)
≡  Hide	(Inherited from System.Windows.Forms.Control)
≡  InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡  Invalidate	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  InvalidateCache	Invalidates the internal cache, then redraws the C1Gauge control completely.
≡  Invoke	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  Load	Overloaded. Loads the contents of C1Gauge from an XML file.
≡  LoadView	Overloaded. Loads a View of C1Gauge from an XML file.
≡  PerformLayout	Overloaded. (Inherited from System.Windows.Forms.Control)

















 PointToClient	(Inherited from System.Windows.Forms.Control)
 PointToScreen	(Inherited from System.Windows.Forms.Control)
 PreProcessControlMessage	(Inherited from System.Windows.Forms.Control)
 PreProcessMessage	(Inherited from System.Windows.Forms.Control)
 RectangleToClient	(Inherited from System.Windows.Forms.Control)
 RectangleToScreen	(Inherited from System.Windows.Forms.Control)
 Refresh	(Inherited from System.Windows.Forms.Control)
 Reset	Removes all gauges and shapes from a C1Gauge and resets its properties to their default values.
 ResetText	(Inherited from System.Windows.Forms.Control)
 ResumeLayout	Overloaded. (Inherited from System.Windows.Forms.Control)
 Save	Overloaded. Saves the contents of C1Gauge into an XML file.
 SaveView	Overloaded. Saves a View of C1Gauge into an XML file.
 Scale	(Inherited from System.Windows.Forms.Control)
 Select	Overloaded. (Inherited from System.Windows.Forms.Control)
 SelectNextControl	(Inherited from System.Windows.Forms.Control)
 SendToBack	(Inherited from System.Windows.Forms.Control)
 SetBounds	Overloaded. (Inherited from System.Windows.Forms.Control)

 Show	(Inherited from System.Windows.Forms.Control)
 SuspendLayout	(Inherited from System.Windows.Forms.Control)
 ToString	(Inherited from System.ComponentModel.Component)
 Update	(Inherited from System.Windows.Forms.Control)



















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Protected Methods



















	Name	Description
	CreateAccessibilityInstance	(Inherited from System.Windows.Forms.Control)
	CreateControlsInstance	(Inherited from System.Windows.Forms.Control)
	CreateHandle	(Inherited from System.Windows.Forms.Control)
	DefWndProc	(Inherited from System.Windows.Forms.Control)
	DestroyHandle	(Inherited from System.Windows.Forms.Control)
	Finalize	(Inherited from System.ComponentModel.Component)
	GetAccessibilityObjectById	(Inherited from System.Windows.Forms.Control)
	GetAutoSizeMode	(Inherited from System.Windows.Forms.Control)
	GetScaledBounds	(Inherited from System.Windows.Forms.Control)
	GetService	(Inherited from System.ComponentModel.Component)
	GetStyle	(Inherited from System.Windows.Forms.Control)



















	GetTopLevel	(Inherited from System.Windows.Forms.Control)
	InitLayout	(Inherited from System.Windows.Forms.Control)
	InvokeGotFocus	(Inherited from System.Windows.Forms.Control)
	InvokeLostFocus	(Inherited from System.Windows.Forms.Control)
	InvokeOnClick	(Inherited from System.Windows.Forms.Control)
	InvokePaint	(Inherited from System.Windows.Forms.Control)
	InvokePaintBackground	(Inherited from System.Windows.Forms.Control)
	IsInputChar	(Inherited from System.Windows.Forms.Control)
	IsInputKey	Overridden. Determines whether the specified key requires processing.
	MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
	NotifyInvalidate	(Inherited from System.Windows.Forms.Control)
	OnAutoSizeChanged	(Inherited from System.Windows.Forms.Control)
	OnBackColorChanged	Overridden. Raises the BackColorChanged event.
	OnBackgroundImageChanged	Overridden. Raises the BackgroundImageChanged event.
	OnBackgroundImageLayoutChanged	Overridden. Raises the BackgroundImageLayoutChanged event.
	OnBindingContextChanged	Overridden. Notifies Gauges about changing the binding


















		context.
🍷💜	OnCausesValidationChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnChangeUICues	(Inherited from System.Windows.Forms.Control)
🍷💜	OnClick	(Inherited from System.Windows.Forms.Control)
🍷💜	OnClientSizeChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnContextMenuChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnContextMenuStripChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnControlAdded	(Inherited from System.Windows.Forms.Control)
🍷💜	OnControlRemoved	(Inherited from System.Windows.Forms.Control)
🍷💜	OnCreateControl	(Inherited from System.Windows.Forms.Control)
🍷💜	OnCursorChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDockChanged	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDoubleClick	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDragDrop	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDragEnter	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDragLeave	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDragOver	(Inherited from System.Windows.Forms.Control)
🍷💜	OnDrawFocus	Raises the DrawFocus event.

















 OnEnabledChanged	Overridden. Raises the EnabledChanged event.
 OnEnter	(Inherited from System.Windows.Forms.Control)
 OnFontChanged	Overridden. Raises the FontChanged event.
 OnForeColorChanged	Overridden. Raises the ForeColorChanged event.
 OnGiveFeedback	(Inherited from System.Windows.Forms.Control)
 OnGotFocus	Overridden. Raises the GotFocus event.
 OnHandleCreated	(Inherited from System.Windows.Forms.Control)
 OnHandleDestroyed	(Inherited from System.Windows.Forms.Control)
 OnHelpRequested	(Inherited from System.Windows.Forms.Control)
 OnImeModeChanged	(Inherited from System.Windows.Forms.Control)
 OnInvalidated	(Inherited from System.Windows.Forms.Control)
 OnItemClicked	Raises the ItemClick event.
 OnItemDoubleClick	Raises the ItemDoubleClick event.
 OnItemMouseDown	Raises the ItemMouseDown event.
 OnItemMouseEnter	Raises the ItemMouseEnter event.
 OnItemMouseLeave	Raises the ItemMouseLeave event.
 OnItemMouseMove	Raises the ItemMouseMove event.
 OnItemMouseUp	Raises the ItemMouseUp event.

 	OnItemStateChanged	Raises the ItemStateChanged event.
 	OnKeyDown	Overridden. Raises the KeyDown event.
 	OnKeyPress	(Inherited from System.Windows.Forms.Control)
 	OnKeyUp	(Inherited from System.Windows.Forms.Control)
 	OnLayout	(Inherited from System.Windows.Forms.Control)
 	OnLeave	(Inherited from System.Windows.Forms.Control)
 	OnLocationChanged	(Inherited from System.Windows.Forms.Control)
 	OnLostFocus	Overridden. Raises the LostFocus event.
 	OnMarginChanged	(Inherited from System.Windows.Forms.Control)
 	OnMouseCaptureChanged	(Inherited from System.Windows.Forms.Control)
 	OnMouseClick	Overridden. Raises the MouseClick event.
 	OnMouseDoubleClick	Overridden. Raises the MouseDoubleClick event.
 	OnMouseDown	Overridden. Raises the MouseDown event.
 	OnMouseEnter	(Inherited from System.Windows.Forms.Control)
 	OnMouseHover	(Inherited from System.Windows.Forms.Control)
 	OnMouseLeave	Overridden. Raises the MouseLeave event.
 	OnMouseMove	Overridden. Raises the MouseMove event.
 	OnMouseUp	Overridden. Raises the MouseUp event.

 OnMouseWheel	(Inherited from System.Windows.Forms.Control)
 OnMove	Overridden. Raises the Move event.
 OnNotifyMessage	(Inherited from System.Windows.Forms.Control)
 OnPaddingChanged	(Inherited from System.Windows.Forms.Control)
 OnPaint	Overridden. Raises the Paint event.
 OnPaintBackground	Overridden. Paints the background of the control.
 OnParentBackColorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentBackgroundImageChanged	(Inherited from System.Windows.Forms.Control)
 OnParentBindingContextChanged	(Inherited from System.Windows.Forms.Control)
 OnParentChanged	(Inherited from System.Windows.Forms.Control)
 OnParentCursorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentEnabledChanged	(Inherited from System.Windows.Forms.Control)
 OnParentFontChanged	(Inherited from System.Windows.Forms.Control)
 OnParentForeColorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentRightToLeftChanged	(Inherited from System.Windows.Forms.Control)
 OnParentVisibleChanged	(Inherited from System.Windows.Forms.Control)
 OnPreviewKeyDown	(Inherited from System.Windows.Forms.Control)
 OnPrint	(Inherited from System.Windows.Forms.Control)

 OnQueryContinueDrag	(Inherited from System.Windows.Forms.Control)
 OnRegionChanged	(Inherited from System.Windows.Forms.Control)
 OnResize	Overridden. Raises the Resize event.
 OnRightToLeftChanged	(Inherited from System.Windows.Forms.Control)
 OnSizeChanged	(Inherited from System.Windows.Forms.Control)
 OnStyleChanged	(Inherited from System.Windows.Forms.Control)
 OnSystemColorsChanged	(Inherited from System.Windows.Forms.Control)
 OnTabIndexChanged	(Inherited from System.Windows.Forms.Control)
 OnTabStopChanged	(Inherited from System.Windows.Forms.Control)
 OnTextChanged	(Inherited from System.Windows.Forms.Control)
 OnValidated	(Inherited from System.Windows.Forms.Control)
 OnValidating	(Inherited from System.Windows.Forms.Control)
 OnVisibleChanged	Overridden. Raises the VisibleChanged event.
 ProcessCmdKey	(Inherited from System.Windows.Forms.Control)
 ProcessDialogChar	(Inherited from System.Windows.Forms.Control)
 ProcessDialogKey	(Inherited from System.Windows.Forms.Control)
 ProcessKeyEventArgs	(Inherited from System.Windows.Forms.Control)
 ProcessKeyPreview	(Inherited from System.Windows.Forms.Control)


















	RaiseDragEvent	(Inherited from System.Windows.Forms.Control)
	RaiseKeyEvent	(Inherited from System.Windows.Forms.Control)
	RaiseMouseEvent	(Inherited from System.Windows.Forms.Control)
	RaisePaintEvent	(Inherited from System.Windows.Forms.Control)
	RecreateHandle	(Inherited from System.Windows.Forms.Control)
	ResetMouseEventArgs	(Inherited from System.Windows.Forms.Control)
	RtlTranslateAlignment	Overloaded. (Inherited from System.Windows.Forms.Control)
	RtlTranslateHorizontal	(Inherited from System.Windows.Forms.Control)
	RtlTranslateLeftRight	(Inherited from System.Windows.Forms.Control)
	ScaleControl	(Inherited from System.Windows.Forms.Control)
	SetAutoSizeMode	(Inherited from System.Windows.Forms.Control)
	SetBoundsCore	(Inherited from System.Windows.Forms.Control)
	SetClientSizeCore	(Inherited from System.Windows.Forms.Control)
	SetStyle	(Inherited from System.Windows.Forms.Control)
	SetTopLevel	(Inherited from System.Windows.Forms.Control)
	SetVisibleCore	(Inherited from System.Windows.Forms.Control)
	ShouldSerializeCommonBorders	This member is for internal use only.


















 ShouldSerializeCommonFillings	This member is for internal use only.
 ShouldSerializeCommonFonts	This member is for internal use only.
 ShouldSerializeCommonGradients	This member is for internal use only.
 ShouldSerializeCommonImages	This member is for internal use only.
 ShouldSerializeCommonShadows	This member is for internal use only.
 ShouldSerializeCommonShapes	This member is for internal use only.
 ShouldSerializeCoverShapes	This member is for internal use only.
 ShouldSerializeFaceShapes	This member is for internal use only.
 ShouldSerializeGauges	This member is for internal use only.
 ShouldSerializeHotBrush	This member is for internal use only.
 ShouldSerializeShadow	This member is for internal use only.
 ShouldSerializeViewport	This member is for internal use only.
 SizeFromClientSize	(Inherited from System.Windows.Forms.Control)
 UpdateStyles	(Inherited from System.Windows.Forms.Control)
 UpdateZOrder	(Inherited from System.Windows.Forms.Control)
 WndProc	(Inherited from System.Windows.Forms.Control)



















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Public Events

	Name	Description
⚡	BackColorChanged	(Inherited from System.Windows.Forms.Control)
⚡	BackgroundImageChanged	(Inherited from System.Windows.Forms.Control)
⚡	BackgroundImageLayoutChanged	(Inherited from System.Windows.Forms.Control)
⚡	BindingContextChanged	(Inherited from System.Windows.Forms.Control)
⚡	CausesValidationChanged	(Inherited from System.Windows.Forms.Control)
⚡	ChangeUICues	(Inherited from System.Windows.Forms.Control)
⚡	Click	(Inherited from System.Windows.Forms.Control)
⚡	ClientSizeChanged	(Inherited from System.Windows.Forms.Control)
⚡	ContextMenuChanged	(Inherited from System.Windows.Forms.Control)
⚡	ContextMenuStripChanged	(Inherited from System.Windows.Forms.Control)
⚡	ControlAdded	(Inherited from System.Windows.Forms.Control)
⚡	ControlRemoved	(Inherited from System.Windows.Forms.Control)
⚡	CursorChanged	(Inherited from System.Windows.Forms.Control)
⚡	Disposed	(Inherited from System.ComponentModel.Component)
⚡	DockChanged	(Inherited from System.Windows.Forms.Control)
⚡	DoubleClick	(Inherited from System.Windows.Forms.Control)
⚡	DragDrop	(Inherited from System.Windows.Forms.Control)

	DragEnter	(Inherited from System.Windows.Forms.Control)
	DragLeave	(Inherited from System.Windows.Forms.Control)
	DragOver	(Inherited from System.Windows.Forms.Control)
	DrawFocus	Occurs when the focus rectangle should be drawn.
	EnabledChanged	(Inherited from System.Windows.Forms.Control)
	Enter	(Inherited from System.Windows.Forms.Control)
	FontChanged	(Inherited from System.Windows.Forms.Control)
	ForeColorChanged	(Inherited from System.Windows.Forms.Control)
	GiveFeedback	(Inherited from System.Windows.Forms.Control)
	GotFocus	(Inherited from System.Windows.Forms.Control)
	HandleCreated	(Inherited from System.Windows.Forms.Control)
	HandleDestroyed	(Inherited from System.Windows.Forms.Control)
	HelpRequested	(Inherited from System.Windows.Forms.Control)
	Invalidated	(Inherited from System.Windows.Forms.Control)
	ItemClick	Occurs when a Gauge item is clicked.
	ItemDoubleClick	Occurs when a Gauge item is double-clicked.
	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.

 ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item.
 ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item.
 ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item.
 ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a mouse button is released.
 ItemStateChanged	Occurs when the state of a Gauge item is changed.
 KeyDown	(Inherited from System.Windows.Forms.Control)
 KeyPress	(Inherited from System.Windows.Forms.Control)
 KeyUp	(Inherited from System.Windows.Forms.Control)
 Layout	(Inherited from System.Windows.Forms.Control)
 Leave	(Inherited from System.Windows.Forms.Control)
 LocationChanged	(Inherited from System.Windows.Forms.Control)
 LostFocus	(Inherited from System.Windows.Forms.Control)
 MarginChanged	(Inherited from System.Windows.Forms.Control)
 MouseCaptureChanged	(Inherited from System.Windows.Forms.Control)
 MouseClicked	(Inherited from System.Windows.Forms.Control)
 MouseDoubleClick	(Inherited from System.Windows.Forms.Control)
 MouseDown	(Inherited from System.Windows.Forms.Control)

	MouseEnter	(Inherited from System.Windows.Forms.Control)
	MouseHover	(Inherited from System.Windows.Forms.Control)
	MouseLeave	(Inherited from System.Windows.Forms.Control)
	MouseMove	(Inherited from System.Windows.Forms.Control)
	MouseUp	(Inherited from System.Windows.Forms.Control)
	MouseWheel	(Inherited from System.Windows.Forms.Control)
	Move	(Inherited from System.Windows.Forms.Control)
	Paint	(Inherited from System.Windows.Forms.Control)
	ParentChanged	(Inherited from System.Windows.Forms.Control)
	PreviewKeyDown	(Inherited from System.Windows.Forms.Control)
	QueryAccessibilityHelp	(Inherited from System.Windows.Forms.Control)
	QueryContinueDrag	(Inherited from System.Windows.Forms.Control)
	RegionChanged	(Inherited from System.Windows.Forms.Control)
	Resize	(Inherited from System.Windows.Forms.Control)
	SizeChanged	(Inherited from System.Windows.Forms.Control)
	StyleChanged	(Inherited from System.Windows.Forms.Control)
	SystemColorsChanged	(Inherited from System.Windows.Forms.Control)
	TabIndexChanged	(Inherited from System.Windows.Forms.Control)

	TabStopChanged	(Inherited from System.Windows.Forms.Control)
	Validated	(Inherited from System.Windows.Forms.Control)
	Validating	(Inherited from System.Windows.Forms.Control)
	VisibleChanged	(Inherited from System.Windows.Forms.Control)

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See Also

Reference

[C1Gauge Class](#)

[C1.Win.C1Gauge Namespace](#)

C1Gauge Constructor

Initializes a new instance of the [C1Gauge](#) control.

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1Gauge()</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

[C1Gauge Class](#)


















[C1Gauge Members](#)


















Methods

For a list of all members of this type, see [C1Gauge members](#).

Public Methods

	Name	Description
≡	BeginInvoke	Overloaded. (Inherited from System.Windows.Forms.Control)
≡	BeginUpdate	Maintains performance while multiple settings are being changed.
≡	BringToFront	(Inherited from System.Windows.Forms.Control)
≡	Contains	(Inherited from System.Windows.Forms.Control)
≡	CreateControl	(Inherited from System.Windows.Forms.Control)
≡	CreateGraphics	(Inherited from System.Windows.Forms.Control)
≡	CreateObjRef	(Inherited from System.MarshalByRefObject)
≡	Dispose	Overloaded. Overridden. Clean up any resources being used.
≡	DoDragDrop	(Inherited from System.Windows.Forms.Control)
≡	DrawToBitmap	(Inherited from System.Windows.Forms.Control)
≡	EndInvoke	(Inherited from System.Windows.Forms.Control)
≡	EndUpdate	Overloaded. Resumes processing after it has been suspended by a call to BeginUpdate .
≡	FindForm	(Inherited from System.Windows.Forms.Control)
≡	Focus	(Inherited from System.Windows.Forms.Control)

≡  GetChildAtPoint	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  GetContainerControl	(Inherited from System.Windows.Forms.Control)
≡  GetImage	Overloaded. Returns a "screenshot" of the C1Gauge control.
≡  GetItemAt	Returns the topmost hit-testable Gauge item, such as a decorator or pointer, at the given location.
≡  GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡  GetNextControl	(Inherited from System.Windows.Forms.Control)
≡  GetPreferredSize	(Inherited from System.Windows.Forms.Control)
≡  Hide	(Inherited from System.Windows.Forms.Control)
≡  InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡  Invalidate	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  InvalidateCache	Invalidates the internal cache, then redraws the C1Gauge control completely.
≡  Invoke	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  Load	Overloaded. Loads the contents of C1Gauge from an XML file.
≡  LoadView	Overloaded. Loads a View of C1Gauge from an XML file.
≡  PerformLayout	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  PointToClient	(Inherited from System.Windows.Forms.Control)
≡  PointToScreen	(Inherited from System.Windows.Forms.Control)
















≡  PreProcessControlMessage	(Inherited from System.Windows.Forms.Control)
≡  PreProcessMessage	(Inherited from System.Windows.Forms.Control)
≡  RectangleToClient	(Inherited from System.Windows.Forms.Control)
≡  RectangleToScreen	(Inherited from System.Windows.Forms.Control)
≡  Refresh	(Inherited from System.Windows.Forms.Control)
≡  Reset	Removes all gauges and shapes from a C1Gauge and resets its properties to their default values.
≡  ResetText	(Inherited from System.Windows.Forms.Control)
≡  ResumeLayout	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  Save	Overloaded. Saves the contents of C1Gauge into an XML file.
≡  SaveView	Overloaded. Saves a View of C1Gauge into an XML file.
≡  Scale	(Inherited from System.Windows.Forms.Control)
≡  Select	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  SelectNextControl	(Inherited from System.Windows.Forms.Control)
≡  SendToBack	(Inherited from System.Windows.Forms.Control)
≡  SetBounds	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  Show	(Inherited from System.Windows.Forms.Control)
≡  SuspendLayout	(Inherited from System.Windows.Forms.Control)



















🔒	ToString	(Inherited from System.ComponentModel.Component)
🔒	Update	(Inherited from System.Windows.Forms.Control)



















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Protected Methods



















	Name	Description
🔒	CreateAccessibilityInstance	(Inherited from System.Windows.Forms.Control)
🔒	CreateControlsInstance	(Inherited from System.Windows.Forms.Control)
🔒	CreateHandle	(Inherited from System.Windows.Forms.Control)
🔒	DefWndProc	(Inherited from System.Windows.Forms.Control)
🔒	DestroyHandle	(Inherited from System.Windows.Forms.Control)
🔒	Finalize	(Inherited from System.ComponentModel.Component)
🔒	GetAccessibilityObjectById	(Inherited from System.Windows.Forms.Control)
🔒	GetAutoSizeMode	(Inherited from System.Windows.Forms.Control)
🔒	GetScaledBounds	(Inherited from System.Windows.Forms.Control)
🔒	GetService	(Inherited from System.ComponentModel.Component)
🔒	GetStyle	(Inherited from System.Windows.Forms.Control)
🔒	GetTopLevel	(Inherited from System.Windows.Forms.Control)
🔒	InitLayout	(Inherited from System.Windows.Forms.Control)



















 InvokeGotFocus	(Inherited from System.Windows.Forms.Control)
 InvokeLostFocus	(Inherited from System.Windows.Forms.Control)
 InvokeOnClick	(Inherited from System.Windows.Forms.Control)
 InvokePaint	(Inherited from System.Windows.Forms.Control)
 InvokePaintBackground	(Inherited from System.Windows.Forms.Control)
 IsInputChar	(Inherited from System.Windows.Forms.Control)
 IsInputKey	Overridden. Determines whether the specified key requires processing.
 MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
 NotifyInvalidade	(Inherited from System.Windows.Forms.Control)
 OnAutoSizeChanged	(Inherited from System.Windows.Forms.Control)
 OnBackColorChanged	Overridden. Raises the BackColorChanged event.
 OnBackgroundImageChanged	Overridden. Raises the BackgroundImageChanged event.
 OnBackgroundImageLayoutChanged	Overridden. Raises the BackgroundImageLayoutChanged event.
 OnBindingContextChanged	Overridden. Notifies Gauges about changing the binding context.
 OnCausesValidationChanged	(Inherited from System.Windows.Forms.Control)


















	OnChangeUICues	(Inherited from System.Windows.Forms.Control)
	OnClick	(Inherited from System.Windows.Forms.Control)
	OnClientSizeChanged	(Inherited from System.Windows.Forms.Control)
	OnContextMenuChanged	(Inherited from System.Windows.Forms.Control)
	OnContextMenuStripChanged	(Inherited from System.Windows.Forms.Control)
	OnControlAdded	(Inherited from System.Windows.Forms.Control)
	OnControlRemoved	(Inherited from System.Windows.Forms.Control)
	OnCreateControl	(Inherited from System.Windows.Forms.Control)
	OnCursorChanged	(Inherited from System.Windows.Forms.Control)
	OnDockChanged	(Inherited from System.Windows.Forms.Control)
	OnDoubleClick	(Inherited from System.Windows.Forms.Control)
	OnDragDrop	(Inherited from System.Windows.Forms.Control)
	OnDragEnter	(Inherited from System.Windows.Forms.Control)
	OnDragLeave	(Inherited from System.Windows.Forms.Control)
	OnDragOver	(Inherited from System.Windows.Forms.Control)
	OnDrawFocus	Raises the DrawFocus event.
	OnEnabledChanged	Overridden. Raises the EnabledChanged event.
	OnEnter	(Inherited from System.Windows.Forms.Control)















 OnFontChanged	Overridden. Raises the FontChanged event.
 OnForeColorChanged	Overridden. Raises the ForeColorChanged event.
 OnGiveFeedback	(Inherited from System.Windows.Forms.Control)
 OnGotFocus	Overridden. Raises the GotFocus event.
 OnHandleCreated	(Inherited from System.Windows.Forms.Control)
 OnHandleDestroyed	(Inherited from System.Windows.Forms.Control)
 OnHelpRequested	(Inherited from System.Windows.Forms.Control)
 OnImeModeChanged	(Inherited from System.Windows.Forms.Control)
 OnInvalidated	(Inherited from System.Windows.Forms.Control)
 OnItemClicked	Raises the ItemClick event.
 OnItemDoubleClick	Raises the ItemDoubleClick event.
 OnItemMouseDown	Raises the ItemMouseDown event.
 OnItemMouseEnter	Raises the ItemMouseEnter event.
 OnItemMouseLeave	Raises the ItemMouseLeave event.
 OnItemMouseMove	Raises the ItemMouseMove event.
 OnItemMouseUp	Raises the ItemMouseUp event.
 OnItemStateChanged	Raises the ItemStateChanged event.
 OnKeyDown	Overridden. Raises the KeyDown event.

 OnKeyPress	(Inherited from System.Windows.Forms.Control)
 OnKeyUp	(Inherited from System.Windows.Forms.Control)
 OnLayout	(Inherited from System.Windows.Forms.Control)
 OnLeave	(Inherited from System.Windows.Forms.Control)
 OnLocationChanged	(Inherited from System.Windows.Forms.Control)
 OnLostFocus	Overridden. Raises the LostFocus event.
 OnMarginChanged	(Inherited from System.Windows.Forms.Control)
 OnMouseCaptureChanged	(Inherited from System.Windows.Forms.Control)
 OnMouseClicked	Overridden. Raises the MouseClick event.
 OnMouseDoubleClick	Overridden. Raises the MouseDoubleClick event.
 OnMouseDown	Overridden. Raises the MouseDown event.
 OnMouseEnter	(Inherited from System.Windows.Forms.Control)
 OnMouseHover	(Inherited from System.Windows.Forms.Control)
 OnMouseLeave	Overridden. Raises the MouseLeave event.
 OnMouseMove	Overridden. Raises the MouseMove event.
 OnMouseUp	Overridden. Raises the MouseUp event.
 OnMouseWheel	(Inherited from System.Windows.Forms.Control)
 OnMove	Overridden. Raises the Move event.

 OnNotifyMessage	(Inherited from System.Windows.Forms.Control)
 OnPaddingChanged	(Inherited from System.Windows.Forms.Control)
 OnPaint	Overridden. Raises the Paint event.
 OnPaintBackground	Overridden. Paints the background of the control.
 OnParentBackColorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentBackgroundImageChanged	(Inherited from System.Windows.Forms.Control)
 OnParentBindingContextChanged	(Inherited from System.Windows.Forms.Control)
 OnParentChanged	(Inherited from System.Windows.Forms.Control)
 OnParentCursorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentEnabledChanged	(Inherited from System.Windows.Forms.Control)
 OnParentFontChanged	(Inherited from System.Windows.Forms.Control)
 OnParentForeColorChanged	(Inherited from System.Windows.Forms.Control)
 OnParentRightToLeftChanged	(Inherited from System.Windows.Forms.Control)
 OnParentVisibleChanged	(Inherited from System.Windows.Forms.Control)
 OnPreviewKeyDown	(Inherited from System.Windows.Forms.Control)
 OnPrint	(Inherited from System.Windows.Forms.Control)
 OnQueryContinueDrag	(Inherited from System.Windows.Forms.Control)
 OnRegionChanged	(Inherited from System.Windows.Forms.Control)

 OnResize	Overridden. Raises the Resize event.
 OnRightToLeftChanged	(Inherited from System.Windows.Forms.Control)
 OnSizeChanged	(Inherited from System.Windows.Forms.Control)
 OnStyleChanged	(Inherited from System.Windows.Forms.Control)
 OnSystemColorsChanged	(Inherited from System.Windows.Forms.Control)
 OnTabIndexChanged	(Inherited from System.Windows.Forms.Control)
 OnTabStopChanged	(Inherited from System.Windows.Forms.Control)
 OnTextChanged	(Inherited from System.Windows.Forms.Control)
 OnValidated	(Inherited from System.Windows.Forms.Control)
 OnValidating	(Inherited from System.Windows.Forms.Control)
 OnVisibleChanged	Overridden. Raises the VisibleChanged event.
 ProcessCmdKey	(Inherited from System.Windows.Forms.Control)
 ProcessDialogChar	(Inherited from System.Windows.Forms.Control)
 ProcessDialogKey	(Inherited from System.Windows.Forms.Control)
 ProcessKeyEventArgs	(Inherited from System.Windows.Forms.Control)
 ProcessKeyPreview	(Inherited from System.Windows.Forms.Control)
 RaiseDragEvent	(Inherited from System.Windows.Forms.Control)
 RaiseKeyEvent	(Inherited from System.Windows.Forms.Control)

	RaiseMouseEvent	(Inherited from System.Windows.Forms.Control)
	RaisePaintEvent	(Inherited from System.Windows.Forms.Control)
	RecreateHandle	(Inherited from System.Windows.Forms.Control)
	ResetMouseEventArgs	(Inherited from System.Windows.Forms.Control)
	RtlTranslateAlignment	Overloaded. (Inherited from System.Windows.Forms.Control)
	RtlTranslateHorizontal	(Inherited from System.Windows.Forms.Control)
	RtlTranslateLeftRight	(Inherited from System.Windows.Forms.Control)
	ScaleControl	(Inherited from System.Windows.Forms.Control)
	SetAutoSizeMode	(Inherited from System.Windows.Forms.Control)
	SetBoundsCore	(Inherited from System.Windows.Forms.Control)
	SetClientSizeCore	(Inherited from System.Windows.Forms.Control)
	SetStyle	(Inherited from System.Windows.Forms.Control)
	SetTopLevel	(Inherited from System.Windows.Forms.Control)
	SetVisibleCore	(Inherited from System.Windows.Forms.Control)
	ShouldSerializeCommonBorders	This member is for internal use only.
	ShouldSerializeCommonFillings	This member is for internal use only.
	ShouldSerializeCommonFonts	This member is for internal use only.

 ShouldSerializeCommonGradients	This member is for internal use only.
 ShouldSerializeCommonImages	This member is for internal use only.
 ShouldSerializeCommonShadows	This member is for internal use only.
 ShouldSerializeCommonShapes	This member is for internal use only.
 ShouldSerializeCoverShapes	This member is for internal use only.
 ShouldSerializeFaceShapes	This member is for internal use only.
 ShouldSerializeGauges	This member is for internal use only.
 ShouldSerializeHotBrush	This member is for internal use only.
 ShouldSerializeShadow	This member is for internal use only.
 ShouldSerializeViewport	This member is for internal use only.
 SizeFromClientSize	(Inherited from System.Windows.Forms.Control)
 UpdateStyles	(Inherited from System.Windows.Forms.Control)
 UpdateZOrder	(Inherited from System.Windows.Forms.Control)
 WndProc	(Inherited from System.Windows.Forms.Control)

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See Also

Reference

[C1Gauge Class](#)

[C1.Win.C1Gauge Namespace](#)

BeginUpdate Method

Maintains performance while multiple settings are being changed.

Syntax

Visual Basic (Declaration)	
Public Sub BeginUpdate()	
C#	
public void BeginUpdate()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

Dispose Method

Clean up any resources being used.

Overload List

Overload	Description
Dispose(Boolean)	Clean up any resources being used.
Dispose()	(Inherited from System.ComponentModel.Component)

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

Dispose(Boolean) Method
Clean up any resources being used.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overloads Overrides Sub Dispose(_ ByVal disposing As System.Boolean _)</pre>	
C#	
<pre>protected override void Dispose(System.bool disposing)</pre>	

Parameters

disposing

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

EndUpdate Method
Resumes processing after it has been suspended by a call to [BeginUpdate](#).

Overload List

Overload	Description
EndUpdate()	Resumes processing after it has been suspended by a call to BeginUpdate .
EndUpdate(Double)	Resumes processing after it has been suspended by a call to BeginUpdate .

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

EndUpdate() Method

Resumes processing after it has been suspended by a call to [BeginUpdate](#).

Syntax

Visual Basic (Declaration)	
Public Overloads Sub EndUpdate()	
C#	
public void EndUpdate()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

EndUpdate(Double) Method

Specifies the time interval (in milliseconds) that is taken for the visual transition effect that hides the previous state of the control and shows the updated state.

Resumes processing after it has been suspended by a call to [BeginUpdate](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub EndUpdate(_ ByVal duration As System.Double _)</pre>	
C#	
<pre>public void EndUpdate(System.double duration)</pre>	

Parameters

duration

Specifies the time interval (in milliseconds) that is taken for the visual transition effect that hides the previous state of the control and shows the updated 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

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

GetImage Method

Returns a "screenshot" of the [C1Gauge](#) control.

Overload List

Overload	Description
GetImage()	Returns a "screenshot" of the C1Gauge control.
GetImage(Int32,Int32)	Returns a "screenshot" of the C1Gauge control as an image with given width and height.
GetImage(Int32,Int32,PixelFormat)	Returns a "screenshot" of the C1Gauge control as an image with given width, height, and pixel format.

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[GetImage\(\) Method](#)

Returns a "screenshot" of the [C1Gauge](#) control.

Syntax

Visual Basic (Declaration)	
Public Overloads Function GetImage() As System.Drawing.Image	
C#	
public System.Drawing.Image GetImage()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

GetImage(Int32,Int32) Method

Returns a "screenshot" of the [C1Gauge](#) control as an image with given width and height.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function GetImage(_ ByVal width As System.Integer, _ ByVal height As System.Integer _) As System.Drawing.Image</pre>	
C#	
<pre>public System.Drawing.Image GetImage(System.int width, System.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

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

GetImage(Int32,Int32,PixelFormat) Method

Returns a "screenshot" of the [C1Gauge](#) control as an image with given width, height, and pixel format.

Syntax

Visual Basic (Declaration)

```
Public Overloads Function GetImage( _  
    ByVal width As System.Integer, _  
    ByVal height As System.Integer, _  
    ByVal format As System.Drawing.Imaging.PixelFormat _  
) As System.Drawing.Image
```

C#

```
public System.Drawing.Image GetImage(  
    System.int width,  
    System.int height,  
    System.Drawing.Imaging.PixelFormat format  
)
```

Parameters

width

height

format

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

GetItemAt Method

Returns the topmost hit-testable Gauge item, such as a decorator or pointer, at the given location.

Syntax

Visual Basic (Declaration)	
<pre>Public Function GetItemAt(_ ByVal x As System.Integer, _ ByVal y As System.Integer _) As System.Object</pre>	
C#	
<pre>public System.object GetItemAt(System.int x, System.int y)</pre>	

Parameters

x

y

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

InvalidateCache Method

Invalidates the internal cache, then redraws the [C1Gauge](#) control completely.

Syntax

Visual Basic (Declaration)	
Public Sub InvalidateCache()	
C#	
public void InvalidateCache()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

IsInputKey Method

Determines whether the specified key requires processing.

Syntax

Visual Basic (Declaration)	
Protected Overrides Function IsInputKey(_ ByVal keyData As System.Windows.Forms.Keys _) As System.Boolean	
C#	
protected override System. bool IsInputKey(System.Windows.Forms.Keys keyData)	

Parameters

keyData

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

Load Method

Loads the contents of [C1Gauge](#) from an XML file.

Overload List

Overload	Description
Load(String)	Loads the contents of C1Gauge from an XML file.
Load(Stream)	Loads the contents of C1Gauge from a System.IO.Stream .
Load(XmlDocument)	Loads the contents of C1Gauge from an System.Xml.XmlDocument .

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

Load(String) Method

Loads the contents of [C1Gauge](#) from an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Load(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void Load(System.string fileName)</pre>	

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

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

Load(Stream) Method

Loads the contents of [C1Gauge](#) from a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Load(_ ByVal stream As System.IO.Stream _)</pre>	

C#

```
public void Load(  
    System.IO.Stream stream  
)
```

Parameters

stream

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

Load(XmlDocument) Method

Loads the contents of [C1Gauge](#) from an **System.Xml.XmlDocument**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub Load( _  
    ByVal doc As System.Xml.XmlDocument _  
)
```

C#

```
public void Load(  
    System.Xml.XmlDocument doc  
)
```

Parameters

doc

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

LoadView Method

Loads a View of [C1Gauge](#) from an XML file.

Overload List

Overload	Description
LoadView(String)	Loads a View of C1Gauge from an XML file.
LoadView(Stream)	Loads a View of C1Gauge from a System.IO.Stream .
LoadView(XmlDocument)	Loads a View of C1Gauge from an System.Xml.XmlDocument .

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

LoadView(String) Method

Loads a View of [C1Gauge](#) from an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadView(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void LoadView(System.string fileName)</pre>	

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

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

LoadView(Stream) Method

Loads a View of [C1Gauge](#) from a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadView(_ ByVal stream As System.IO.Stream _)</pre>	

C#

```
public void LoadView(  
    System.IO.Stream stream  
)
```

Parameters

stream

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

LoadView(XmlDocument) Method

Loads a View of [C1Gauge](#) from an **System.Xml.XmlDocument**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub LoadView( _  
    ByVal doc As System.Xml.XmlDocument _  
)
```

C#

```
public void LoadView(  
    System.Xml.XmlDocument doc  
)
```

Parameters

doc

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

OnBackColorChanged Method

Raises the BackColorChanged event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnBackColorChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnBackColorChanged(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnBackgroundImageChanged Method

Raises the BackgroundImageChanged event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnBackgroundImageChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnBackgroundImageChanged(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnBackgroundImageLayoutChanged Method

Raises the BackgroundImageLayoutChanged event.

Syntax

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

Protected Overrides Sub OnBackgroundImageLayoutChanged(_ ByVal e As System.EventArgs _)	
--	--

C#	
----	--

protected override void OnBackgroundImageLayoutChanged(System.EventArgs e)	
---	--

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnBindingContextChanged Method

Notifies Gauges about changing the binding context.

Syntax

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

Protected Overrides Sub OnBindingContextChanged(_ ByVal e As System.EventArgs _)	
---	--

C#	
----	--

protected override void OnBindingContextChanged(System.EventArgs e)	
--	--

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnDrawFocus Method

Raises the [DrawFocus](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnDrawFocus(_ ByVal e As DrawFocusEventArgs _)</pre>	
C#	
<pre>protected virtual void OnDrawFocus(DrawFocusEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnEnabledChanged Method

Raises the EnabledChanged event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnEnabledChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnEnabledChanged(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnFontChanged Method

Raises the FontChanged event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnFontChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnFontChanged(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnForeColorChanged Method

Raises the ForeColorChanged event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnForeColorChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnForeColorChanged(</pre>	

```
System.EventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

- C1Gauge Class
- C1Gauge Members

OnGotFocus Method
Raises the GotFocus event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnGotFocus(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnGotFocus(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemClick Method

Raises the [ItemClick](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemClick( _  
    ByVal e As ItemEventArgs _  
)
```

C#

```
protected virtual void OnItemClick(  
    ItemEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemDoubleClick Method

Raises the [ItemDoubleClick](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemDoubleClick( _  
    ByVal e As ItemEventArgs _  
)
```

C#

```
protected virtual void OnItemDoubleClick(  
    ItemEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemMouseDown Method

Raises the [ItemMouseDown](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseDown( _  
    ByVal e As ItemMouseEventArgs _
```

)	
C#	
protected virtual void OnItemMouseDown(ItemMouseEventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemMouseEnter Method

Raises the [ItemMouseEnter](#) event.

Syntax

Visual Basic (Declaration)	
Protected Overridable Sub OnItemMouseEnter(_ ByVal e As ItemEventArgs _)	
C#	
protected virtual void OnItemMouseEnter(ItemEventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemMouseLeave Method

Raises the [ItemMouseLeave](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseLeave( _  
    ByVal e As ItemEventArgs _  
)
```

C#

```
protected virtual void OnItemMouseLeave(  
    ItemEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnItemMouseMove Method

Raises the [ItemMouseMove](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseMove( _  
    ByVal e As ItemMouseEventArgs _  
)
```

C#

```
protected virtual void OnItemMouseMove(  
    ItemMouseEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnItemMouseUp Method

Raises the [ItemMouseUp](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseUp( _
    ByVal e As ItemMouseEventArgs _
)
```

C#

```
protected virtual void OnItemMouseUp(
    ItemMouseEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnItemStateChanged Method

Raises the [ItemStateChanged](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemStateChanged( _
    ByVal e As ItemEventArgs _
)
```

C#

```
protected virtual void OnItemStateChanged(
    ItemEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnKeyDown Method

Raises the KeyDown event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnKeyDown(_ ByVal e As System.Windows.Forms.KeyEventArgs _)</pre>	
C#	
<pre>protected override void OnKeyDown(System.Windows.Forms.KeyEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnLostFocus Method

Raises the LostFocus event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnLostFocus(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnLostFocus(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMouseClicked Method

Raises the MouseClick event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseClicked(_ ByVal e As System.Windows.Forms.MouseEventArgs _)</pre>	
C#	
<pre>protected override void OnMouseClicked(System.Windows.Forms.MouseEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMouseDoubleClick Method

Raises the MouseDoubleClick event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseDoubleClick(_ ByVal e As System.Windows.Forms.MouseEventArgs _)</pre>	
C#	
<pre>protected override void OnMouseDoubleClick(</pre>	

```
System.Windows.Forms.MouseEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

- [C1Gauge Class](#)
- [C1Gauge Members](#)

OnMouseDown Method
Raises the MouseDown event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseDown(_ ByVal e As System.Windows.Forms.MouseEventArgs _)</pre>	
C#	
<pre>protected override void OnMouseDown(System.Windows.Forms.MouseEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMouseLeave Method

Raises the MouseLeave event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseLeave(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnMouseLeave(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMouseMove Method

Raises the MouseMove event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseMove(_ ByVal e As System.Windows.Forms.MouseEventArgs _)</pre>	
C#	
<pre>protected override void OnMouseMove(System.Windows.Forms.MouseEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMouseUp Method

Raises the MouseUp event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMouseUp(_ ByVal e As System.Windows.Forms.MouseEventArgs _</pre>	

)	
C#	
<pre>protected override void OnMouseUp(System.Windows.Forms.MouseEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnMove Method

Raises the Move event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnMove(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected override void OnMove(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnPaint Method

Raises the Paint event.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnPaint( _  
    ByVal pe As System.Windows.Forms.PaintEventArgs _  
)
```

C#

```
protected override void OnPaint(  
    System.Windows.Forms.PaintEventArgs pe  
)
```

Parameters

pe

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnPaintBackground Method

Paints the background of the control.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnPaintBackground( _  
    ByVal pevent As System.Windows.Forms.PaintEventArgs _  
)
```

C#

```
protected override void OnPaintBackground(  
    System.Windows.Forms.PaintEventArgs pevent  
)
```

Parameters

pevent

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

OnResize Method

Raises the Resize event.

Syntax

Visual Basic (Declaration)

Protected Overrides Sub OnResize(_ ByVal e As System.EventArgs _)	
C#	
protected override void OnResize(System.EventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

OnVisibleChanged Method

Raises the VisibleChanged event.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnVisibleChanged(_ ByVal e As System.EventArgs _)	
C#	
protected override void OnVisibleChanged(System.EventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

Reset Method

Removes all gauges and shapes from a [C1Gauge](#) and resets its properties to their default values.

Syntax

Visual Basic (Declaration)	
Public Sub Reset()	
C#	
public void Reset()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

Save Method

Saves the contents of [C1Gauge](#) into an XML file.

Overload List

Overload	Description
Save(String)	Saves the contents of C1Gauge into an XML file.
Save(String,Encoding)	Saves the contents of C1Gauge into an XML file.
Save(Stream)	Saves the contents of C1Gauge into a System.IO.Stream .
Save(Stream,Encoding)	Saves the contents of C1Gauge into a System.IO.Stream .
Save(XmlWriter)	Saves the contents of C1Gauge into an System.Xml.XmlWriter .

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Save\(String\) Method](#)

Saves the contents of [C1Gauge](#) into an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void Save(</pre>	

```
System.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

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

Save(String,Encoding) Method

Saves the contents of [C1Gauge](#) into an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal <i>fileName</i> As System.String, _ ByVal <i>encoding</i> As System.Text.Encoding _)</pre>	
C#	
<pre>public void Save(System.string <i>fileName</i>, System.Text.Encoding <i>encoding</i>)</pre>	

Parameters

fileName

encoding

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

Save(Stream) Method
Saves the contents of [C1Gauge](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal stream As System.IO.Stream _)</pre>	
C#	
<pre>public void Save(System.IO.Stream stream)</pre>	

Parameters

stream

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

Save(Stream,Encoding) Method

Saves the contents of [C1Gauge](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal stream As System.IO.Stream, _ ByVal encoding As System.Text.Encoding _)</pre>	
C#	
<pre>public void Save(System.IO.Stream stream, System.Text.Encoding encoding)</pre>	

Parameters

stream

encoding

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

Save(XmlWriter) Method

Saves the contents of [C1Gauge](#) into an **System.Xml.XmlWriter**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal writer As System.Xml.XmlWriter _)</pre>	
C#	
<pre>public void Save(System.Xml.XmlWriter writer)</pre>	

Parameters

writer

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

SaveView Method

Saves a View of [C1Gauge](#) into an XML file.

Overload List

Overload	Description
SaveView(String)	Saves a View of C1Gauge into an XML file.
SaveView(String,Encoding)	Saves a View of C1Gauge into an XML file.

SaveView(Stream)	Saves a View of C1Gauge into a System.IO.Stream .
SaveView(Stream,Encoding)	Saves a View of C1Gauge into a System.IO.Stream .
SaveView(XmlWriter)	Saves a View of C1Gauge into an System.Xml.XmlWriter .

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[SaveView\(String\) Method](#)

Saves a View of [C1Gauge](#) into an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub SaveView(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void SaveView(System.string fileName)</pre>	

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

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

SaveView(String,Encoding) Method
Saves a View of [C1Gauge](#) into an XML file.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _  
    ByVal fileName As System.String, _  
    ByVal encoding As System.Text.Encoding _  
)
```

C#

```
public void SaveView(  
    System.string fileName,  
    System.Text.Encoding encoding  
)
```

Parameters

fileName

encoding

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

SaveView(Stream) Method

Saves a View of [C1Gauge](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub SaveView(_ ByVal stream As System.IO.Stream _)</pre>	
C#	
<pre>public void SaveView(System.IO.Stream stream)</pre>	

Parameters

stream

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)
[Overload List](#)

SaveView(Stream,Encoding) Method

Saves a View of [C1Gauge](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _  
    ByVal stream As System.IO.Stream, _  
    ByVal encoding As System.Text.Encoding _  
)
```

C#

```
public void SaveView(  
    System.IO.Stream stream,  
    System.Text.Encoding encoding  
)
```

Parameters

stream

encoding

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

SaveView(XmlWriter) Method

Saves a View of [C1Gauge](#) into an **System.Xml.XmlWriter**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _  
    ByVal writer As System.Xml.XmlWriter _
```

```
)
```

```
C#
```

```
public void SaveView(  
    System.Xml.XmlWriter writer  
)
```

Parameters

writer

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

[Overload List](#)

ShouldSerializeCommonBorders Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeCommonBorders() As System.Boolean
```

```
C#
```

```
protected System.bool ShouldSerializeCommonBorders()
```

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeCommonFillings Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeCommonFillings() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeCommonFillings()</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

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeCommonFonts Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeCommonFonts() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeCommonFonts()
```

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeCommonGradients Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeCommonGradients() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeCommonGradients()
```

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeCommonImages Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonImages() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonImages()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeCommonShadows Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonShadows() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonShadows()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

ShouldSerializeCommonShapes Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonShapes() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonShapes()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)
[C1Gauge Members](#)

ShouldSerializeCoverShapes Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCoverShapes() As System.Boolean	
C#	
protected System. bool ShouldSerializeCoverShapes()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeFaceShapes Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFaceShapes() As System.Boolean	
C#	
protected System.bool ShouldSerializeFaceShapes()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeGauges Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeGauges() As System.Boolean
--

C#

protected System.bool ShouldSerializeGauges()

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeHotBrush Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Function ShouldSerializeHotBrush() As System.Boolean
--

C#

protected System.bool ShouldSerializeHotBrush()

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeShadow() As System.Boolean	
C#	
protected System.bool ShouldSerializeShadow()	

Requirements

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

See Also

Reference

[C1Gauge Class](#)

[C1Gauge Members](#)

ShouldSerializeViewport Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeViewport() As System.Boolean	
C#	
protected System.bool ShouldSerializeViewport()	

Requirements

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

See Also

Reference













[C1Gauge Class](#)
















[C1Gauge Members](#)

















Properties

















For a list of all members of this type, see [C1Gauge members](#).


















Public Properties

















	Name	Description
	AccessibilityObject	(Inherited from System.Windows.Forms.Control)
	AccessibleDefaultActionDescription	(Inherited from System.Windows.Forms.Control)
	AccessibleDescription	(Inherited from System.Windows.Forms.Control)
	AccessibleName	(Inherited from System.Windows.Forms.Control)
	AccessibleRole	(Inherited from System.Windows.Forms.Control)
	AllowDrop	(Inherited from System.Windows.Forms.Control)
	Anchor	(Inherited from System.Windows.Forms.Control)
	AutoScrollOffset	(Inherited from System.Windows.Forms.Control)
	BackColor	(Inherited from System.Windows.Forms.Control)
	BackgroundImage	(Inherited from System.Windows.Forms.Control)
	BackgroundImageLayout	(Inherited from System.Windows.Forms.Control)
	BindingContext	(Inherited from System.Windows.Forms.Control)



	Bottom	(Inherited from System.Windows.Forms.Control)
	Bounds	(Inherited from System.Windows.Forms.Control)
	CacheBackground	Gets or sets whether the cache buffer is used for fixed background elements.
	CacheForeground	Gets or sets whether the cache buffer is used for fixed foreground elements.
	CanFocus	(Inherited from System.Windows.Forms.Control)
	CanSelect	(Inherited from System.Windows.Forms.Control)
	Capture	(Inherited from System.Windows.Forms.Control)
	CausesValidation	(Inherited from System.Windows.Forms.Control)
	ClientRectangle	(Inherited from System.Windows.Forms.Control)
	ClientSize	(Inherited from System.Windows.Forms.Control)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object.
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object.
	CommonFonts	Gets the collection of templates for text font and color.
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object.
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object.

	CommonShadows	Gets the collection of templates for the C1GaugeShadow object.
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object.
	CompanyName	(Inherited from System.Windows.Forms.Control)
	Container	(Inherited from System.ComponentModel.Component)
	ContainsFocus	(Inherited from System.Windows.Forms.Control)
	ContextMenu	(Inherited from System.Windows.Forms.Control)
	ContextMenuStrip	(Inherited from System.Windows.Forms.Control)
	Controls	(Inherited from System.Windows.Forms.Control)
	CoverShapes	Gets the collection of shapes in the top layer (over everything).
	Created	(Inherited from System.Windows.Forms.Control)
	Cursor	(Inherited from System.Windows.Forms.Control)
	DataBindings	(Inherited from System.Windows.Forms.Control)
	DisplayRectangle	(Inherited from System.Windows.Forms.Control)
	Disposing	(Inherited from System.Windows.Forms.Control)
	Dock	(Inherited from System.Windows.Forms.Control)
	Enabled	(Inherited from System.Windows.Forms.Control)

 FaceShapes	Gets the collection of shapes in the bottom layer (between the background and Gauges).
 Focused	(Inherited from System.Windows.Forms.Control)
 Font	(Inherited from System.Windows.Forms.Control)
 ForeColor	(Inherited from System.Windows.Forms.Control)
 FramesPerSecond	Gets or sets how many times per second the C1Gauge control can be repainted.
 Gauges	Gets the collection of Gauges.
 Handle	(Inherited from System.Windows.Forms.Control)
 HasChildren	(Inherited from System.Windows.Forms.Control)
 Height	(Inherited from System.Windows.Forms.Control)
 HotBrush	Specifies the properties of a brush to paint selection on the hot item.
 ImeMode	This property has no effect on C1Gauge.
 InvokeRequired	(Inherited from System.Windows.Forms.Control)
 IsAccessible	(Inherited from System.Windows.Forms.Control)
 IsDisposed	(Inherited from System.Windows.Forms.Control)
 IsHandleCreated	(Inherited from System.Windows.Forms.Control)
 IsMirrored	(Inherited from System.Windows.Forms.Control)














	LayoutEngine	(Inherited from System.Windows.Forms.Control)
	Left	(Inherited from System.Windows.Forms.Control)
	Location	(Inherited from System.Windows.Forms.Control)
	Margin	(Inherited from System.Windows.Forms.Control)
	MaximumSize	(Inherited from System.Windows.Forms.Control)
	MinimumSize	(Inherited from System.Windows.Forms.Control)
	Name	(Inherited from System.Windows.Forms.Control)
	Padding	This property has no effect on C1Gauge.
	Parent	(Inherited from System.Windows.Forms.Control)
	PreferredSize	(Inherited from System.Windows.Forms.Control)
	ProductName	(Inherited from System.Windows.Forms.Control)
	ProductVersion	(Inherited from System.Windows.Forms.Control)
	RecreatingHandle	(Inherited from System.Windows.Forms.Control)
	Region	(Inherited from System.Windows.Forms.Control)
	Right	(Inherited from System.Windows.Forms.Control)
	RightToLeft	Overridden. This property has no effect on C1Gauge.
	Selectable	Gets or sets whether the C1Gauge control can receive focus.





 Shadow	Encapsulates properties of the shadow.
 Site	(Inherited from System.Windows.Forms.Control)
 Size	(Inherited from System.Windows.Forms.Control)
 SupportsTransitionEffect	Gets or sets whether the transition effect after a call to 'EndUpdate(duration)' is enabled.
 TabIndex	(Inherited from System.Windows.Forms.Control)
 TabStop	(Inherited from System.Windows.Forms.Control)
 Tag	(Inherited from System.Windows.Forms.Control)
 Text	Overridden. This property has no effect on C1Gauge.
 TextRenderingHint	Gets or sets the quality of text rendering.
 Top	(Inherited from System.Windows.Forms.Control)
 TopLevelControl	(Inherited from System.Windows.Forms.Control)
 UseAntiAliasing	Gets or sets whether antialiasing is used when drawing Gauge elements.
 UsePixelOffset	Gets or sets whether pixels are offset during rendering.
 UseWaitCursor	(Inherited from System.Windows.Forms.Control)
 Viewport	Specifies the bounds of the Gauge container working area.
 ViewTag	Gets or sets a digital tag identifying this element's views.

	Visible	(Inherited from System.Windows.Forms.Control)
	Width	(Inherited from System.Windows.Forms.Control)

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Protected Properties

	Name	Description
	CanEnableIme	(Inherited from System.Windows.Forms.Control)
	CanRaiseEvents	(Inherited from System.Windows.Forms.Control)
	CreateParams	(Inherited from System.Windows.Forms.Control)
	DefaultCursor	(Inherited from System.Windows.Forms.Control)
	DefaultImeMode	(Inherited from System.Windows.Forms.Control)
	DefaultMargin	(Inherited from System.Windows.Forms.Control)
	DefaultMaximumSize	(Inherited from System.Windows.Forms.Control)
	DefaultMinimumSize	(Inherited from System.Windows.Forms.Control)
	DefaultPadding	(Inherited from System.Windows.Forms.Control)
	DefaultSize	Overridden.
	DesignMode	(Inherited from System.ComponentModel.Component)
	DoubleBuffered	(Inherited from System.Windows.Forms.Control)
	Events	(Inherited from System.ComponentModel.Component)

	FontHeight	(Inherited from System.Windows.Forms.Control)
	ImeModeBase	(Inherited from System.Windows.Forms.Control)
	ResizeRedraw	(Inherited from System.Windows.Forms.Control)
	ScaleChildren	(Inherited from System.Windows.Forms.Control)

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See Also

Reference

[C1Gauge Class](#)

[C1.Win.C1Gauge Namespace](#)

CacheBackground Property

Gets or sets whether the cache buffer is used for fixed background elements.

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether the cache buffer is used for fixed background elements.")> Public Property CacheBackground As System.Boolean</pre>	
C#	
<pre>[h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] [c("Indicates whether the cache buffer is used for fixed background elements.")] public System.bool CacheBackground {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CacheForeground Property

Gets or sets whether the cache buffer is used for fixed foreground elements.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the cache buffer is used for fixed foreground elements.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Behavior")>  
Public Property CacheForeground As System.Boolean
```

C#

```
[c("Indicates whether the cache buffer is used for fixed foreground elements.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
public System.bool CacheForeground {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonBorders Property

Gets the collection of templates for the [C1GaugeBorder](#) object.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Gets the collection of templates for the C1GaugeBorder object.")> <h("Common")> Public ReadOnly Property CommonBorders As CommonBorderCollection </pre>	
C#	
<pre> [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Gets the collection of templates for the C1GaugeBorder object.")] [h("Common")] public CommonBorderCollection CommonBorders {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

[C1Gauge Class](#)
[C1Gauge Members](#)

CommonFillings Property

Gets the collection of templates for the [C1GaugeFilling](#) object.

Syntax

Visual Basic (Declaration)	
<pre> <h("Common")> <c("Gets the collection of templates for the C1GaugeFilling object.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property CommonFillings As CommonFillingCollection </pre>	

C#

```
[h("Common")]  
[c("Gets the collection of templates for the C1GaugeFilling object.")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
public CommonFillingCollection CommonFillings {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonFonts Property

Gets the collection of templates for text font and color.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<c("Gets the collection of templates for text font and color.")>  
<h("Common")>  
Public ReadOnly Property CommonFonts As CommonFontCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[c("Gets the collection of templates for text font and color.")]  
[h("Common")]  
public CommonFontCollection CommonFonts {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonGradients Property

Gets the collection of templates for the [C1GaugeGradient](#) object.

Syntax

Visual Basic (Declaration)	
<pre><h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Gets the collection of templates for the C1GaugeGradient object.")> Public ReadOnly Property CommonGradients As CommonGradientCollection</pre>	
C#	
<pre>[h("Common")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Gets the collection of templates for the C1GaugeGradient object.")] public CommonGradientCollection CommonGradients {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonImages Property

Gets the collection of templates for the [C1GaugeCustomImage](#) object.

Syntax

Visual Basic (Declaration)	
<pre><c("Gets the collection of templates for the C1GaugeCustomImage object.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <h("Common")> Public ReadOnly Property CommonImages As CommonImageCollection</pre>	
C#	
<pre>[c("Gets the collection of templates for the C1GaugeCustomImage object.")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [h("Common")] public CommonImageCollection CommonImages {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonShadows Property

Gets the collection of templates for the [C1GaugeShadow](#) object.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ</pre>	

```
ationVisibility.Content)>
<h("Common")>
<c("Gets the collection of templates for the C1GaugeShadow object.")>
Public ReadOnly Property CommonShadows As CommonShadowCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Common")]
[c("Gets the collection of templates for the C1GaugeShadow object.")]
public CommonShadowCollection CommonShadows {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CommonShapes Property

Gets the collection of templates for the [C1GaugeCustomShape](#) object.

Syntax

Visual Basic (Declaration)

```
<c("Gets the collection of templates for the C1GaugeCustomShape object.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Common")>
Public ReadOnly Property CommonShapes As CommonShapeCollection
```

C#

```
[c("Gets the collection of templates for the C1GaugeCustomShape object.")]
```

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
[h("Common")]
public CommonShapeCollection CommonShapes {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

[C1Gauge Class](#)

[C1Gauge Members](#)

CoverShapes Property

Gets the collection of shapes in the top layer (over everything).

Syntax

Visual Basic (Declaration)

```
<h("Appearance")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)>
<c("Collection of shapes in the top layer (over everything).")>
Public ReadOnly Property CoverShapes As ShapeCollection
```

C#

```
[h("Appearance")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
[c("Collection of shapes in the top layer (over everything).")]
public ShapeCollection CoverShapes {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

[C1Gauge Class](#)

[C1Gauge Members](#)

DefaultSize Property

Syntax

Visual Basic (Declaration)	
Protected Overrides ReadOnly Property DefaultSize As System.Drawing.Size	
C#	
protected override System.Drawing.Size DefaultSize { 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

[C1Gauge Class](#)

[C1Gauge Members](#)

FaceShapes Property

Gets the collection of shapes in the bottom layer (between the background and Gauges).

Syntax

Visual Basic (Declaration)	
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ	

<pre> ationVisibility.Content)> <c("Collection of shapes in the bottom layer (between the background and Gauges).")> <h("Appearance")> Public ReadOnly Property FaceShapes As ShapeCollection </pre>	
C#	
<pre> [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Collection of shapes in the bottom layer (between the background and Gauges).")] [h("Appearance")] public ShapeCollection FaceShapes {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

[C1Gauge Class](#)

[C1Gauge Members](#)

FramesPerSecond Property

Gets or sets how many times per second the [C1Gauge](#) control can be repainted.

Syntax

Visual Basic (Declaration)	
<pre> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Specifies how many times per second the C1Gauge control can be repainted.")> Public Property FramesPerSecond As System.Double </pre>	
C#	

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies how many times per second the C1Gauge control can be repainted.")]
public System.double FramesPerSecond {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

[C1Gauge Class](#)

[C1Gauge Members](#)

Gauges Property

Gets the collection of Gauges.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Appearance")>
<c("The collection of Gauges.")>
Public ReadOnly Property Gauges As GaugeCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Appearance")]
[c("The collection of Gauges.")]
public GaugeCollection Gauges {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

[C1Gauge Class](#)

[C1Gauge Members](#)

HotBrush Property

Specifies the properties of a brush to paint selection on the hot item.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the properties of a brush to paint selection on the hot item.")> <h("Design")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> Public ReadOnly Property HotBrush As C1GaugeHotBrush</pre>	
C#	
<pre>[c("Specifies the properties of a brush to paint selection on the hot item.")] [h("Design")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] public C1GaugeHotBrush HotBrush {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

[C1Gauge Class](#)

[C1Gauge Members](#)

ImeMode Property

This property has no effect on C1Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public Shadows Property ImeMode As System.Windows.Forms.ImeMode</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public new System.Windows.Forms.ImeMode ImeMode {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

[C1Gauge Class](#)

[C1Gauge Members](#)

Padding Property

This property has no effect on C1Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public Shadows Property Padding As System.Windows.Forms.Padding</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public new System.Windows.Forms.Padding Padding {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

[C1Gauge Class](#)

[C1Gauge Members](#)

RightToLeft Property

This property has no effect on C1Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> Public Overrides Property RightToLeft As System.Windows.Forms.RightToLeft</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ</pre>	

```
ationVisibility.Hidden)]  
public override System.Windows.Forms.RightToLeft RightToLeft {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

[C1Gauge Class](#)

[C1Gauge Members](#)

Selectable Property

Gets or sets whether the [C1Gauge](#) control can receive focus.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the C1Gauge control can receive focus.")>  
<System.ComponentModel.DefaultValueAttribute(>  
<h("Behavior")>  
Public Property Selectable As System.Boolean
```

C#

```
[c("Indicates whether the C1Gauge control can receive focus.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
public System.bool Selectable {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

[C1Gauge Class](#)

[C1Gauge Members](#)

Shadow Property

Encapsulates properties of the shadow.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Encapsulates properties of the shadow.")> Public ReadOnly Property Shadow As C1GaugeShadow</pre>	
C#	
<pre>[h("Appearance")] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Encapsulates properties of the shadow.")] public C1GaugeShadow Shadow {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

[C1Gauge Class](#)
[C1Gauge Members](#)

SupportsTransitionEffect Property

Gets or sets whether the transition effect after a call to 'EndUpdate(duration)' is enabled.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<h("Behavior")>  
<c("Indicates whether the transition effect after a call to  
'EndUpdate(duration)' is enabled.")>  
Public Property SupportsTransitionEffect As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
[c("Indicates whether the transition effect after a call to  
'EndUpdate(duration)' is enabled.")]  
public System.bool SupportsTransitionEffect {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

[C1Gauge Class](#)
[C1Gauge Members](#)

Text Property

This property has no effect on C1Gauge.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.BindableAttribute(Bindable=False, Direction=BindingDirection.OneWay)> <System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> Public Overrides Property Text As System.String </pre>	
C#	
<pre> [System.ComponentModel.BindableAttribute(Bindable=false, Direction=BindingDirection.OneWay)] [System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] public override System.string Text {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

[C1Gauge Class](#)

[C1Gauge Members](#)

TextRenderingHint Property

Gets or sets the quality of text rendering.

Syntax

Visual Basic (Declaration)	
<pre> <c("Specifies the quality of text rendering.")> <System.ComponentModel.DefaultValueAttribute()> <h("Appearance")> Public Property TextRenderingHint As System.Drawing.Text.TextRenderingHint </pre>	

C#

```
[c("Specifies the quality of text rendering.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Appearance")]  
public System.Drawing.Text.TextRenderingHint TextRenderingHint {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

[C1Gauge Class](#)

[C1Gauge Members](#)

UseAntiAliasing Property

Gets or sets whether antialiasing is used when drawing Gauge elements.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Appearance")>  
<c("Indicates whether antialiasing is used when drawing Gauge elements.")>  
Public Property UseAntiAliasing As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Appearance")]  
[c("Indicates whether antialiasing is used when drawing Gauge elements.")]  
public System.bool UseAntiAliasing {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

[C1Gauge Class](#)

[C1Gauge Members](#)

UsePixelOffset Property

Gets or sets whether pixels are offset during rendering.

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether pixels are offset during rendering.")> <h("Appearance")> <System.ComponentModel.DefaultValueAttribute()> Public Property UsePixelOffset As System.Boolean</pre>	
C#	
<pre>[c("Indicates whether pixels are offset during rendering.")] [h("Appearance")] [System.ComponentModel.DefaultValueAttribute()] public System.bool UsePixelOffset {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

[C1Gauge Class](#)

[C1Gauge Members](#)

Viewport Property

Specifies the bounds of the Gauge container working area.

Syntax

Visual Basic (Declaration)

```
<h("Appearance")>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<c("Specifies the bounds of the Gauge container working area.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
Public ReadOnly Property Viewport As C1GaugeViewport
```

C#

```
[h("Appearance")]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[c("Specifies the bounds of the Gauge container working area.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
public C1GaugeViewport Viewport {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

[C1Gauge Class](#)

[C1Gauge Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)> Public Property ViewTag As System.Long</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)] public System.long ViewTag {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




[C1Gauge Class](#)



















[C1Gauge Members](#)


















Events

For a list of all members of this type, see [C1Gauge members](#).



















Public Events

	Name	Description
	BackColorChanged	(Inherited from System.Windows.Forms.Control)
	BackgroundImageChanged	(Inherited from System.Windows.Forms.Control)
	BackgroundImageLayoutChanged	(Inherited from System.Windows.Forms.Control)

	BindingContextChanged	(Inherited from System.Windows.Forms.Control)
	CausesValidationChanged	(Inherited from System.Windows.Forms.Control)
	ChangeUICues	(Inherited from System.Windows.Forms.Control)
	Click	(Inherited from System.Windows.Forms.Control)
	ClientSizeChanged	(Inherited from System.Windows.Forms.Control)
	ContextMenuChanged	(Inherited from System.Windows.Forms.Control)
	ContextMenuStripChanged	(Inherited from System.Windows.Forms.Control)
	ControlAdded	(Inherited from System.Windows.Forms.Control)
	ControlRemoved	(Inherited from System.Windows.Forms.Control)
	CursorChanged	(Inherited from System.Windows.Forms.Control)
	Disposed	(Inherited from System.ComponentModel.Component)
	DockChanged	(Inherited from System.Windows.Forms.Control)
	DoubleClick	(Inherited from System.Windows.Forms.Control)
	DragDrop	(Inherited from System.Windows.Forms.Control)
	DragEnter	(Inherited from System.Windows.Forms.Control)
	DragLeave	(Inherited from System.Windows.Forms.Control)
	DragOver	(Inherited from System.Windows.Forms.Control)
	DrawFocus	Occurs when the focus rectangle should be drawn.

	EnabledChanged	(Inherited from System.Windows.Forms.Control)
	Enter	(Inherited from System.Windows.Forms.Control)
	FontChanged	(Inherited from System.Windows.Forms.Control)
	ForeColorChanged	(Inherited from System.Windows.Forms.Control)
	GiveFeedback	(Inherited from System.Windows.Forms.Control)
	GotFocus	(Inherited from System.Windows.Forms.Control)
	HandleCreated	(Inherited from System.Windows.Forms.Control)
	HandleDestroyed	(Inherited from System.Windows.Forms.Control)
	HelpRequested	(Inherited from System.Windows.Forms.Control)
	Invalidated	(Inherited from System.Windows.Forms.Control)
	ItemClick	Occurs when a Gauge item is clicked.
	ItemDoubleClick	Occurs when a Gauge item is double-clicked.
	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.
	ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item.
	ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item.
	ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item.
	ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a

		mouse button is released.
⚡	ItemStateChanged	Occurs when the state of a Gauge item is changed.
⚡	KeyDown	(Inherited from System.Windows.Forms.Control)
⚡	KeyPress	(Inherited from System.Windows.Forms.Control)
⚡	KeyUp	(Inherited from System.Windows.Forms.Control)
⚡	Layout	(Inherited from System.Windows.Forms.Control)
⚡	Leave	(Inherited from System.Windows.Forms.Control)
⚡	LocationChanged	(Inherited from System.Windows.Forms.Control)
⚡	LostFocus	(Inherited from System.Windows.Forms.Control)
⚡	MarginChanged	(Inherited from System.Windows.Forms.Control)
⚡	MouseCaptureChanged	(Inherited from System.Windows.Forms.Control)
⚡	MouseClicked	(Inherited from System.Windows.Forms.Control)
⚡	MouseDoubleClick	(Inherited from System.Windows.Forms.Control)
⚡	MouseDown	(Inherited from System.Windows.Forms.Control)
⚡	MouseEnter	(Inherited from System.Windows.Forms.Control)
⚡	MouseHover	(Inherited from System.Windows.Forms.Control)
⚡	MouseLeave	(Inherited from System.Windows.Forms.Control)
⚡	MouseMove	(Inherited from System.Windows.Forms.Control)

	MouseUp	(Inherited from System.Windows.Forms.Control)
	MouseWheel	(Inherited from System.Windows.Forms.Control)
	Move	(Inherited from System.Windows.Forms.Control)
	Paint	(Inherited from System.Windows.Forms.Control)
	ParentChanged	(Inherited from System.Windows.Forms.Control)
	PreviewKeyDown	(Inherited from System.Windows.Forms.Control)
	QueryAccessibilityHelp	(Inherited from System.Windows.Forms.Control)
	QueryContinueDrag	(Inherited from System.Windows.Forms.Control)
	RegionChanged	(Inherited from System.Windows.Forms.Control)
	Resize	(Inherited from System.Windows.Forms.Control)
	SizeChanged	(Inherited from System.Windows.Forms.Control)
	StyleChanged	(Inherited from System.Windows.Forms.Control)
	SystemColorsChanged	(Inherited from System.Windows.Forms.Control)
	TabIndexChanged	(Inherited from System.Windows.Forms.Control)
	TabStopChanged	(Inherited from System.Windows.Forms.Control)
	Validated	(Inherited from System.Windows.Forms.Control)
	Validating	(Inherited from System.Windows.Forms.Control)
	VisibleChanged	(Inherited from System.Windows.Forms.Control)

[Top](#)

See Also

Reference

[C1Gauge Class](#)

[C1.Win.C1Gauge Namespace](#)

DrawFocus Event

Occurs when the focus rectangle should be drawn.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <c("Occurs when the focus rectangle should be drawn.")> Public Event DrawFocus As DrawFocusEventHandler</pre>	
C#	
<pre>[h("Appearance")] [c("Occurs when the focus rectangle should be drawn.")] public event DrawFocusEventHandler DrawFocus</pre>	

Event Data

The event handler receives an argument of type [DrawFocusEventArgs](#) containing data related to this event. The following **DrawFocusEventArgs** properties provide information specific to this event.

Property	Description
FocusRectangle	Gets or sets the bounds of the focus rectangle.
Graphics	Gets the graphics used to paint the focus rectangle.
Handled	Gets or sets whether the focus rectangle was drawn from user 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemClick Event

Occurs when a Gauge item is clicked.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when a Gauge item is clicked.")> Public Event ItemClick As ItemEventHandler</pre>	
C#	
<pre>[h("Item")] [c("Occurs when a Gauge item is clicked.")] public event ItemEventHandler ItemClick</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.

ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemDoubleClick Event

Occurs when a Gauge item is double-clicked.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when a Gauge item is double-clicked.")> <h("Item")> Public Event ItemDoubleClick As ItemEventHandler</pre>	
C#	
<pre>[c("Occurs when a Gauge item is double-clicked.")] [h("Item")] public event ItemEventHandler ItemDoubleClick</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemMouseDown Event

Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.")> <h("Item")> Public Event ItemMouseDown As ItemMouseEventHandler</pre>	
C#	

```
[c("Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.")]
[h("Item")]
public event ItemMouseEventHandler ItemMouseDown
```

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.

X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemMouseEnter Event

Occurs when the mouse pointer enters a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the mouse pointer enters a Gauge item.")> <h("Item")> Public Event ItemMouseEnter As ItemEventHandler</pre>	
C#	
<pre>[c("Occurs when the mouse pointer enters a Gauge item.")] [h("Item")] public event ItemEventHandler ItemMouseEnter</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemMouseLeave Event

Occurs when the mouse pointer leaves a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer leaves a Gauge item.")> Public Event ItemMouseLeave As ItemEventHandler</pre>	
C#	

```
[h("Item")]  
[c("Occurs when the mouse pointer leaves a Gauge item.")]  
public event ItemEventHandler ItemMouseLeave
```

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemMouseMove Event

Occurs when the mouse pointer is moved over a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer is moved over a Gauge item.")> Public Event ItemMouseMove As ItemMouseEventHandler</pre>	
C#	
<pre>[h("Item")] [c("Occurs when the mouse pointer is moved over a Gauge item.")] public event ItemMouseEventHandler ItemMouseMove</pre>	

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.

ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.
X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1Gauge Class](#)
[C1Gauge Members](#)

ItemMouseUp Event

Occurs when the mouse pointer is over a Gauge item and a mouse button is released.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer is over a Gauge item and a mouse button is released.")> Public Event ItemMouseUp As ItemMouseEventHandler</pre>	
C#	
<pre>[h("Item")]</pre>	

```
[c("Occurs when the mouse pointer is over a Gauge item and a mouse button is released.")]
public event ItemMouseEventHandler ItemMouseUp
```

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.

X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1Gauge Class](#)

[C1Gauge Members](#)

ItemStateChanged Event

Occurs when the state of a Gauge item is changed.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the state of a Gauge item is changed.")> Public Event ItemStateChanged As ItemEventHandler</pre>	
C#	
<pre>[h("Item")] [c("Occurs when the state of a Gauge item is changed.")] public event ItemEventHandler ItemStateChanged</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1Gauge Class](#)

[C1Gauge Members](#)

[C1GaugeBase](#)

The base class for other Gauges.

Object Model

[C1GaugeBase](#)

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultPropertyAttribute("Decorators")>
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
```

```

ToolboxItemTypeName="")>
<System.ComponentModel.DefaultEventAttribute("MouseClicked")>
Public MustInherit Class C1GaugeBase
    Inherits System.ComponentModel.Component

C#

[System.ComponentModel.DefaultPropertyAttribute("Decorators")]
[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")]
[System.ComponentModel.DefaultEventAttribute("MouseClicked")]
public abstract class C1GaugeBase : System.ComponentModel.Component

```

Inheritance Hierarchy

```

System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      C1.Win.C1Gauge.C1GaugeBase
        C1.Win.C1Gauge.C1LinearGauge
        C1.Win.C1Gauge.C1RadialGauge

```

Requirements

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

See Also

Reference

[C1GaugeBase Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

The base class for other Gauges.

Object Model

C1GaugeBase

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.DefaultPropertyAttribute("Decorators")> <System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=, ToolboxItemTypeName="")> <System.ComponentModel.DefaultEventAttribute("MouseClicked")> Public MustInherit Class C1GaugeBase Inherits System.ComponentModel.Component </pre>	
C#	
<pre> [System.ComponentModel.DefaultPropertyAttribute("Decorators")] [System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=, ToolboxItemTypeName="")] [System.ComponentModel.DefaultEventAttribute("MouseClicked")] public abstract class C1GaugeBase : System.ComponentModel.Component </pre>	

Inheritance Hierarchy

```

System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      C1.Win.C1Gauge.C1GaugeBase
        C1.Win.C1Gauge.C1LinearGauge
        C1.Win.C1Gauge.C1RadialGauge

```

Requirements

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

See Also
















Reference
















[C1GaugeBase Members](#)
[C1.Win.C1Gauge Namespace](#)











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

The following tables list the members exposed by [C1GaugeBase](#).

Public Properties




	Name	Description
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control.
	BoundValue	Gets or sets the bound data value associated with the main pointer.
	ColorMaps	Gets the collection of templates for value colors.
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object.
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object.
	CommonFonts	Gets the collection of templates for text font and color.
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object.
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object.
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object.
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object.
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything).
	DataBindings	Gets a reference to the collection of data bindings for the Gauge.
	DataField	Gets or sets the field of the data source to which the main pointer is bound.
	DataSource	Gets or sets the data source object for the main pointer.

	Decorators	Gets the collection of the Gauge decorators.
	Enabled	Gets or sets whether the Gauge is enabled.
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges.
	FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators).
	ImageMaps	Gets the collection of templates for value images.
	IsDisposed	Gets a value indicating whether the Gauge has already been disposed.
	IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase.
	IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum).
	LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True.
	Maximum	Maximum value for the Gauge.
	Minimum	Minimum value for the Gauge.
	MorePointers	Gets the collection of the other pointers, except the main pointer.
	MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection.
	MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection.
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the

		MorePointers collection.
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection.
	Name	Gets or sets the unique name for this C1GaugeBase .
	Owner	Gets the owner control.
	Pointer	Gets the main Gauge pointer.
	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable.
	Value	Gets or sets the current value of the Gauge.
	Viewport	Specifies the bounds of the Gauge working area.
	ViewTag	Gets or sets a digital tag identifying this element's views.
	Visible	Gets or sets whether the Gauge is visible.

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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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Public Methods
















	Name	Description
⇒	CreateObjRef	(Inherited from System.MarshalByRefObject)
⇒	Dispose	Overloaded. Overridden. Clean up any resources being used.
⇒	GetLifetimeService	(Inherited from System.MarshalByRefObject)
⇒	GetValueAt	Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control.
⇒	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
⇒	Load	Overloaded. Loads a Gauge definition from an XML file.
⇒	LoadView	Overloaded. Loads a Gauge view from an XML file.
⇒	Reset	Clears all collections and resets the properties to their default values.
⇒	Save	Overloaded. Saves a Gauge definition into an XML file.
⇒	SaveView	Overloaded. Saves a Gauge view into an XML file.
⇒	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
🔒	Finalize	(Inherited from System.ComponentModel.Component)
🔒	GetService	(Inherited from System.ComponentModel.Component)








 MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
 OnFormatLabel	Raises the FormatLabel event.
 OnItemClick	Raises the ItemClick event.
 OnItemDoubleClick	Raises the ItemDoubleClick event.
 OnItemMouseDown	Raises the ItemMouseDown event.
 OnItemMouseEnter	Raises the ItemMouseEnter event.
 OnItemMouseLeave	Raises the ItemMouseLeave event.
 OnItemMouseMove	Raises the ItemMouseMove event.
 OnItemMouseUp	Raises the ItemMouseUp event.
 OnItemStateChanged	Raises the ItemStateChanged event.
 OnMouseClicked	Raises the MouseClicked event.
 OnMouseDoubleClick	Raises the MouseDoubleClick event.
 OnPointerDragBegin	Raises the PointerDragBegin event.
 OnPointerDragCancel	Raises the PointerDragCancel event.
 OnPointerDragEnd	Raises the PointerDragEnd event.
 OnPointerDragMove	Raises the PointerDragMove event.
 OnPointerValueChanged	Raises the PointerValueChanged event.
 OnValueChanged	Raises the ValueChanged event.



	ShouldSerializeColorMaps	This member is for internal use only.
	ShouldSerializeCommonBorders	This member is for internal use only.
	ShouldSerializeCommonFillings	This member is for internal use only.
	ShouldSerializeCommonFonts	This member is for internal use only.
	ShouldSerializeCommonGradients	This member is for internal use only.
	ShouldSerializeCommonImages	This member is for internal use only.
	ShouldSerializeCommonShadows	This member is for internal use only.
	ShouldSerializeCommonShapes	This member is for internal use only.
	ShouldSerializeCoverShapes	This member is for internal use only.
	ShouldSerializeDecorators	This member is for internal use only.
	ShouldSerializeFaceShapes	This member is for internal use only.
	ShouldSerializeImageMaps	This member is for internal use only.
	ShouldSerializeMorePointers	This member is for internal use only.
	ShouldSerializePointer	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only.

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Public Events

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

	Disposed	(Inherited from System.ComponentModel.Component)
	FormatLabel	Occurs when C1GaugeLabels or C1GaugeSingleLabel converts a value to the string representation.
	ItemClick	Occurs when a Gauge item is clicked.
	ItemDoubleClick	Occurs when a Gauge item is double-clicked.
	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.
	ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item.
	ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item.
	ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item.
	ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a mouse button is released.
	ItemStateChanged	Occurs when the state of a Gauge item is changed.
	MouseClicked	Occurs when the Gauge is clicked by the mouse.
	MouseDoubleClick	Occurs when the Gauge is double clicked by the mouse.
	PointerDragBegin	Occurs when the user starts dragging a Gauge pointer.
	PointerDragCancel	Occurs if the user cancels dragging a Gauge pointer by pressing the Escape key.
	PointerDragEnd	Occurs when the user ends dragging a Gauge pointer.
	PointerDragMove	Occurs when a Gauge pointer is dragged with the mouse.

	PointerValueChanged	Occurs when the C1GaugePointer.Value property changes for some Gauge pointer.
	ValueChanged	Occurs when the Value property changes for the main pointer.

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See Also

Reference









[C1GaugeBase Class](#)




[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [C1GaugeBase members](#).












Public Methods


















	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	Overloaded. Overridden. Clean up any resources being used.
	GetLifetimeService	(Inherited from System.MarshalByRefObject)
	GetValueAt	Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control.
	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
	Load	Overloaded. Loads a Gauge definition from an XML file.
	LoadView	Overloaded. Loads a Gauge view from an XML file.
	Reset	Clears all collections and resets the properties to their default values.






	Save	Overloaded. Saves a Gauge definition into an XML file.
	SaveView	Overloaded. Saves a Gauge view into an XML file.
	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
	Finalize	(Inherited from System.ComponentModel.Component)
	GetService	(Inherited from System.ComponentModel.Component)
	MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
	OnFormatLabel	Raises the FormatLabel event.
	OnItemClick	Raises the ItemClick event.
	OnItemDoubleClick	Raises the ItemDoubleClick event.
	OnItemMouseDown	Raises the ItemMouseDown event.
	OnItemMouseEnter	Raises the ItemMouseEnter event.
	OnItemMouseLeave	Raises the ItemMouseLeave event.
	OnItemMouseMove	Raises the ItemMouseMove event.
	OnItemMouseUp	Raises the ItemMouseUp event.
	OnItemStateChanged	Raises the ItemStateChanged event.

 OnClick	Raises the OnClick event.
 OnMouseDoubleClick	Raises the OnMouseDoubleClick event.
 OnPointerDragBegin	Raises the OnPointerDragBegin event.
 OnPointerDragCancel	Raises the OnPointerDragCancel event.
 OnPointerDragEnd	Raises the OnPointerDragEnd event.
 OnPointerDragMove	Raises the OnPointerDragMove event.
 OnPointerValueChanged	Raises the OnPointerValueChanged event.
 OnValueChanged	Raises the OnValueChanged event.
 ShouldSerializeColorMaps	This member is for internal use only.
 ShouldSerializeCommonBorders	This member is for internal use only.
 ShouldSerializeCommonFillings	This member is for internal use only.
 ShouldSerializeCommonFonts	This member is for internal use only.
 ShouldSerializeCommonGradients	This member is for internal use only.
 ShouldSerializeCommonImages	This member is for internal use only.
 ShouldSerializeCommonShadows	This member is for internal use only.
 ShouldSerializeCommonShapes	This member is for internal use only.
 ShouldSerializeCoverShapes	This member is for internal use only.
 ShouldSerializeDecorators	This member is for internal use only.

 ShouldSerializeFaceShapes	This member is for internal use only.
 ShouldSerializeImageMaps	This member is for internal use only.
 ShouldSerializeMorePointers	This member is for internal use only.
 ShouldSerializePointer	This member is for internal use only.
 ShouldSerializeViewport	This member is for internal use only.

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See Also

Reference

[C1GaugeBase Class](#)

[C1.Win.C1Gauge Namespace](#)

Dispose Method

Clean up any resources being used.

Overload List

Overload	Description
Dispose(Boolean)	Clean up any resources being used.
Dispose()	(Inherited from System.ComponentModel.Component)

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Dispose(Boolean) Method

Clean up any resources being used.

Syntax

Visual Basic (Declaration)

```
Protected Overloads Overrides Sub Dispose( _  
    ByVal disposing As System.Boolean _  
)
```

C#

```
protected override void Dispose(  
    System.bool disposing  
)
```

Parameters

disposing

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[Overload List](#)

GetValueAt Method

Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control.

Syntax

Visual Basic (Declaration)	
<pre>Public Function GetValueAt(_ ByVal x As System.Integer, _ ByVal y As System.Integer _) As System.Double</pre>	
C#	
<pre>public System.double GetValueAt(System.int x, System.int y)</pre>	

Parameters

x

y

Requirements

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

See Also

Reference

- [C1GaugeBase Class](#)
- [C1GaugeBase Members](#)

Load Method

Loads a Gauge definition from an XML file.

Overload List

Overload	Description
Load(String)	Loads a Gauge definition from an XML file.

Load(Stream)	Loads a Gauge definition from a System.IO.Stream .
Load(XmlDocument)	Loads a Gauge from an System.Xml.XmlDocument .

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Load(String) Method

Loads a Gauge definition from an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Load(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void Load(System.string fileName)</pre>	

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

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

Load(Stream) Method

Loads a Gauge definition from a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Load(_ ByVal stream As System.IO.Stream _)</pre>	
C#	
<pre>public void Load(System.IO.Stream stream)</pre>	

Parameters

stream

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

Load(XmlDocument) Method

Loads a Gauge from an **System.Xml.XmlDocument**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Load(_ ByVal doc As System.Xml.XmlDocument _)</pre>	
C#	
<pre>public void Load(System.Xml.XmlDocument doc)</pre>	

Parameters

doc

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

LoadView Method

Loads a Gauge view from an XML file.

Overload List

Overload	Description
LoadView(String)	Loads a Gauge view from an XML file.
LoadView(Stream)	Loads a Gauge view from a System.IO.Stream .

LoadView(XmlDocument)	Loads a Gauge view from an System.Xml.XmlDocument .
---------------------------------------	--

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[LoadView\(String\) Method](#)

Loads a Gauge view from an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadView(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void LoadView(System.string fileName)</pre>	

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

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

LoadView(Stream) Method

Loads a Gauge view from a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadView(_ ByVal stream As System.IO.Stream _)</pre>	
C#	
<pre>public void LoadView(System.IO.Stream stream)</pre>	

Parameters

stream

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

LoadView(XmlDocument) Method

Loads a Gauge view from an **System.Xml.XmlDocument**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadView(_ ByVal doc As System.Xml.XmlDocument _)</pre>	
C#	
<pre>public void LoadView(System.Xml.XmlDocument doc)</pre>	

Parameters

doc

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

OnFormatLabel Method

Raises the [FormatLabel](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnFormatLabel(_ ByVal e As FormatLabelEventArgs _)</pre>	
C#	

```
protected virtual void OnFormatLabel(  
    FormatLabelEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnItemClick Method

Raises the [ItemClick](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemClick( _  
    ByVal e As ItemEventArgs _  
)
```

C#

```
protected virtual void OnItemClick(  
    ItemEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnItemDoubleClick Method

Raises the [ItemDoubleClick](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnItemDoubleClick(_ ByVal e As ItemEventArgs _)</pre>	
C#	
<pre>protected virtual void OnItemDoubleClick(ItemEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnItemMouseDown Method

Raises the [ItemMouseDown](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseDown( _  
    ByVal e As ItemMouseEventArgs _  
)
```

C#

```
protected virtual void OnItemMouseDown(  
    ItemMouseEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnItemMouseEnter Method

Raises the [ItemMouseEnter](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseEnter( _  
    ByVal e As ItemEventArgs _
```

)	
C#	
protected virtual void OnItemMouseEnter(ItemEventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnItemMouseLeave Method

Raises the [ItemMouseLeave](#) event.

Syntax

Visual Basic (Declaration)	
Protected Overridable Sub OnItemMouseLeave(_ ByVal e As ItemEventArgs _)	
C#	
protected virtual void OnItemMouseLeave(ItemEventArgs e)	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnItemMouseMove Method

Raises the [ItemMouseMove](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseMove( _  
    ByVal e As ItemMouseEventArgs _  
)
```

C#

```
protected virtual void OnItemMouseMove(  
    ItemMouseEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnItemMouseUp Method

Raises the [ItemMouseUp](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemMouseUp( _  
    ByVal e As ItemMouseEventArgs _  
)
```

C#

```
protected virtual void OnItemMouseUp(  
    ItemMouseEventArgs e  
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnItemStateChanged Method

Raises the [ItemStateChanged](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnItemStateChanged( _
    ByVal e As ItemEventArgs _
)
```

C#

```
protected virtual void OnItemStateChanged(
    ItemEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnMouseClicked Method

Raises the [MouseClicked](#) event.

Syntax

Visual Basic (Declaration)

```
Protected Overridable Sub OnMouseClicked( _
    ByVal e As System.Windows.Forms.MouseEventArgs _
)
```

C#

```
protected virtual void OnMouseClicked(
    System.Windows.Forms.MouseEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnMouseDoubleClick Method

Raises the [MouseDoubleClick](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnMouseDoubleClick(_ ByVal e As System.Windows.Forms.MouseEventArgs _)</pre>	
C#	
<pre>protected virtual void OnMouseDoubleClick(System.Windows.Forms.MouseEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnPointerDragBegin Method

Raises the [PointerDragBegin](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnPointerDragBegin(_ ByVal e As PointerDragEventArgs _)</pre>	
C#	
<pre>protected virtual void OnPointerDragBegin(PointerDragEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

OnPointerDragCancel Method

Raises the [PointerDragCancel](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnPointerDragCancel(_ ByVal e As PointerDragEventArgs _)</pre>	
C#	
<pre>protected virtual void OnPointerDragCancel(PointerDragEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnPointerDragEnd Method
 Raises the [PointerDragEnd](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnPointerDragEnd(_ ByVal e As PointerDragEventArgs _)</pre>	
C#	
<pre>protected virtual void OnPointerDragEnd(</pre>	

```
PointerDragEventArgs e
)
```

Parameters

e

Requirements

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

See Also

Reference

- C1GaugeBase Class
- C1GaugeBase Members

OnPointerDragMove Method
Raises the [PointerDragMove](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnPointerDragMove(_ ByVal e As PointerDragEventArgs _)</pre>	
C#	
<pre>protected virtual void OnPointerDragMove(PointerDragEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnPointerValueChanged Method

Raises the [PointerValueChanged](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnPointerValueChanged(_ ByVal e As PointerValueChangedEventArgs _)</pre>	
C#	
<pre>protected virtual void OnPointerValueChanged(PointerValueChangedEventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

OnValueChanged Method

Raises the [ValueChanged](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overridable Sub OnValueChanged(_ ByVal e As System.EventArgs _)</pre>	
C#	
<pre>protected virtual void OnValueChanged(System.EventArgs e)</pre>	

Parameters

e

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Reset Method

Clears all collections and resets the properties to their default values.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Reset()</pre>	

C#

```
public void Reset()
```

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Save Method

Saves a Gauge definition into an XML file.

Overload List

Overload	Description
Save(String)	Saves a Gauge definition into an XML file.
Save(String,Encoding)	Saves a Gauge definition into an XML file.
Save(Stream)	Saves a Gauge definition into a System.IO.Stream .
Save(Stream,Encoding)	Saves a Gauge definition into a System.IO.Stream .
Save(XmlWriter)	Saves a Gauge definition into an System.Xml.XmlWriter .

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Save(String) Method

Saves a Gauge definition into an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal fileName As System.String _)</pre>	
C#	
<pre>public void Save(System.string fileName)</pre>	

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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[Overload List](#)

Save(String,Encoding) Method

Saves a Gauge definition into an XML file.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub Save( _  
    ByVal fileName As System.String, _  
    ByVal encoding As System.Text.Encoding _  
)
```

C#

```
public void Save(  
    System.string fileName,  
    System.Text.Encoding encoding  
)
```

Parameters

fileName

encoding

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[Overload List](#)

Save(Stream) Method

Saves a Gauge definition into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub Save( _  
    ByVal stream As System.IO.Stream _
```

)	
C#	
<pre>public void Save(System.IO.Stream stream)</pre>	

Parameters

stream

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

Save(Stream,Encoding) Method

Saves a Gauge definition into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal stream As System.IO.Stream, _ ByVal encoding As System.Text.Encoding _)</pre>	
C#	
<pre>public void Save(System.IO.Stream stream, System.Text.Encoding encoding</pre>	

)

Parameters

stream

encoding

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[Overload List](#)

Save(XmlWriter) Method

Saves a Gauge definition into an **System.Xml.XmlWriter**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Save(_ ByVal writer As System.Xml.XmlWriter _)</pre>	
C#	
<pre>public void Save(System.Xml.XmlWriter writer)</pre>	

Parameters

writer

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

SaveView Method

Saves a Gauge view into an XML file.

Overload List

Overload	Description
SaveView(String)	Saves a Gauge view into an XML file.
SaveView(String,Encoding)	Saves a Gauge view into an XML file.
SaveView(Stream)	Saves a Gauge view into a System.IO.Stream .
SaveView(Stream,Encoding)	Saves a Gauge view into a System.IO.Stream .
SaveView(XmlWriter)	Saves a Gauge view into an System.Xml.XmlWriter .

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

SaveView(String) Method

Saves a Gauge view into an XML file.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _  
    ByVal fileName As System.String _  
)
```

C#

```
public void SaveView(  
    System.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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

[Overload List](#)

SaveView(String,Encoding) Method

Saves a Gauge view into an XML file.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _
```

<pre> ByVal fileName As System.String, _ ByVal encoding As System.Text.Encoding _) </pre>	
C#	
<pre> public void SaveView(System.string fileName, System.Text.Encoding encoding) </pre>	

Parameters

fileName

encoding

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

SaveView(Stream) Method

Saves a Gauge view into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)	
<pre> Public Overloads Sub SaveView(_ ByVal stream As System.IO.Stream _) </pre>	
C#	

```
public void SaveView(  
    System.IO.Stream stream  
)
```

Parameters

stream

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

SaveView(Stream,Encoding) Method
Saves a Gauge view into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveView( _  
    ByVal stream As System.IO.Stream, _  
    ByVal encoding As System.Text.Encoding _  
)
```

C#

```
public void SaveView(  
    System.IO.Stream stream,  
    System.Text.Encoding encoding  
)
```

Parameters

stream

encoding

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

SaveView(XmlWriter) Method

Saves a Gauge view into an **System.Xml.XmlWriter**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub SaveView(_ ByVal writer As System.Xml.XmlWriter _)</pre>	
C#	
<pre>public void SaveView(System.Xml.XmlWriter writer)</pre>	

Parameters

writer

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)
[Overload List](#)

ShouldSerializeColorMaps Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColorMaps() As System.Boolean	
C#	
protected System. bool ShouldSerializeColorMaps()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

ShouldSerializeCommonBorders Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonBorders() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonBorders()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonFillings Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeCommonFillings() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeCommonFillings()
```

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonFonts Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonFonts() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonFonts()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonGradients Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonGradients() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonGradients()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonImages Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonImages() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonImages()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonShadows Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonShadows() As System.Boolean	
C#	
protected System. bool ShouldSerializeCommonShadows()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCommonShapes Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCommonShapes() As System.Boolean	
C#	
protected System.bool ShouldSerializeCommonShapes()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeCoverShapes Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeCoverShapes() As System.Boolean	
C#	
protected System.bool ShouldSerializeCoverShapes()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeDecorators Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeDecorators() As System.Boolean	
C#	
protected System.bool ShouldSerializeDecorators()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeFaceShapes Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFaceShapes() As System.Boolean	
C#	
protected System. bool ShouldSerializeFaceShapes()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeImageMaps Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeImageMaps() As System.Boolean	
C#	
protected System. bool ShouldSerializeImageMaps()	

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeMorePointers Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeMorePointers() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeMorePointers()</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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializePointer Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializePointer() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializePointer()
```

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ShouldSerializeViewport Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeViewport() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeViewport()
```

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ToString Method

Returns a string that represents the current object.

Syntax

Visual Basic (Declaration)	
Public Overrides Function ToString() As System.String	
C#	
public override System.string ToString()	

Requirements

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

See Also

Reference







[C1GaugeBase Class](#)

















[C1GaugeBase Members](#)
















Properties




For a list of all members of this type, see [C1GaugeBase members](#).

Public Properties

	Name	Description
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control.
	BoundValue	Gets or sets the bound data value associated with the main pointer.
	ColorMaps	Gets the collection of templates for value colors.
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object.
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object.
	CommonFonts	Gets the collection of templates for text font and color.




	CommonGradients	Gets the collection of templates for the C1GaugeGradient object.
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object.
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object.
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object.
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything).
	DataBindings	Gets a reference to the collection of data bindings for the Gauge.
	DataField	Gets or sets the field of the data source to which the main pointer is bound.
	DataSource	Gets or sets the data source object for the main pointer.
	Decorators	Gets the collection of the Gauge decorators.
	Enabled	Gets or sets whether the Gauge is enabled.
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges.
	FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators).
	ImageMaps	Gets the collection of templates for value images.
	IsDisposed	Gets a value indicating whether the Gauge has already been disposed.
	IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase.

	IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum).
	LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True.
	Maximum	Maximum value for the Gauge.
	Minimum	Minimum value for the Gauge.
	MorePointers	Gets the collection of the other pointers, except the main pointer.
	MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection.
	MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection.
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the MorePointers collection.
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection.
	Name	Gets or sets the unique name for this C1GaugeBase .
	Owner	Gets the owner control.
	Pointer	Gets the main Gauge pointer.
	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable.
	Value	Gets or sets the current value of the Gauge.

	Viewport	Specifies the bounds of the Gauge working area.
	ViewTag	Gets or sets a digital tag identifying this element's views.
	Visible	Gets or sets whether the Gauge is visible.

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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1GaugeBase Class](#)

[C1.Win.C1Gauge Namespace](#)

Bounds Property

Gets the size and location of the Gauge, in pixels, relative to the parent control.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> Public ReadOnly Property Bounds As System.Drawing.Rectangle</pre>	
C#	

```
[System.ComponentModel.BrowsableAttribute(false)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
public System.Drawing.Rectangle Bounds {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

BoundValue Property

Gets or sets the bound data value associated with the main pointer.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.BindableAttribute(Bindable=True, Direction=BindingDirection.OneWay)> Public Property BoundValue As System.Object</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.BindableAttribute(Bindable=true, Direction=BindingDirection.OneWay)] public System.object BoundValue {get; set;}</pre>	

Remarks

Use this property to bind the Gauge to values that can be null.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ColorMaps Property

Gets the collection of templates for value colors.

Syntax

Visual Basic (Declaration)	
<pre><c("Gets the collection of templates for value colors.")> <h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> Public ReadOnly Property ColorMaps As CommonColorMapCollection</pre>	
C#	
<pre>[c("Gets the collection of templates for value colors.")] [h("Common")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)] public CommonColorMapCollection ColorMaps {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonBorders Property

Gets the collection of templates for the [C1GaugeBorder](#) object.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Gets the collection of templates for the C1GaugeBorder object.")> <h("Common")> Public ReadOnly Property CommonBorders As CommonBorderCollection</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Gets the collection of templates for the C1GaugeBorder object.")] [h("Common")] public CommonBorderCollection CommonBorders {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonFillings Property

Gets the collection of templates for the [C1GaugeFilling](#) object.

Syntax

Visual Basic (Declaration)	
<pre><c("Gets the collection of templates for the C1GaugeFilling object.")> <h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property CommonFillings As CommonFillingCollection</pre>	
C#	
<pre>[c("Gets the collection of templates for the C1GaugeFilling object.")] [h("Common")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public CommonFillingCollection CommonFillings {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonFonts Property

Gets the collection of templates for text font and color.

Syntax

Visual Basic (Declaration)	
<pre><h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Gets the collection of templates for text font and color.")> Public ReadOnly Property CommonFonts As CommonFontCollection</pre>	

C#

```
[h("Common")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[c("Gets the collection of templates for text font and color.")]  
public CommonFontCollection CommonFonts {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonGradients Property

Gets the collection of templates for the [C1GaugeGradient](#) object.

Syntax

Visual Basic (Declaration)

```
<c("Gets the collection of templates for the C1GaugeGradient object.")>  
<h("Common")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
Public ReadOnly Property CommonGradients As CommonGradientCollection
```

C#

```
[c("Gets the collection of templates for the C1GaugeGradient object.")]  
[h("Common")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
public CommonGradientCollection CommonGradients {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonImages Property

Gets the collection of templates for the [C1GaugeCustomImage](#) object.

Syntax

Visual Basic (Declaration)	
<pre><c("Gets the collection of templates for the C1GaugeCustomImage object.")> <h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property CommonImages As CommonImageCollection</pre>	
C#	
<pre>[c("Gets the collection of templates for the C1GaugeCustomImage object.")] [h("Common")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public CommonImageCollection CommonImages {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonShadows Property

Gets the collection of templates for the [C1GaugeShadow](#) object.

Syntax

Visual Basic (Declaration)	
<pre><c("Gets the collection of templates for the C1GaugeShadow object.")> <h("Common")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property CommonShadows As CommonShadowCollection</pre>	
C#	
<pre>[c("Gets the collection of templates for the C1GaugeShadow object.")] [h("Common")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public CommonShadowCollection CommonShadows {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CommonShapes Property

Gets the collection of templates for the [C1GaugeCustomShape](#) object.

Syntax

Visual Basic (Declaration)	
<pre><h("Common")></pre>	

```
<c("Gets the collection of templates for the C1GaugeCustomShape object.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
```

```
Public ReadOnly Property CommonShapes As CommonShapeCollection
```

C#

```
[h("Common")]
[c("Gets the collection of templates for the C1GaugeCustomShape object.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
public CommonShapeCollection CommonShapes {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

CoverShapes Property

Gets the collection of shapes in the top layer (over everything).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
```

```
<c("Collection of shapes in the top layer (over everything).")>
```

```
<h("Appearance")>
```

```
Public ReadOnly Property CoverShapes As ShapeCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
```

```

ationVisibility.Content)]
[c("Collection of shapes in the top layer (over everything).")]
[h("Appearance")]
public ShapeCollection CoverShapes {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

DataBindings Property

Gets a reference to the collection of data bindings for the Gauge.

Syntax

Visual Basic (Declaration)

```

<c("Gets a reference to the collection of data bindings for the Gauge.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Data")>
<System.ComponentModel.ParenthesizePropertyNameAttribute(True)>
Public ReadOnly Property DataBindings As
System.Windows.Forms.ControlBindingsCollection

```

C#

```

[c("Gets a reference to the collection of data bindings for the Gauge.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Data")]
[System.ComponentModel.ParenthesizePropertyNameAttribute(true)]
public System.Windows.Forms.ControlBindingsCollection DataBindings {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

DataField Property

Gets or sets the field of the data source to which the main pointer is bound.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.MergablePropertyAttribute(False)>
<c("The field of the data source to which the main pointer is bound.")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="System.Windows.Forms.Design.DataMemberFieldEditor,
System.Design")>
<h("Data")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
<System.ComponentModel.DefaultValueAttribute()>
Public Property DataField As System.String
```

C#

```
[System.ComponentModel.MergablePropertyAttribute(false)]
[c("The field of the data source to which the main pointer is bound.")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="System.Windows.Forms.Design.DataMemberFieldEditor,
System.Design")]
[h("Data")]
```

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
[System.ComponentModel.DefaultValueAttribute()]
public System.string DataField {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

DataSource Property

Gets or sets the data source object for the main pointer.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.MergablePropertyAttribute(False)>
<System.ComponentModel.AttributeProviderAttribute(TypeName="System.ComponentMode
l.IListSource, System, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089", PropertyName="")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
<c("The data source object for the main pointer.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Data")>
Public Property DataSource As System.Object
```

C#

```
[System.ComponentModel.MergablePropertyAttribute(false)]
[System.ComponentModel.AttributeProviderAttribute(TypeName="System.ComponentMode
l.IListSource, System, Version=4.0.0.0, Culture=neutral,
```

```

PublicKeyToken=b77a5c561934e089", PropertyName="")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
[c("The data source object for the main pointer.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Data")]
public System.object DataSource {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Decorators Property

Gets the collection of the Gauge decorators.

Syntax

Visual Basic (Declaration)

```

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<c("Collection of the Gauge decorators.")>
<h("Appearance")>
Public ReadOnly Property Decorators As DecoratorCollection

```

C#

```

[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[c("Collection of the Gauge decorators.")]
[h("Appearance")]
public DecoratorCollection Decorators {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Enabled Property

Gets or sets whether the Gauge is enabled.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Behavior")>  
<c("Indicates whether the Gauge is enabled.")>  
Public Property Enabled As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[h("Behavior")]  
[c("Indicates whether the Gauge is enabled.")]  
public System.bool Enabled {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

FaceAhead Property

Gets or sets whether the [FaceShapes](#) should appear in front of the other Gauges.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Appearance")>  
<c("Indicates whether the FaceShapes should appear in front the other Gauges.")>  
Public Property FaceAhead As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[h("Appearance")]  
[c("Indicates whether the FaceShapes should appear in front the other Gauges.")]  
public System.bool FaceAhead {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

FaceShapes Property

Gets the collection of shapes in the bottom layer (between the background and the decorators).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
```

```

ationVisibility.Content)>
<h("Appearance")>
<c("Collection of shapes in the bottom layer (between the background and the
decorators).")>
Public ReadOnly Property FaceShapes As ShapeCollection

```

C#

```

[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Appearance")]
[c("Collection of shapes in the bottom layer (between the background and the
decorators).")]
public ShapeCollection FaceShapes {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ImageMaps Property

Gets the collection of templates for value images.

Syntax

Visual Basic (Declaration)

```

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Common")>
<c("Gets the collection of templates for value images.")>
Public ReadOnly Property ImageMaps As CommonImageMapCollection

```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Common")]
[c("Gets the collection of templates for value images.")]
public CommonImageMapCollection ImageMaps {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

IsDisposed Property

Gets a value indicating whether the Gauge has already been disposed.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
Public ReadOnly Property IsDisposed As System.Boolean
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
public System.bool IsDisposed {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

IsLogarithmic Property

Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether it uses a logarithmic scale.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Behavior")>  
Public Property IsLogarithmic As System.Boolean
```

C#

```
[c("Indicates whether it uses a logarithmic scale.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
public System.bool IsLogarithmic {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

IsReversed Property

Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum).

Syntax

Visual Basic (Declaration)	
<pre> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether scale values should appear in reversed order (from Maximum to Minimum).")> Public Property IsReversed As System.Boolean </pre>	
C#	
<pre> [h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] [c("Indicates whether scale values should appear in reversed order (from Maximum to Minimum).")] public System.bool IsReversed {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

LogarithmicBase Property

Gets or sets the log base used when the IsLogarithmic is set to True.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Specifies the log base used when the IsLogarithmic is set to True.")> Public Property LogarithmicBase As System.Double </pre>	
C#	

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
[c("Specifies the log base used when the IsLogarithmic is set to True.")]
public System.double LogarithmicBase {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Maximum Property

Maximum value for the Gauge.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
<c("Maximum value for the Gauge.")>
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Maximum As System.Double
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
[c("Maximum value for the Gauge.")]
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Maximum {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Minimum Property

Minimum value for the Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Minimum value for the Gauge.")> <h("Behavior")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> Public Property Minimum As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Minimum value for the Gauge.")] [h("Behavior")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] public System.double Minimum {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MorePointers Property

Gets the collection of the other pointers, except the main pointer.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<c("Collection of the other pointers, except the main pointer.")>  
Public ReadOnly Property MorePointers As PointerCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[c("Collection of the other pointers, except the main pointer.")]  
public PointerCollection MorePointers {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MorePointersValue_0 Property

Gets or sets the bound data value associated with pointer #0 from the [MorePointers](#) collection.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>
```



```

<System.ComponentModel.BindableAttribute(Bindable=True,
Direction=BindingDirection.OneWay)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
Public Property MorePointersValue_0 As System.Object

```

C#

```

[System.ComponentModel.BrowsableAttribute(false)]
[System.ComponentModel.BindableAttribute(Bindable=true,
Direction=BindingDirection.OneWay)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
public System.Object MorePointersValue_0 {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MorePointersValue_1 Property

Gets or sets the bound data value associated with pointer #1 from the [MorePointers](#) collection.

Syntax

Visual Basic (Declaration)

```

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
<System.ComponentModel.BrowsableAttribute(False)>
<System.ComponentModel.BindableAttribute(Bindable=True,
Direction=BindingDirection.OneWay)>
Public Property MorePointersValue_1 As System.Object

```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)]  
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.BindableAttribute(Bindable=true,  
Direction=BindingDirection.OneWay)]  
public System.Object MorePointersValue_1 {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MorePointersValue_2 Property

Gets or sets the bound data value associated with pointer #2 from the [MorePointers](#) collection.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)>  
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.BindableAttribute(Bindable=True,  
Direction=BindingDirection.OneWay)>  
Public Property MorePointersValue_2 As System.Object
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)]  
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.BindableAttribute(Bindable=true,
```

```
Direction=BindingDirection.OneWay))]  
public System.Object MorePointersValue_2 {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MorePointersValue_3 Property

Gets or sets the bound data value associated with pointer #3 from the [MorePointers](#) collection.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
<System.ComponentModel.BindableAttribute(Bindable=True,  
Direction=BindingDirection.OneWay)>  
Public Property MorePointersValue_3 As System.Object
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
[System.ComponentModel.BindableAttribute(Bindable=true,  
Direction=BindingDirection.OneWay)]  
public System.Object MorePointersValue_3 {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Name Property

Gets or sets the unique name for this [C1GaugeBase](#).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> Public Property Name As System.String</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] public System.string Name {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Owner Property

Gets the owner control.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property Owner As System.Object</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.Object Owner {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Pointer Property

Gets the main Gauge pointer.

Syntax

Visual Basic (Declaration)	
<pre><c("The main Gauge pointer.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Appearance")> Public ReadOnly Property Pointer As C1GaugePointer</pre>	

C#

```
[c("The main Gauge pointer.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
public C1GaugePointer Pointer {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

SlidingScale Property

Optimizes painting for the case if the [Minimum](#) and [Maximum](#) properties are variable.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Optimizes painting for the case if the Minimum and Maximum properties are
variable.")>
<h("Behavior")>
Public Property SlidingScale As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Optimizes painting for the case if the Minimum and Maximum properties are
variable.")]
```

```
[h("Behavior")]
public System.bool SlidingScale {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Value Property

Gets or sets the current value of the Gauge.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
<h("Data")>
<c("Current value of the Gauge.")>
<System.ComponentModel.BindableAttribute(Bindable=True,
Direction=BindingDirection.OneWay)>
<System.ComponentModel.DefaultValueAttribute()>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
Public Property Value As System.Double
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
[h("Data")]
[c("Current value of the Gauge.")]
[System.ComponentModel.BindableAttribute(Bindable=true,
Direction=BindingDirection.OneWay)]
[System.ComponentModel.DefaultValueAttribute()]
```

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double Value {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Viewport Property

Specifies the bounds of the Gauge working area.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the bounds of the Gauge working area.")>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
Public ReadOnly Property Viewport As C1GaugeViewport
```

C#

```
[c("Specifies the bounds of the Gauge working area.")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
public C1GaugeViewport Viewport {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Visible)>  
Public Property ViewTag As System.Long
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Visible)]  
public System.long ViewTag {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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

Visible Property

Gets or sets whether the Gauge is visible.

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <c("Indicates whether the Gauge is visible.")> <System.ComponentModel.DefaultValueAttribute()> Public Property Visible As System.Boolean</pre>	
C#	
<pre>[h("Behavior")] [c("Indicates whether the Gauge is visible.")] [System.ComponentModel.DefaultValueAttribute()] public System.bool Visible {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

[C1GaugeBase Class](#)













[C1GaugeBase Members](#)



Events

For a list of all members of this type, see [C1GaugeBase members](#).

Public Events

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

	Disposed	(Inherited from System.ComponentModel.Component)
	FormatLabel	Occurs when C1GaugeLabels or C1GaugeSingleLabel converts a value to the string representation.
	ItemClick	Occurs when a Gauge item is clicked.
	ItemDoubleClick	Occurs when a Gauge item is double-clicked.
	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.
	ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item.
	ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item.
	ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item.
	ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a mouse button is released.
	ItemStateChanged	Occurs when the state of a Gauge item is changed.
	MouseClicked	Occurs when the Gauge is clicked by the mouse.
	MouseDoubleClick	Occurs when the Gauge is double clicked by the mouse.
	PointerDragBegin	Occurs when the user starts dragging a Gauge pointer.
	PointerDragCancel	Occurs if the user cancels dragging a Gauge pointer by pressing the Escape key.
	PointerDragEnd	Occurs when the user ends dragging a Gauge pointer.
	PointerDragMove	Occurs when a Gauge pointer is dragged with the mouse.

	PointerValueChanged	Occurs when the C1GaugePointer.Value property changes for some Gauge pointer.
	ValueChanged	Occurs when the Value property changes for the main pointer.

[Top](#)

See Also

Reference

[C1GaugeBase Class](#)

[C1.Win.C1Gauge Namespace](#)

FormatLabel Event

Occurs when [C1GaugeLabels](#) or [C1GaugeSingleLabel](#) converts a value to the string representation.

Syntax

Visual Basic (Declaration)	
<pre><h("Format")> <c("Occurs when C1GaugeLabels or C1GaugeSingleLabel convert a value to the string representation.")> Public Event FormatLabel As FormatLabelEventHandler</pre>	
C#	
<pre>[h("Format")] [c("Occurs when C1GaugeLabels or C1GaugeSingleLabel convert a value to the string representation.")] public event FormatLabelEventHandler FormatLabel</pre>	

Event Data

The event handler receives an argument of type [FormatLabelEventArgs](#) containing data related to this event. The following **FormatLabelEventArgs** properties provide information specific to this event.

Property	Description
----------	-------------

Decorator	Gets the C1GaugeDecorator object.
ScaledValue	Gets the source value scaled by the ValueFactor and ValueOffset.
Text	Gets or sets the text displayed in the label.
Value	Gets the source value displayed in the label.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemClick Event

Occurs when a Gauge item is clicked.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when a Gauge item is clicked.")> <h("Item")> Public Event ItemClick As ItemEventHandler</pre>	
C#	
<pre>[c("Occurs when a Gauge item is clicked.")] [h("Item")] public event ItemEventHandler ItemClick</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemDoubleClick Event

Occurs when a Gauge item is double-clicked.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when a Gauge item is double-clicked.")> Public Event ItemDoubleClick As ItemEventHandler</pre>	
C#	

```
[h("Item")]  
[c("Occurs when a Gauge item is double-clicked.")]  
public event ItemEventHandler ItemDoubleClick
```

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemMouseDown Event

Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.")> <h("Item")> Public Event ItemMouseDown As ItemMouseEventHandler</pre>	
C#	
<pre>[c("Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed.")] [h("Item")] public event ItemMouseEventHandler ItemMouseDown</pre>	

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.

ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.
X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemMouseEnter Event

Occurs when the mouse pointer enters a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer enters a Gauge item.")> Public Event ItemMouseEnter As ItemEventHandler</pre>	

C#

```
[h("Item")]  
[c("Occurs when the mouse pointer enters a Gauge item.")]  
public event ItemEventHandler ItemMouseEnter
```

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemMouseLeave Event

Occurs when the mouse pointer leaves a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer leaves a Gauge item.")> Public Event ItemMouseLeave As ItemEventHandler</pre>	
C#	
<pre>[h("Item")] [c("Occurs when the mouse pointer leaves a Gauge item.")] public event ItemEventHandler ItemMouseLeave</pre>	

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemMouseMove Event

Occurs when the mouse pointer is moved over a Gauge item.

Syntax

Visual Basic (Declaration)	
<pre><h("Item")> <c("Occurs when the mouse pointer is moved over a Gauge item.")> Public Event ItemMouseMove As ItemMouseEventHandler</pre>	
C#	
<pre>[h("Item")] [c("Occurs when the mouse pointer is moved over a Gauge item.")] public event ItemMouseEventHandler ItemMouseMove</pre>	

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.

Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.
X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemMouseUp Event

Occurs when the mouse pointer is over a Gauge item and a mouse button is released.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the mouse pointer is over a Gauge item and a mouse button is released.")> <h("Item")> Public Event ItemMouseUp As ItemMouseEventHandler</pre>	
C#	
<pre>[c("Occurs when the mouse pointer is over a Gauge item and a mouse button is released.")] [h("Item")] public event ItemMouseEventHandler ItemMouseUp</pre>	

Event Data

The event handler receives an argument of type [ItemMouseEventArgs](#) containing data related to this event. The following **ItemMouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.

ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location	Gets the location of the mouse during the generating mouse event.
X	Gets the x-coordinate of the mouse, in pixels.
Y	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ItemStateChanged Event

Occurs when the state of a Gauge item is changed.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the state of a Gauge item is changed.")> <h("Item")> Public Event ItemStateChanged As ItemEventHandler</pre>	

C#

```
[c("Occurs when the state of a Gauge item is changed.")]  
[h("Item")]  
public event ItemEventHandler ItemStateChanged
```

Event Data

The event handler receives an argument of type [ItemEventArgs](#) containing data related to this event. The following **ItemEventArgs** properties provide information specific to this event.

Property	Description
Container	Gets the owner C1Gauge control.
Gauge	Gets the owner C1GaugeBase for the item causing the event.
Item	Gets the item causing the event.
ItemEnabled	Indicates whether the item can be hit-tested.
ItemHot	Indicates whether the mouse pointer stays over the item.
ItemPressed	Indicates whether the item is in 'pressed' 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MouseClicked Event

Occurs when the Gauge is clicked by the mouse.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the Gauge is clicked by the mouse.")> <h("Action")> Public Event MouseClick As System.Windows.Forms.MouseEventHandler</pre>	
C#	
<pre>[c("Occurs when the Gauge is clicked by the mouse.")] [h("Action")] public event System.Windows.Forms.MouseEventHandler MouseClick</pre>	

Event Data

The event handler receives an argument of type `System.Windows.Forms.MouseEventArgs` containing data related to this event. The following **MouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed and released.
Delta	Gets a signed count of the number of detents the mouse wheel has rotated. A detent is one notch of the mouse wheel.
Location	Gets the location of the mouse during the generating mouse event.
X	Gets the x-coordinate of the mouse during the generating mouse event.
Y	Gets the y-coordinate of the mouse during the generating mouse event.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

MouseDoubleClick Event

Occurs when the Gauge is double clicked by the mouse.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the Gauge is double clicked by the mouse.")> <h("Action")> Public Event MouseDoubleClick As System.Windows.Forms.MouseEventHandler</pre>	
C#	
<pre>[c("Occurs when the Gauge is double clicked by the mouse.")] [h("Action")] public event System.Windows.Forms.MouseEventHandler MouseDoubleClick</pre>	

Event Data

The event handler receives an argument of type `System.Windows.Forms.MouseEventArgs` containing data related to this event. The following **MouseEventArgs** properties provide information specific to this event.

Property	Description
Button	Gets which mouse button was pressed.
Clicks	Gets the number of times the mouse button was pressed and released.
Delta	Gets a signed count of the number of detents the mouse wheel has rotated. A detent is one notch of the mouse wheel.
Location	Gets the location of the mouse during the generating mouse event.

X	Gets the x-coordinate of the mouse during the generating mouse event.
Y	Gets the y-coordinate of the mouse during the generating mouse event.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

PointerDragBegin Event

Occurs when the user starts dragging a Gauge pointer.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the user starts dragging a Gauge pointer.")> <h("Pointer")> Public Event PointerDragBegin As PointerDragEventHandler</pre>	
C#	
<pre>[c("Occurs when the user starts dragging a Gauge pointer.")] [h("Pointer")] public event PointerDragEventHandler PointerDragBegin</pre>	

Event Data

The event handler receives an argument of type [PointerDragEventArgs](#) containing data related to this event. The following **PointerDragEventArgs** properties provide information specific to this event.

Property	Description
----------	-------------

Button (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets which mouse button was pressed.
Clicks (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the location of the mouse during the generating mouse event.
NewValue	Gets the suggested new value for the pointer.
Pointer	Gets the Gauge pointer being dragged.
X (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the x-coordinate of the mouse, in pixels.

Y (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

PointerDragCancel Event

Occurs if the user cancels dragging a Gauge pointer by pressing the Escape key.

Syntax

Visual Basic (Declaration)	
<pre><h("Pointer")> <c("Occurs if the user cancels dragging a pointer by pressing the Escape key (if C1Gauge.Selectable is True).")> Public Event PointerDragCancel As PointerDragEventHandler</pre>	
C#	
<pre>[h("Pointer")] [c("Occurs if the user cancels dragging a pointer by pressing the Escape key (if C1Gauge.Selectable is True).")] public event PointerDragEventHandler PointerDragCancel</pre>	

Event Data

The event handler receives an argument of type [PointerDragEventArgs](#) containing data related to this event. The following **PointerDragEventArgs** properties provide information specific to this event.

Property	Description
Button (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets which mouse button was pressed.
Clicks (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the location of the mouse during the generating mouse event.
NewValue	Gets the suggested new value for the pointer.
Pointer	Gets the Gauge pointer being dragged.

X (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the x-coordinate of the mouse, in pixels.
Y (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the y-coordinate of the mouse, in pixels.

Remarks

This event is supported if the [C1Gauge.Selectable](#) property is True.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

PointerDragEnd Event

Occurs when the user ends dragging a Gauge pointer.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the user ends dragging a Gauge pointer.")> <h("Pointer")> Public Event PointerDragEnd As PointerDragEventHandler</pre>	
C#	
<pre>[c("Occurs when the user ends dragging a Gauge pointer.")] [h("Pointer")] public event PointerDragEventHandler PointerDragEnd</pre>	

Event Data

The event handler receives an argument of type [PointerDragEventArgs](#) containing data related to this event. The following **PointerDragEventArgs** properties provide information specific to this event.

Property	Description
Button (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets which mouse button was pressed.
Clicks (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the location of the mouse during the generating mouse event.
NewValue	Gets the suggested new value for the pointer.

Pointer	Gets the Gauge pointer being dragged.
X (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the x-coordinate of the mouse, in pixels.
Y (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

PointerDragMove Event

Occurs when a Gauge pointer is dragged with the mouse.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when a Gauge pointer is dragged with the mouse.")> <h("Pointer")> Public Event PointerDragMove As PointerDragEventHandler</pre>	
C#	
<pre>[c("Occurs when a Gauge pointer is dragged with the mouse.")] [h("Pointer")] public event PointerDragEventHandler PointerDragMove</pre>	

Event Data

The event handler receives an argument of type [PointerDragEventArgs](#) containing data related to this event. The following **PointerDragEventArgs** properties provide information specific to this event.

Property	Description
Button (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets which mouse button was pressed.
Clicks (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the number of times the mouse button was pressed or released.
Container (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1Gauge control.
Gauge (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the owner C1GaugeBase for the item causing the event.
Item (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Gets the item causing the event.
ItemEnabled (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item can be hit-tested.
ItemHot (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the mouse pointer stays over the item.
ItemPressed (Inherited from C1.Win.C1Gauge.ItemEventArgs)	Indicates whether the item is in 'pressed' state.
Location (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the location of the mouse during the generating mouse event.
NewValue	Gets the suggested new value for the pointer.

Pointer	Gets the Gauge pointer being dragged.
X (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the x-coordinate of the mouse, in pixels.
Y (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)	Gets the y-coordinate of the mouse, in 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

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

PointerValueChanged Event

Occurs when the [Value](#) property changes for some Gauge pointer.

Syntax

Visual Basic (Declaration)	
<pre><c("Occurs when the Value property changes for some Gauge pointer.")> <h("Data")> Public Event PointerValueChanged As PointerValueChangedEventHandler</pre>	
C#	
<pre>[c("Occurs when the Value property changes for some Gauge pointer.")] [h("Data")] public event PointerValueChangedEventHandler PointerValueChanged</pre>	

Event Data

The event handler receives an argument of type [PointerValueChangedEventArgs](#) containing data related to this event. The following **PointerValueChangedEventArgs** properties provide information specific to this event.

Property	Description
Pointer	Gets the Gauge pointer which value has been changed.

Requirements

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

See Also

Reference

[C1GaugeBase Class](#)

[C1GaugeBase Members](#)

ValueChanged Event

Occurs when the [Value](#) property changes for the main pointer.

Syntax

Visual Basic (Declaration)	
<pre><h("Data")> <c("Occurs when the Value property changes for the main pointer.")> Public Event ValueChanged As System.EventHandler</pre>	
C#	
<pre>[h("Data")] [c("Occurs when the Value property changes for the main pointer.")] public event System.EventHandler ValueChanged</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

[C1GaugeBase Class](#)
[C1GaugeBase Members](#)

C1GaugeBaseShape
The base class for shapes, such as [C1GaugeRectangle](#) or [C1GaugeSector](#).

Object Model

C1GaugeBaseShape

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class C1GaugeBaseShape</code>	
C#	
<code>public abstract class C1GaugeBaseShape</code>	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeBaseShape
[C1.Win.C1Gauge.C1GaugeCaption](#)
[C1.Win.C1Gauge.C1GaugeFilledShape](#)
[C1.Win.C1Gauge.C1GaugeImage](#)

Requirements

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

See Also

Reference

[C1GaugeBaseShape Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

The base class for shapes, such as [C1GaugeRectangle](#) or [C1GaugeSector](#).

Object Model

C1GaugeBaseShape

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class C1GaugeBaseShape</code>	
C#	
<code>public abstract class C1GaugeBaseShape</code>	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeBaseShape

[C1.Win.C1Gauge.C1GaugeCaption](#)

[C1.Win.C1Gauge.C1GaugeFilledShape](#)

[C1.Win.C1Gauge.C1GaugeImage](#)

Requirements

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

See Also

Reference

[C1GaugeBaseShape Members](#)









[C1.Win.C1Gauge Namespace](#)

Members

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


The following tables list the members exposed by [C1GaugeBaseShape](#).

Public Properties

	Name	Description
	CenterPointX	Gets or sets the fraction-based X position of the shape center.
	CenterPointY	Gets or sets the fraction-based Y position of the shape center.
	Clippings	Gets the collection of shapes that form the clipping region.
	HitTestable	Gets or sets whether the shape can be hit-tested.
	Name	Gets or sets a name associated with the shape.
	Owner	Gets the owner Gauge element.
	Viewport	Specifies the outer bounds for the shape.
	Visible	Gets or sets whether the shape is visible.



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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
	ShouldSerializeClippings	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only.

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See Also

Reference


[C1GaugeBaseShape Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods



For a list of all members of this type, see [C1GaugeBaseShape members](#).

Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

[Top](#)

Protected Methods

	Name	Description
	ShouldSerializeClippings	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only.

[Top](#)

See Also

Reference

[C1GaugeBaseShape Class](#)

[C1.Win.C1Gauge Namespace](#)

ShouldSerializeClippings Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeClippings() As System.Boolean	
C#	
protected System.bool ShouldSerializeClippings()	

Requirements

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

See Also

Reference

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

ShouldSerializeViewport Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeViewport() As System.Boolean	
C#	
protected System.bool ShouldSerializeViewport()	

Requirements

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

See Also

Reference

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

ToString Method

Returns a string that represents the current object.

Syntax

Visual Basic (Declaration)	
Public Overrides Function ToString() As System.String	
C#	
public override System.string ToString()	

Requirements

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

See Also

Reference





[C1GaugeBaseShape Class](#)





[C1GaugeBaseShape Members](#)

Properties

For a list of all members of this type, see [C1GaugeBaseShape members](#).

Public Properties

	Name	Description
	CenterPointX	Gets or sets the fraction-based X position of the shape center.
	CenterPointY	Gets or sets the fraction-based Y position of the shape center.
	Clippings	Gets the collection of shapes that form the clipping region.
	HitTestable	Gets or sets whether the shape can be hit-tested.

	Name	Gets or sets a name associated with the shape.
	Owner	Gets the owner Gauge element.
	Viewport	Specifies the outer bounds for the shape.
	Visible	Gets or sets whether the shape is visible.

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See Also

Reference

[C1GaugeBaseShape Class](#)

[C1.Win.C1Gauge Namespace](#)

CenterPointX Property

Gets or sets the fraction-based X position of the shape center.

Syntax

Visual Basic (Declaration)	
<pre><c("Fraction-based X coordinate of the shape center.")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute()> Public Property CenterPointX As System.Double</pre>	
C#	
<pre>[c("Fraction-based X coordinate of the shape center.")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute()] public System.double CenterPointX {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

CenterPointY Property

Gets or sets the fraction-based Y position of the shape center.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Fraction-based Y coordinate of the shape center.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property CenterPointY As System.Double
```

C#

```
[h("Layout")]  
[c("Fraction-based Y coordinate of the shape center.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double CenterPointY {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

Clippings Property

Gets the collection of shapes that form the clipping region.

Syntax

Visual Basic (Declaration)	
<pre> <h("Appearance")> <c("Collection of shapes that form the clipping region.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property Clippings As ClippingCollection </pre>	
C#	
<pre> [h("Appearance")] [c("Collection of shapes that form the clipping region.")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public ClippingCollection Clippings {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

HitTestable Property

Gets or sets whether the shape can be hit-tested.

Syntax

Visual Basic (Declaration)	
<pre> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether the shape can be hit-tested.")> Public Property HitTestable As System.Boolean </pre>	
C#	

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Indicates whether the shape can be hit-tested.")]
public System.bool HitTestable {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

Name Property

Gets or sets a name associated with the shape.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Behavior")>
<c("Name associated with the shape.")>
Public Property Name As System.String
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
[c("Name associated with the shape.")]
public System.string Name {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

Owner Property

Gets the owner Gauge element.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
Public ReadOnly Property Owner As System.Object
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
public System.object Owner {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

Viewport Property

Specifies the outer bounds for the shape.

Syntax

Visual Basic (Declaration)	
<pre> <h("Appearance")> <c("Specifies the outer bounds for the shape.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property Viewport As C1GaugeViewport </pre>	
C#	
<pre> [h("Appearance")] [c("Specifies the outer bounds for the shape.")] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public C1GaugeViewport Viewport {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

Visible Property

Gets or sets whether the shape is visible.

Syntax

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


```

<h("Behavior")>
<c("Indicates whether the shape is visible.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Visible As System.Boolean

```

C#

```

[h("Behavior")]
[c("Indicates whether the shape is visible.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.bool Visible {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

[C1GaugeBaseShape Class](#)

[C1GaugeBaseShape Members](#)

C1GaugeBorder

Encapsulates properties of a pen used to draw borders of Gauge elements.

Object Model

C1GaugeBorder

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeBorder
```

C#

```
public class C1GaugeBorder
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeBorder

Requirements

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

See Also

Reference

[C1GaugeBorder Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Encapsulates properties of a pen used to draw borders of Gauge elements.

Object Model

C1GaugeBorder

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeBorder
```

C#

```
public class C1GaugeBorder
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeBorder

Requirements

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

See Also

Reference





[C1GaugeBorder Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



The following tables list the members exposed by [C1GaugeBorder](#).

Public Properties

	Name	Description
	Color	Gets or sets the Color of the border.
	CommonBorderName	Gets or sets the name of the border template.
	LineStyle	Gets or sets the style of lines drawn with a border.
	Thickness	Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also



Reference

C1GaugeBorder Class
C1.Win.C1Gauge Namespace

Methods

For a list of all members of this type, see [C1GaugeBorder members](#).

Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also

Reference

C1GaugeBorder Class
C1.Win.C1Gauge Namespace

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetColor()</code>	
C#	
<code>protected void ResetColor()</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

[C1GaugeBorder Class](#)

[C1GaugeBorder Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor()	

Requirements

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

See Also

Reference



[C1GaugeBorder Class](#)



[C1GaugeBorder Members](#)

Properties

For a list of all members of this type, see [C1GaugeBorder members](#).

Public Properties

	Name	Description
	Color	Gets or sets the Color of the border.
	CommonBorderName	Gets or sets the name of the border template.

	LineStyle	Gets or sets the style of lines drawn with a border.
	Thickness	Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

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See Also

Reference

[C1GaugeBorder Class](#)

[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the Color of the border.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the Color of the border.")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[c("Specifies the Color of the border.")] public System.Drawing.Color Color {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

[C1GaugeBorder Class](#)

[C1GaugeBorder Members](#)

CommonBorderName Property

Gets or sets the name of the border template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DefaultValueAttribute()> Public Property CommonBorderName As System.String</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DefaultValueAttribute()] public System.string CommonBorderName {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

[C1GaugeBorder Class](#)

[C1GaugeBorder Members](#)

LineStyle Property

Gets or sets the style of lines drawn with a border.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the style of lines drawn with a border.")> Public Property LineStyle As C1GaugeBorderStyle</pre>	
C#	

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the style of lines drawn with a border.")]
public C1GaugeBorderStyle LineStyle {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

[C1GaugeBorder Class](#)

[C1GaugeBorder Members](#)

Thickness Property

Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical thickness of the border. Negative value specifies the
border width in pixels.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Thickness As System.Double
```

C#

```
[c("Specifies the logical thickness of the border. Negative value specifies the
border width in pixels.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Thickness {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

[C1GaugeBorder Class](#)

[C1GaugeBorder Members](#)

[C1GaugeCap](#)

Defines properties of the Gauge pointer cap.

Object Model

C1GaugeCap

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeCap
```

C#

```
public class C1GaugeCap
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCap

Requirements

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

See Also

Reference

[C1GaugeCap Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines properties of the Gauge pointer cap.

Object Model

C1GaugeCap

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeCap	
C#	
public class C1GaugeCap	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCap

Requirements

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

See Also

Reference

[C1GaugeCap Members](#)


[C1.Win.C1Gauge Namespace](#)












Members

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

The following tables list the members exposed by [C1GaugeCap](#).


Public Properties

	Name	Description
	BehindPointers	Gets or sets whether the pointer cap should appear behind the Gauge

		pointers.
	Border	Gets the properties of the pointer cap border.
	Clippings	Gets the collection of shapes that form the clipping region.
	CustomImage	Gets or sets the custom image to draw on the pointer cap.
	Filling	Adjusts the interior filling of the pointer cap.
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the pointer cap can be hit-tested.
	MoreCircles	Gets the collection of circles for the pointer cap.
	Owner	Gets the owner Gauge.
	Radius	Gets or sets the logical radius of the pointer cap.
	Shadow	Encapsulates properties of the pointer cap shadow.
	Visible	Gets or sets whether the pointer cap is visible.

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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

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Protected Methods

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

 ResetBorder	This member is for internal use only.
 ResetCustomImage	This member is for internal use only.
 ResetFilling	This member is for internal use only.
 ResetGradient	This member is for internal use only.
 ResetShadow	This member is for internal use only.
 ShouldSerializeBorder	This member is for internal use only.
 ShouldSerializeClippings	This member is for internal use only.
 ShouldSerializeCustomImage	This member is for internal use only.
 ShouldSerializeFilling	This member is for internal use only.
 ShouldSerializeGradient	This member is for internal use only.
 ShouldSerializeMoreCircles	This member is for internal use only.
 ShouldSerializeShadow	This member is for internal use only.

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See Also

Reference


[C1GaugeCap Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods













For a list of all members of this type, see [C1GaugeCap members](#).

Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetCustomImage	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ResetShadow	This member is for internal use only.
	ShouldSerializeBorder	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only.
	ShouldSerializeCustomImage	This member is for internal use only.
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeMoreCircles	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only.

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See Also

Reference

[C1GaugeCap Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetBorder()	
C#	
protected void ResetBorder()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ResetCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomImage()	
C#	
protected void ResetCustomImage()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetFilling()	
C#	
protected void ResetFilling()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

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

Protected Sub ResetGradient()
C#
protected void ResetGradient()

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ResetShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
Protected Sub ResetShadow()
C#
protected void ResetShadow()

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeBorder() As System.Boolean	
C#	
protected System.bool ShouldSerializeBorder()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeClippings Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeClippings() As System.Boolean	
C#	
protected System.bool ShouldSerializeClippings()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomImage() As System.Boolean	
C#	
protected System. bool ShouldSerializeCustomImage()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	

```
protected System.bool ShouldSerializeFilling()
```

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeGradient() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeGradient()
```

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeMoreCircles Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeMoreCircles() As System.Boolean	
C#	
protected System. bool ShouldSerializeMoreCircles()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ShouldSerializeShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeShadow() As System.Boolean	
C#	
protected System. bool ShouldSerializeShadow()	

Requirements

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

See Also

Reference

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

ToString Method

Returns a string that represents the current object.

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Function ToString() As System.String</code>	
C#	
<code>public override System.string ToString()</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




[C1GaugeCap Class](#)










[C1GaugeCap Members](#)

Properties

For a list of all members of this type, see [C1GaugeCap members](#).

Public Properties

	Name	Description
	BehindPointers	Gets or sets whether the pointer cap should appear behind the Gauge pointers.
	Border	Gets the properties of the pointer cap border.
	Clippings	Gets the collection of shapes that form the clipping region.

	CustomImage	Gets or sets the custom image to draw on the pointer cap.
	Filling	Adjusts the interior filling of the pointer cap.
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the pointer cap can be hit-tested.
	MoreCircles	Gets the collection of circles for the pointer cap.
	Owner	Gets the owner Gauge.
	Radius	Gets or sets the logical radius of the pointer cap.
	Shadow	Encapsulates properties of the pointer cap shadow.
	Visible	Gets or sets whether the pointer cap is visible.

[Top](#)

See Also

Reference

[C1GaugeCap Class](#)

[C1.Win.C1Gauge Namespace](#)

BehindPointers Property

Gets or sets whether the pointer cap should appear behind the Gauge pointers.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the pointer cap should appear behind the Gauge
pointers.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
Public Property BehindPointers As System.Boolean
```

C#

```
[c("Indicates whether the pointer cap should appear behind the Gauge  
pointers.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Appearance")]  
public System.bool BehindPointers {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Border Property

Gets the properties of the pointer cap border.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo  
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<c("The properties of the pointer cap border.")>  
Public Property Border As C1GaugeBorder
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
```

```

nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da"')]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[h("Appearance")]
[c("The properties of the pointer cap border.")]
public C1GaugeBorder Border {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Clippings Property

Gets the collection of shapes that form the clipping region.

Syntax

Visual Basic (Declaration)	
<pre> <h("Appearance")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Collection of shapes that form the clipping region.")> Public ReadOnly Property Clippings As ClippingCollection </pre>	
C#	
<pre> [h("Appearance")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Collection of shapes that form the clipping region.")] public ClippingCollection Clippings {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

CustomImage Property

Gets or sets the custom image to draw on the pointer cap.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> <c("The custom image to draw on the pointer cap.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <h("Appearance")> Public Property CustomImage As C1GaugeCustomImage</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)] [c("The custom image to draw on the pointer cap.")] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [h("Appearance")] public C1GaugeCustomImage CustomImage {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Filling Property

Adjusts the interior filling of the pointer cap.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <h("Appearance")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Adjusts the interior filling of the pointer cap.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> Public Property Filling As C1GaugeFilling</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [h("Appearance")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("Adjusts the interior filling of the pointer cap.")] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] public C1GaugeFilling Filling {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Appearance")> <c("Encapsulates properties of a color gradient.")> Public Property Gradient As C1GaugeGradient</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [h("Appearance")] [c("Encapsulates properties of a color gradient.")] public C1GaugeGradient Gradient {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

HitTestable Property

Gets or sets whether the pointer cap can be hit-tested.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Indicates whether the pointer cap can be hit-tested.")> Public Property HitTestable As System.Boolean</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Indicates whether the pointer cap can be hit-tested.")] public System.bool HitTestable {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

MoreCircles Property

Gets the collection of circles for the pointer cap.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<c("Collection of circles for the pointer cap.")>  
Public ReadOnly Property MoreCircles As CapCircleCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[c("Collection of circles for the pointer cap.")]  
public CapCircleCollection MoreCircles {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Owner Property

Gets the owner Gauge.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>
```

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
Public ReadOnly Property Owner As C1RadialGauge
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
public C1RadialGauge Owner {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Radius Property

Gets or sets the logical radius of the pointer cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical radius of the pointer cap.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
Public Property Radius As System.Double
```

C#

```
[c("Specifies the logical radius of the pointer cap.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.double Radius {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Shadow Property

Encapsulates properties of the pointer cap shadow.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<h("Appearance")>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo  
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<c("Encapsulates properties of the pointer cap shadow.")>  
Public Property Shadow As C1GaugeShadow
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[h("Appearance")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo  
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[c("Encapsulates properties of the pointer cap shadow.")]  
public C1GaugeShadow Shadow {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

[C1GaugeCap Class](#)

[C1GaugeCap Members](#)

Visible Property

Gets or sets whether the pointer cap is visible.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Indicates whether the pointer cap is visible.")>  
<h("Behavior")>  
Public Property Visible As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Indicates whether the pointer cap is visible.")]  
[h("Behavior")]  
public System.bool Visible {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

[C1GaugeCap Class](#)
[C1GaugeCap Members](#)

C1GaugeCapCircle
Interior filling for the pointer cap.

Object Model

C1GaugeCapCircle

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeCapCircle
```

C#

```
public class C1GaugeCapCircle
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCapCircle

Requirements

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

See Also

Reference

[C1GaugeCapCircle Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Interior filling for the pointer cap.

Object Model

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeCapCircle	
C#	
public class C1GaugeCapCircle	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCapCircle

Requirements

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

See Also

Reference

[C1GaugeCapCircle Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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





The following tables list the members exposed by [C1GaugeCapCircle](#).

Public Constructors

	Name	Description
	C1GaugeCapCircle Constructor	Initializes a new instance of the circle.





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Public Properties

	Name	Description
	Filling	Adjusts the interior filling of the circle.
	Gradient	Encapsulates properties of a color gradient.
	Owner	Gets the owner C1GaugeCap .
	Radius	Gets or sets the circle radius in logical coordinates.

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Protected Methods

	Name	Description
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.

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See Also

Reference

[C1GaugeCapCircle Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeCapCircle Constructor

Initializes a new instance of the circle.

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1GaugeCapCircle()</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





[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

Methods

For a list of all members of this type, see [C1GaugeCapCircle members](#).

Protected Methods

	Name	Description
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.

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See Also

Reference

[C1GaugeCapCircle Class](#)
[C1.Win.C1Gauge Namespace](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetFilling()	
C#	
protected void ResetFilling()	

Requirements

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

See Also

Reference

[C1GaugeCapCircle Class](#)
[C1GaugeCapCircle Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetGradient()	
C#	
protected void ResetGradient()	

Requirements

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

See Also

Reference

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	
protected System.bool ShouldSerializeFilling()	

Requirements

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

See Also

Reference

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeGradient() **As** System.Boolean

C#

protected System.bool ShouldSerializeGradient()

Requirements

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

See Also





Reference

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

Properties

>

Name	Description
 Filling	Adjusts the interior filling of the circle.
 Gradient	Encapsulates properties of a color gradient.
 Owner	Gets the owner C1GaugeCap .
 Radius	Gets or sets the circle radius in logical coordinates.

[Top](#)

See Also

Reference

[C1GaugeCapCircle Class](#)

[C1.Win.C1Gauge Namespace](#)

Filling Property

Adjusts the interior filling of the circle.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<c("Adjusts the interior filling of the circle.")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<h("Appearance")>  
Public Property Filling As C1GaugeFilling
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[c("Adjusts the interior filling of the circle.")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[h("Appearance")]  
public C1GaugeFilling Filling {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

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)

```
<c("Encapsulates properties of a color gradient.")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<h("Appearance")>
Public Property Gradient As C1GaugeGradient
```

C#

```
[c("Encapsulates properties of a color gradient.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
public C1GaugeGradient Gradient {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

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

Owner Property

Gets the owner [C1GaugeCap](#).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property Owner As C1GaugeCap</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public C1GaugeCap Owner {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

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

Radius Property

Gets or sets the circle radius in logical coordinates.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the circle radius in logical coordinates.")> <System.ComponentModel.DefaultValueAttribute()> <h("Layout")> Public Property Radius As System.Double</pre>	
C#	
<pre>[c("Specifies the circle radius in logical coordinates.")] [System.ComponentModel.DefaultValueAttribute()]</pre>	

```
[h("Layout")]  
public System.Double Radius {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

[C1GaugeCapCircle Class](#)

[C1GaugeCapCircle Members](#)

C1GaugeCaption

Draws a text caption.

Object Model

C1GaugeCaption

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeCaption  
    Inherits C1GaugeBaseShape
```

C#

```
public class C1GaugeCaption : C1GaugeBaseShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

C1.Win.C1Gauge.C1GaugeCaption

Requirements

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

See Also

Reference

[C1GaugeCaption Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Draws a text caption.

Object Model

C1GaugeCaption

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeCaption  
    Inherits C1GaugeBaseShape
```

C#

```
public class C1GaugeCaption : C1GaugeBaseShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

C1.Win.C1Gauge.C1GaugeCaption

Requirements

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

See Also

Reference


[C1GaugeCaption Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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








The following tables list the members exposed by [C1GaugeCaption](#).














Public Constructors



	Name	Description
	C1GaugeCaption Constructor	Initializes a new instance of the shape.

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Public Properties


	Name	Description
	Alignment	Gets or sets text alignment information on the vertical plane.
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Color	Gets or sets the Color used to display text caption.
	CommonFontName	Gets or sets the name of the font and color template.
	DirectionRightToLeft	Gets or sets whether the Text is displayed from right to left.

 DirectionVertical	Gets or sets whether the Text is displayed in vertical direction.
 Font	Gets or sets the font used to display text caption.
 FontSize	Logical value representing the scalable font size.
 Height	Gets or sets the logical (positive) or fraction-based (negative) height of the caption.
 HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
 LineAlignment	Gets or sets the line alignment on the horizontal plane.
 Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
 NoClip	If set to True, unwrapped text reaching outside the formatting rectangle is allowed to show.
 NoWrap	If set to True, text wrapping between lines when formatting within a rectangle is disabled.
 Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
 RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the caption).
 Text	Gets or sets the text displayed in this caption.
 Trimming	Indicates how text is trimmed when it exceeds the edges of the layout rectangle.
 Viewport	Specifies the outer bounds for the shape. (Inherited from

		C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the caption.





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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeCaption Class](#)
[C1.Win.C1Gauge Namespace](#)

C1GaugeCaption Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeCaption()	

Requirements

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

See Also


Reference

[C1GaugeCaption Class](#)
[C1GaugeCaption Members](#)

Methods





For a list of all members of this type, see [C1GaugeCaption members](#).

Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

[Top](#)

Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeCaption Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetColor()</code>	
C#	
<code>protected void ResetColor()</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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor()	

Requirements

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

See Also

Reference



[C1GaugeCaption Class](#)















[C1GaugeCaption Members](#)








Properties

For a list of all members of this type, see [C1GaugeCaption members](#).

Public Properties

	Name	Description
	Alignment	Gets or sets text alignment information on the vertical plane.
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Color	Gets or sets the Color used to display text caption.
	CommonFontName	Gets or sets the name of the font and color template.
	DirectionRightToLeft	Gets or sets whether the Text is displayed from right to left.
	DirectionVertical	Gets or sets whether the Text is displayed in vertical direction.
	Font	Gets or sets the font used to display text caption.
	FontSize	Logical value representing the scalable font size.
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the caption.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	LineAlignment	Gets or sets the line alignment on the horizontal plane.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	NoClip	If set to True, unwrapped text reaching outside the formatting rectangle is allowed to show.
	NoWrap	If set to True, text wrapping between lines when formatting within a rectangle is disabled.

	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the caption).
	Text	Gets or sets the text displayed in this caption.
	Trimming	Indicates how text is trimmed when it exceeds the edges of the layout rectangle.
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the caption.

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See Also

Reference

[C1GaugeCaption Class](#)

[C1.Win.C1Gauge Namespace](#)

Alignment Property

Gets or sets text alignment information on the vertical plane.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.DefaultValueAttribute()> <c("Specifies text alignment information on the vertical plane.")></pre>	

Public Property Alignment **As** System.Drawing.StringAlignment

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies text alignment information on the vertical plane.")]  
public System.Drawing.StringAlignment Alignment {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Color Property

Gets or sets the Color used to display text caption.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the Color used to display text caption.")>  
<h("Appearance")>  
Public Property Color As System.Drawing.Color
```

C#

```
[c("Specifies the Color used to display text caption.")]  
[h("Appearance")]  
public System.Drawing.Color Color {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

CommonFontName Property

Gets or sets the name of the font and color template.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the name of the font and color template.")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
Public Property CommonFontName As System.String
```

C#

```
[c("Specifies the name of the font and color template.")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DefaultValueAttribute()]
[h("Appearance")]
public System.string CommonFontName {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

DirectionRightToLeft Property

Gets or sets whether the Text is displayed from right to left.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Indicates whether the Text is displayed from right to left.")> <System.ComponentModel.DefaultValueAttribute()> Public Property DirectionRightToLeft As System.Boolean</pre>	
C#	
<pre>[h("Layout")] [c("Indicates whether the Text is displayed from right to left.")] [System.ComponentModel.DefaultValueAttribute()] public System.bool DirectionRightToLeft {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

DirectionVertical Property

Gets or sets whether the Text is displayed in vertical direction.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether the Text is displayed in vertical direction.")> <h("Layout")> Public Property DirectionVertical As System.Boolean</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Indicates whether the Text is displayed in vertical direction.")] [h("Layout")] public System.bool DirectionVertical {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Font Property

Gets or sets the font used to display text caption.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.LocalizableAttribute(True)> <System.ComponentModel.DefaultValueAttribute()> <h("Appearance")></pre>	


```
<c("Specifies the font used to display text caption.")>
Public Property Font As System.Drawing.Font
```

C#

```
[System.ComponentModel.LocalizableAttribute(true)]
[System.ComponentModel.DefaultValueAttribute()]
[h("Appearance")]
[c("Specifies the font used to display text caption.")]
public System.Drawing.Font 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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

FontSize Property

Logical value representing the scalable font size.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
<c("Logical value representing the scalable font size.")>
Public Property FontSize As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Appearance")]
[c("Logical value representing the scalable font size.")]
public System.double FontSize {get; set;}
```

Remarks

Set to Double.NaN to use the fixed font 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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Height Property

Gets or sets the logical (positive) or fraction-based (negative) height of the caption.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.DefaultValueAttribute() <c("Specifies the logical (positive) or fraction-based (negative) height of the caption.")> Public Property Height As System.Double</pre>	
C#	
<pre>[h("Layout")] [System.ComponentModel.DefaultValueAttribute() [c("Specifies the logical (positive) or fraction-based (negative) height of the caption."))] public System.double Height {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

LineAlignment Property

Gets or sets the line alignment on the horizontal plane.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.DefaultValueAttribute()> <c("Specifies the line alignment on the horizontal plane.")> Public Property LineAlignment As System.Drawing.StringAlignment</pre>	
C#	
<pre>[h("Layout")] [System.ComponentModel.DefaultValueAttribute()] [c("Specifies the line alignment on the horizontal plane.")] public System.Drawing.StringAlignment LineAlignment {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

NoClip Property

If set to True, unwrapped text reaching outside the formatting rectangle is allowed to show.

Syntax

Visual Basic (Declaration)

```
<c("If set to True, unwrapped text reaching outside the formatting rectangle is  
allowed to show.")>  
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property NoClip As System.Boolean
```

C#

```
[c("If set to True, unwrapped text reaching outside the formatting rectangle is  
allowed to show.")]  
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.bool NoClip {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

NoWrap Property

If set to True, text wrapping between lines when formatting within a rectangle is disabled.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("If set to True, text wrapping between lines when formatting within a  
rectangle is disabled.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property NoWrap As System.Boolean
```

C#

```
[h("Layout")]  
[c("If set to True, text wrapping between lines when formatting within a  
rectangle is disabled.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.bool Nowrap {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

RotateAngle Property

Gets or sets the rotation angle (pivot point is at the center of the caption).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Layout")>  
<c("Specifies the rotation angle (pivot point is at the center of the  
caption).")>  
Public Property RotateAngle As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
[c("Specifies the rotation angle (pivot point is at the center of the  
caption).")]  
public System.double RotateAngle {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Text Property

Gets or sets the text displayed in this caption.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <System.ComponentModel.LocalizableAttribute(True)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="System.ComponentModel.Design.MultilineStringEditor, System.Design")> <System.ComponentModel.DefaultValueAttribute()> <c("The text displayed in this caption.")> Public Property Text As System.String</pre>	
C#	
<pre>[h("Appearance")] [System.ComponentModel.LocalizableAttribute(true)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="System.ComponentModel.Design.MultilineStringEditor, System.Design")] [System.ComponentModel.DefaultValueAttribute()] [c("The text displayed in this caption.")] public System.string Text {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Trimming Property

Indicates how text is trimmed when it exceeds the edges of the layout rectangle.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Indicates how text is trimmed when it exceeds the edges of the layout  
rectangle.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Trimming As System.Drawing.StringTrimming
```

C#

```
[h("Layout")]  
[c("Indicates how text is trimmed when it exceeds the edges of the layout  
rectangle.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.Drawing.StringTrimming Trimming {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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

Width Property

Gets or sets the logical (positive) or fraction-based (negative) width of the caption.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical (positive) or fraction-based (negative) width of the  
caption.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Layout")>  
Public Property Width As System.Double
```

C#

```
[c("Specifies the logical (positive) or fraction-based (negative) width of the  
caption.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
public System.double 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

[C1GaugeCaption Class](#)

[C1GaugeCaption Members](#)

C1GaugeClipping

Associates a clipping region with a Gauge element.

Object Model

C1GaugeClipping

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ClippingConverter,  
C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.SerializableAttribute()>  
Public Class C1GaugeClipping
```

C#

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ClippingConverter,  
C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.SerializableAttribute()]  
public class C1GaugeClipping
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeClipping

Requirements

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

See Also

Reference

[C1GaugeClipping Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Associates a clipping region with a Gauge element.

Object Model

C1GaugeClipping

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ClippingConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.SerializableAttribute()> Public Class C1GaugeClipping</pre>	
C#	
<pre>[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ClippingConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.SerializableAttribute()] public class C1GaugeClipping</pre>	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeClipping

Requirements

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

See Also

Reference

[C1GaugeClipping Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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





The following tables list the members exposed by [C1GaugeClipping](#).

Public Constructors

	Name	Description
	C1GaugeClipping Constructor	Overloaded.


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Public Properties

	Name	Description
	Operation	Specifies how the source and given clipping regions are combined.
	Owner	Gets the owner Gauge element.
	ScaleFactor	Gets or sets the scale factor for the given Shape when it is used for clipping.
	ShapeName	Gets or sets the name of a Shape that is used for clipping.

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Public Methods

	Name	Description
	ToString	Returns a String that represents the current C1GaugeClipping .

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See Also

Reference

[C1GaugeClipping Class](#)

[C1.Win.C1Gauge Namespace](#)

[C1GaugeClipping Constructor](#)

Overload List

Overload	Description
----------	-------------

C1GaugeClipping Constructor()	Initializes a new instance of the C1GaugeClipping .
C1GaugeClipping Constructor(String,C1GaugeClipOperation,Double)	Initializes a new instance of the C1GaugeClipping .

Requirements

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

See Also

Reference

[C1GaugeClipping Class](#)

[C1GaugeClipping Members](#)

C1GaugeClipping Constructor()

Initializes a new instance of the [C1GaugeClipping](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeClipping()	

Requirements

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

See Also

Reference

[C1GaugeClipping Class](#)
[C1GaugeClipping Members](#)
[Overload List](#)

C1GaugeClipping Constructor(String,C1GaugeClipOperation,Double)
Initializes a new instance of the [C1GaugeClipping](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal shapeName As System.String, _ ByVal operation As C1GaugeClipOperation, _ ByVal scaleFactor As System.Double _)</pre>	
C#	
<pre>public C1GaugeClipping(System.string shapeName, C1GaugeClipOperation operation, System.double scaleFactor)</pre>	

Parameters

shapeName

operation

scaleFactor

Requirements

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

See Also


Reference

[C1GaugeClipping Class](#)
[C1GaugeClipping Members](#)
[Overload List](#)

Methods

For a list of all members of this type, see [C1GaugeClipping members](#).

Public Methods

	Name	Description
	ToString	Returns a String that represents the current C1GaugeClipping .

[Top](#)

See Also

Reference

[C1GaugeClipping Class](#)
[C1.Win.C1Gauge Namespace](#)

ToString Method

Returns a String that represents the current [C1GaugeClipping](#).

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Function ToString() As System.String</code>	
C#	
<code>public override System.string ToString()</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

Properties

For a list of all members of this type, see [C1GaugeClipping members](#).

Public Properties

	Name	Description
	Operation	Specifies how the source and given clipping regions are combined.
	Owner	Gets the owner Gauge element.
	ScaleFactor	Gets or sets the scale factor for the given Shape when it is used for clipping.
	ShapeName	Gets or sets the name of a Shape that is used for clipping.

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See Also

Reference

Operation Property

Specifies how the source and given clipping regions are combined.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute(>> <c("Specifies how the source and given clipping regions are combined.")> <h("Clipping")> Public Property Operation As C1GaugeClipOperation</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()]</pre>	

```
[c("Specifies how the source and given clipping regions are combined.")]  
[h("Clipping")]  
public C1GaugeClipOperation Operation {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

[C1GaugeClipping Class](#)

[C1GaugeClipping Members](#)

Owner Property

Gets the owner Gauge element.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
Public ReadOnly Property Owner As System.Object
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
public System.object Owner {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

[C1GaugeClipping Class](#)

[C1GaugeClipping Members](#)

ScaleFactor Property

Gets or sets the scale factor for the given Shape when it is used for clipping.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute(>> <h("Clipping")> <c("Specifies the scale factor for the given Shape when it is used for clipping.")> Public Property ScaleFactor As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute() [h("Clipping")] [c("Specifies the scale factor for the given Shape when it is used for clipping.")] public System.double ScaleFactor {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

[C1GaugeClipping Class](#)

[C1GaugeClipping Members](#)

ShapeName Property

Gets or sets the name of a Shape that is used for clipping.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the name of a Shape that is used for clipping (empty string  
references the owner element).")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.GaugeShapeNameEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>  
<h("Clipping")>  
Public Property ShapeName As System.String
```

C#

```
[c("Specifies the name of a Shape that is used for clipping (empty string  
references the owner element).")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.GaugeShapeNameEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]  
[h("Clipping")]  
public System.string ShapeName {get; set;}
```

Remarks

An empty string here makes reference to the owner element.

Requirements

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

See Also

Reference

[C1GaugeClipping Class](#)

[C1GaugeClipping Members](#)

C1GaugeCustomImage

Properties of the user-defined image displayed on a Gauge.

Object Model

C1GaugeCustomImage

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeCustomImage	
C#	
public class C1GaugeCustomImage	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCustomImage

Requirements

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

See Also

Reference

[C1GaugeCustomImage Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Properties of the user-defined image displayed on a Gauge.

Object Model

C1GaugeCustomImage

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeCustomImage	
C#	
public class C1GaugeCustomImage	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCustomImage

Requirements

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

See Also

Reference

[C1GaugeCustomImage Members](#)




[C1.Win.C1Gauge Namespace](#)









Members

[Properties](#)

The following tables list the members exposed by [C1GaugeCustomImage](#).

Public Properties

	Name	Description
	CommonImageName	Gets or sets the name of the image template.
	Height	Gets or sets the logical value representing the height of the image.
	Hue	Allows to modify the image hue by the specified amount (between -180 and 180).

	Image	Gets or sets the original image.
	KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
	KeepSize	Gets or sets whether the predefined size of the image should not changed.
	Lightness	Allows to modify the image lightness by the specified amount (between -100 and 100).
	Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
	RotateFlipType	Gets or sets the direction of an image's rotation and the axis used to flip the image.
	Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
	Width	Gets or sets the logical value representing the width of the image.

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See Also

Reference


[C1GaugeCustomImage Class](#)











[C1.Win.C1Gauge Namespace](#)

Properties

For a list of all members of this type, see [C1GaugeCustomImage members](#).

Public Properties

	Name	Description
	CommonImageName	Gets or sets the name of the image template.

 Height	Gets or sets the logical value representing the height of the image.
 Hue	Allows to modify the image hue by the specified amount (between -180 and 180).
 Image	Gets or sets the original image.
 KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
 KeepSize	Gets or sets whether the predefined size of the image should not changed.
 Lightness	Allows to modify the image lightness by the specified amount (between -100 and 100).
 Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
 RotateFlipType	Gets or sets the direction of an image's rotation and the axis used to flip the image.
 Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
 Width	Gets or sets the logical value representing the width of the image.

[Top](#)

See Also

Reference

[C1GaugeCustomImage Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonImageName Property

Gets or sets the name of the image template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DefaultValueAttribute()> Public Property CommonImageName As System.String</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DefaultValueAttribute()] public System.string CommonImageName {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Height Property

Gets or sets the logical value representing the height of the image.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Logical value representing the height of the image.")> Public Property Height As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Logical value representing the height of the image.")]</pre>	

```
public System.double Height {get; set;}
```

Remarks

Can be set to double.NaN (default value) to avoid scaling the image in the Y-axis 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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Hue Property

Allows to modify the image hue by the specified amount (between -180 and 180).

Syntax

Visual Basic (Declaration)

```
<c("Allows to modify the image hue by the specified amount (between -180 and 180).")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Hue As System.Double
```

C#

```
[c("Allows to modify the image hue by the specified amount (between -180 and 180).")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Hue {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Image Property

Gets or sets the original image.

Syntax

Visual Basic (Declaration)	
<pre><c("The original image.")> <System.ComponentModel.DefaultValueAttribute()> Public Property Image As System.Drawing.Image</pre>	
C#	
<pre>[c("The original image.")] [System.ComponentModel.DefaultValueAttribute()] public System.Drawing.Image Image {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

KeepAspectRatio Property

Gets or sets whether the image aspect ratio should be maintained.

Syntax

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

```
<System.ComponentModel.DefaultValueAttribute(>
<c("Indicates whether the image aspect ratio should be maintained.")>
Public Property KeepAspectRatio As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Indicates whether the image aspect ratio should be maintained.")]
public System.bool KeepAspectRatio {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

KeepSize Property

Gets or sets whether the predefined size of the image should not changed.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>
<c("Indicates whether the predefined size of the image should not changed.")>
Public Property KeepSize As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Indicates whether the predefined size of the image should not changed.")]
public System.bool KeepSize {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Lightness Property

Allows to modify the image lightness by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)	
<pre><c("Allows to modify the image lightness by the specified amount (between -100 and 100).")> <System.ComponentModel.DefaultValueAttribute()> Public Property Lightness As System.Double</pre>	
C#	
<pre>[c("Allows to modify the image lightness by the specified amount (between -100 and 100).")] [System.ComponentModel.DefaultValueAttribute()] public System.double Lightness {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Opacity Property

Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).")>  
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Opacity As System.Double
```

C#

```
[c("Specifies the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).")]  
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Opacity {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

RotateFlipType Property

Gets or sets the direction of an image's rotation and the axis used to flip the image.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the direction of an image's rotation and the axis used to flip the image.")> <System.ComponentModel.DefaultValueAttribute()> Public Property RotateFlipType As C1GaugeRotateFlipType</pre>	
C#	
<pre>[c("Specifies the direction of an image's rotation and the axis used to flip the image.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeRotateFlipType RotateFlipType {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Saturation Property

Allows to modify the image saturation by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)	
<pre><c("Allows to modify the image saturation by the specified amount (between -100 and 100).")> <System.ComponentModel.DefaultValueAttribute()> Public Property Saturation As System.Double</pre>	
C#	
<pre>[c("Allows to modify the image saturation by the specified amount (between -100 and 100).")]</pre>	

```
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Saturation {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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

Width Property

Gets or sets the logical value representing the width of the image.

Syntax

Visual Basic (Declaration)

```
<c("Logical value representing the width of the image.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Width As System.Double
```

C#

```
[c("Logical value representing the width of the image.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Width {get; set;}
```

Remarks

Can be set to double.NaN (default value) to avoid scaling the image in the X-axis 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

[C1GaugeCustomImage Class](#)

[C1GaugeCustomImage Members](#)

C1GaugeCustomShape

Defines properties of a shape used for Gauge marks and pointers.

Object Model

C1GaugeCustomShape

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeCustomShape
```

C#

```
public class C1GaugeCustomShape
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCustomShape

Requirements

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

See Also

Reference

[C1GaugeCustomShape Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines properties of a shape used for Gauge marks and pointers.

Object Model

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeCustomShape	
C#	
public class C1GaugeCustomShape	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeCustomShape

Requirements

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

See Also

Reference

[C1GaugeCustomShape Members](#)



[C1.Win.C1Gauge Namespace](#)














Members

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

The following tables list the members exposed by [C1GaugeCustomShape](#).

Public Properties



















	Name	Description
	CommonShapeName	Gets or sets the name of the shape template.
	EndAngle	Gets or sets the angle of the end cap (between -90 and 90).











	EndRadius	Gets or sets the logical radius of the end cap.
	EndSwellAngle	Gets or sets the angle of the swell on the end cap (between -90 and 90).
	EndSwellLength	Gets or sets the logical length of the swell on the end cap.
	EndSwellWidth	Gets or sets the logical width of the swell on the end cap.
	EndWidth	Gets or sets the logical width of the end cap.
	ScaleEndRadius	Gets or sets whether the value of the EndRadius property should be scaled.
	ScaleStartRadius	Gets or sets whether the value of the StartRadius property should be scaled.
	StartAngle	Gets or sets the angle of the start cap (between -90 and 90).
	StartRadius	Gets or sets the logical radius of the start cap.
	StartSwellAngle	Gets or sets the angle of the swell on the start cap (between -90 and 90).
	StartSwellLength	Gets or sets the logical length of the swell on the start cap.
	StartSwellWidth	Gets or sets the logical width of the swell on the start cap.
	StartWidth	Gets or sets the logical width of the start cap.

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Protected Methods

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

 ResetEndAngle	This member is for internal use only.
 ResetEndRadius	This member is for internal use only.
 ResetEndSwellAngle	This member is for internal use only.
 ResetEndSwellLength	This member is for internal use only.
 ResetEndSwellWidth	This member is for internal use only.
 ResetEndWidth	This member is for internal use only.
 ResetScaleEndRadius	This member is for internal use only.
 ResetScaleStartRadius	This member is for internal use only.
 ResetStartAngle	This member is for internal use only.
 ResetStartRadius	This member is for internal use only.
 ResetStartSwellAngle	This member is for internal use only.
 ResetStartSwellLength	This member is for internal use only.
 ResetStartSwellWidth	This member is for internal use only.
 ResetStartWidth	This member is for internal use only.
 ShouldSerializeEndAngle	This member is for internal use only.
 ShouldSerializeEndRadius	This member is for internal use only.
 ShouldSerializeEndSwellAngle	This member is for internal use only.
 ShouldSerializeEndSwellLength	This member is for internal use only.

	ShouldSerializeEndSwellWidth	This member is for internal use only.
	ShouldSerializeEndWidth	This member is for internal use only.
	ShouldSerializeScaleEndRadius	This member is for internal use only.
	ShouldSerializeScaleStartRadius	This member is for internal use only.
	ShouldSerializeStartAngle	This member is for internal use only.
	ShouldSerializeStartRadius	This member is for internal use only.
	ShouldSerializeStartSwellAngle	This member is for internal use only.
	ShouldSerializeStartSwellLength	This member is for internal use only.
	ShouldSerializeStartSwellWidth	This member is for internal use only.
	ShouldSerializeStartWidth	This member is for internal use only.

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See Also




Reference

[C1GaugeCustomShape Class](#)

[C1.Win.C1Gauge Namespace](#)


Methods

>

Name	Description
 ResetEndAngle	This member is for internal use only.
 ResetEndRadius	This member is for internal use only.
 ResetEndSwellAngle	This member is for internal use only.

🔒💎 ResetEndSwellLength	This member is for internal use only.
🔒💎 ResetEndSwellWidth	This member is for internal use only.
🔒💎 ResetEndWidth	This member is for internal use only.
🔒💎 ResetScaleEndRadius	This member is for internal use only.
🔒💎 ResetScaleStartRadius	This member is for internal use only.
🔒💎 ResetStartAngle	This member is for internal use only.
🔒💎 ResetStartRadius	This member is for internal use only.
🔒💎 ResetStartSwellAngle	This member is for internal use only.
🔒💎 ResetStartSwellLength	This member is for internal use only.
🔒💎 ResetStartSwellWidth	This member is for internal use only.
🔒💎 ResetStartWidth	This member is for internal use only.
🔒💎 ShouldSerializeEndAngle	This member is for internal use only.
🔒💎 ShouldSerializeEndRadius	This member is for internal use only.
🔒💎 ShouldSerializeEndSwellAngle	This member is for internal use only.
🔒💎 ShouldSerializeEndSwellLength	This member is for internal use only.
🔒💎 ShouldSerializeEndSwellWidth	This member is for internal use only.
🔒💎 ShouldSerializeEndWidth	This member is for internal use only.
🔒💎 ShouldSerializeScaleEndRadius	This member is for internal use only.
🔒💎 ShouldSerializeScaleStartRadius	This member is for internal use only.
🔒💎 ShouldSerializeStartAngle	This member is for internal use only.
🔒💎 ShouldSerializeStartRadius	This member is for internal use only.
🔒💎 ShouldSerializeStartSwellAngle	This member is for internal use only.

 [ShouldSerializeStartSwellLength](#) This member is for internal use only.

 [ShouldSerializeStartSwellWidth](#) This member is for internal use only.

 [ShouldSerializeStartWidth](#) This member is for internal use only.

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See Also

Reference

[C1GaugeCustomShape Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetEndAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndAngle()	
C#	
protected void ResetEndAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetEndRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndRadius()	
C#	
protected void ResetEndRadius()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetEndSwellAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndSwellAngle()	
C#	
protected void ResetEndSwellAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ResetEndSwellLength Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndSwellLength()	
C#	
protected void ResetEndSwellLength()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ResetEndSwellWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndSwellWidth()	
C#	
protected void ResetEndSwellWidth()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetEndWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetEndWidth()	
C#	
protected void ResetEndWidth()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetScaleEndRadius Method

This member is for internal use only.

Syntax

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

<code>Protected Sub ResetScaleEndRadius()</code>	
C#	
<code>protected void ResetScaleEndRadius()</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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetScaleStartRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetScaleStartRadius()</code>	
C#	
<code>protected void ResetScaleStartRadius()</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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetStartAngle()	
C#	
protected void ResetStartAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetStartRadius()	
C#	
protected void ResetStartRadius()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartSwellAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetStartSwellAngle()	
C#	
protected void ResetStartSwellAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartSwellLength Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetStartSwellLength()	
C#	

```
protected void ResetStartSwellLength()
```

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartSwellWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Sub ResetStartSwellWidth()
```

C#

```
protected void ResetStartSwellWidth()
```

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ResetStartWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetStartWidth()	
C#	
protected void ResetStartWidth()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeEndAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeEndAngle() As System.Boolean	
C#	
protected System.bool ShouldSerializeEndAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ShouldSerializeEndRadius Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeEndRadius() As System.Boolean	
C#	
protected System. bool ShouldSerializeEndRadius()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ShouldSerializeEndSwellAngle Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeEndSwellAngle() As System.Boolean	
C#	
protected System. bool ShouldSerializeEndSwellAngle()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ShouldSerializeEndSwellLength Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeEndSwellLength() As System.Boolean	
C#	
protected System.bool ShouldSerializeEndSwellLength()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ShouldSerializeEndSwellWidth Method
This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeEndSwellWidth() As System.Boolean

C#

protected System. bool ShouldSerializeEndSwellWidth()

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeEndWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Function ShouldSerializeEndWidth() As System.Boolean
--

C#

protected System. bool ShouldSerializeEndWidth()
--

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeScaleEndRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeScaleEndRadius() As System.Boolean	
C#	
protected System.bool ShouldSerializeScaleEndRadius()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeScaleStartRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeScaleStartRadius() As System.Boolean	
C#	
protected System.bool ShouldSerializeScaleStartRadius()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeStartAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeStartAngle() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeStartAngle()</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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeStartRadius Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeStartRadius() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeStartRadius()
```

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeStartSwellAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeStartSwellAngle() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeStartSwellAngle()
```

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeStartSwellLength Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeStartSwellLength() As System.Boolean	
C#	
protected System. bool ShouldSerializeStartSwellLength()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ShouldSerializeStartSwellWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeStartSwellWidth() As System.Boolean	
C#	
protected System. bool ShouldSerializeStartSwellWidth()	

Requirements

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

See Also

Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

ShouldSerializeStartWidth Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeStartWidth() As System.Boolean	
C#	
protected System. bool ShouldSerializeStartWidth()	

Requirements

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




See Also













Reference

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

Properties
For a list of all members of this type, see [C1GaugeCustomShape members](#).

Public Properties

	Name	Description
	CommonShapeName	Gets or sets the name of the shape template.
	EndAngle	Gets or sets the angle of the end cap (between -90 and 90).
	EndRadius	Gets or sets the logical radius of the end cap.

	EndSwellAngle	Gets or sets the angle of the swell on the end cap (between -90 and 90).
	EndSwellLength	Gets or sets the logical length of the swell on the end cap.
	EndSwellWidth	Gets or sets the logical width of the swell on the end cap.
	EndWidth	Gets or sets the logical width of the end cap.
	ScaleEndRadius	Gets or sets whether the value of the EndRadius property should be scaled.
	ScaleStartRadius	Gets or sets whether the value of the StartRadius property should be scaled.
	StartAngle	Gets or sets the angle of the start cap (between -90 and 90).
	StartRadius	Gets or sets the logical radius of the start cap.
	StartSwellAngle	Gets or sets the angle of the swell on the start cap (between -90 and 90).
	StartSwellLength	Gets or sets the logical length of the swell on the start cap.
	StartSwellWidth	Gets or sets the logical width of the swell on the start cap.
	StartWidth	Gets or sets the logical width of the start cap.

[Top](#)

See Also

Reference

[C1GaugeCustomShape Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonShapeName Property

Gets or sets the name of the shape template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.BrowsableAttribute(False)> Public Property CommonShapeName As System.String</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.BrowsableAttribute(false)] public System.string CommonShapeName {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

EndAngle Property

Gets or sets the angle of the end cap (between -90 and 90).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the angle of the end cap (between -90 and 90).")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> Public Property EndAngle As System.Double</pre>	
C#	

```
[c("Specifies the angle of the end cap (between -90 and 90).")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double EndAngle {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

EndRadius Property

Gets or sets the logical radius of the end cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical radius of the end cap.")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
Public Property EndRadius As System.Double
```

C#

```
[c("Specifies the logical radius of the end cap.")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double EndRadius {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

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

EndSwellAngle Property

Gets or sets the angle of the swell on the end cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
<c("Specifies the angle of the swell on the end cap (between -90 and 90).")>  
Public Property EndSwellAngle As System.Double
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
[c("Specifies the angle of the swell on the end cap (between -90 and 90).")]  
public System.double EndSwellAngle {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

[C1GaugeCustomShape Class](#)
[C1GaugeCustomShape Members](#)

EndSwellLength Property

Gets or sets the logical length of the swell on the end cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical length of the swell on the end cap.")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
Public Property EndSwellLength As System.Double
```

C#

```
[c("Specifies the logical length of the swell on the end cap.")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double EndSwellLength {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

EndSwellWidth Property

Gets or sets the logical width of the swell on the end cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical width of the swell on the end cap.")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
Public Property EndSwellWidth As System.Double
```

C#

```
[c("Specifies the logical width of the swell on the end cap.")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double EndSwellWidth {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

EndWidth Property

Gets or sets the logical width of the end cap.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical width of the end cap.")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> Public Property EndWidth As System.Double</pre>	
C#	
<pre>[c("Specifies the logical width of the end cap.")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] public System.double EndWidth {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ScaleEndRadius Property

Gets or sets whether the value of the [EndRadius](#) property should be scaled.

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether the value of the EndRadius property should be scaled.")></pre>	

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
Public Property ScaleEndRadius As System.Boolean
```

C#

```
[c("Indicates whether the value of the EndRadius property should be scaled.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
public System.bool ScaleEndRadius {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

ScaleStartRadius Property

Gets or sets whether the value of the [StartRadius](#) property should be scaled.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
<c("Indicates whether the value of the StartRadius property should be scaled.")>
Public Property ScaleStartRadius As System.Boolean
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
[c("Indicates whether the value of the StartRadius property should be scaled.")]
public System.bool ScaleStartRadius {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartAngle Property

Gets or sets the angle of the start cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the angle of the start cap (between -90 and 90).")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
Public Property StartAngle As System.Double
```

C#

```
[c("Specifies the angle of the start cap (between -90 and 90).")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
public System.double StartAngle {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartRadius Property

Gets or sets the logical radius of the start cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical radius of the start cap.")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
Public Property StartRadius As System.Double
```

C#

```
[c("Specifies the logical radius of the start cap.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
public System.double StartRadius {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartSwellAngle Property

Gets or sets the angle of the swell on the start cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the angle of the swell on the start cap (between -90 and 90).")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
Public Property StartSwellAngle As System.Double
```

C#

```
[c("Specifies the angle of the swell on the start cap (between -90 and 90).")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
public System.double StartSwellAngle {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartSwellLength Property

Gets or sets the logical length of the swell on the start cap.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> <c("Specifies the logical length of the swell on the start cap.")> Public Property StartSwellLength As System.Double</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] [c("Specifies the logical length of the swell on the start cap.")] public System.double StartSwellLength {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartSwellWidth Property

Gets or sets the logical width of the swell on the start cap.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> <c("Specifies the logical width of the swell on the start cap.")> Public Property StartSwellWidth As System.Double</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] [c("Specifies the logical width of the swell on the start cap.")] public System.double StartSwellWidth {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

StartWidth Property

Gets or sets the logical width of the start cap.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical width of the start cap.")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> Public Property StartWidth As System.Double</pre>	
C#	
<pre>[c("Specifies the logical width of the start cap.")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]</pre>	


```
public System.double StartWidth {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

[C1GaugeCustomShape Class](#)

[C1GaugeCustomShape Members](#)

[C1GaugeDecorator](#)

Base class for all the Gauge decorators.

Object Model

C1GaugeDecorator

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeDecorator
```

C#

```
public abstract class C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeDecorator

[C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)

[C1.Win.C1Gauge.C1GaugeSingleLabel](#)

[C1.Win.C1Gauge.C1GaugeSingleMark](#)

Requirements

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

See Also

Reference

[C1GaugeDecorator Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Base class for all the Gauge decorators.

Object Model

C1GaugeDecorator

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class C1GaugeDecorator</code>	
C#	
<code>public abstract class C1GaugeDecorator</code>	

Inheritance Hierarchy

System.Object

- C1.Win.C1Gauge.C1GaugeDecorator**
 - [C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)
 - [C1.Win.C1Gauge.C1GaugeSingleLabel](#)
 - [C1.Win.C1Gauge.C1GaugeSingleMark](#)

Requirements

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

See Also

Reference

[C1GaugeDecorator Members](#)













[C1.Win.C1Gauge Namespace](#)


Members

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

The following tables list the members exposed by [C1GaugeDecorator](#).


Public Properties

	Name	Description
	Alignment	Alignment of the decorator.
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels).
	Clippings	Gets the collection of shapes that form the clipping region.
	ColorMapName	Gets or sets the name of template for the ValueColors collection.
	HitTestable	Gets or sets whether the decorator can be hit-tested.
	Location	Logical value representing the start location of the decorator.
	Name	Gets or sets a name associated with the decorator.
	Owner	Gets the owner Gauge.
	Shadow	Encapsulates properties of the decorator shadow.
	ValueColorFalloff	Gets or sets the blending mode for value colors.
	ValueColors	Gets the collection of values with their associated colors.
	ViewTag	Gets or sets a digital tag identifying this element's views.

	Visible	Gets or sets whether the decorator is visible.
---	-------------------------	--







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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
	ResetLocation	This member is for internal use only.
	ResetShadow	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only.
	ShouldSerializeValueColors	This member is for internal use only.

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See Also

Reference


[C1GaugeDecorator Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods







For a list of all members of this type, see [C1GaugeDecorator members](#).

Public Methods

	Name	Description
	ToString	Returns a string that represents the current object.

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Protected Methods

	Name	Description
	ResetLocation	This member is for internal use only.
	ResetShadow	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only.
	ShouldSerializeValueColors	This member is for internal use only.

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See Also

Reference

[C1GaugeDecorator Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetLocation Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Sub ResetLocation()
C#
protected void ResetLocation()

Requirements

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

See Also

Reference

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ResetShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
Protected Sub ResetShadow()
C#
protected void ResetShadow()

Requirements

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

See Also

Reference

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ShouldSerializeClippings Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeClippings() As System.Boolean	
C#	
protected System. bool ShouldSerializeClippings()	

Requirements

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

See Also

Reference

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ShouldSerializeLocation Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeLocation() As System.Boolean	
C#	
protected System. bool ShouldSerializeLocation()	

Requirements

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

See Also

Reference

[C1GaugeDecorator Class](#)
[C1GaugeDecorator Members](#)

ShouldSerializeShadow Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeShadow() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeShadow()</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

[C1GaugeDecorator Class](#)
[C1GaugeDecorator Members](#)

ShouldSerializeValueColors Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeValueColors() As System.Boolean</code>	
C#	


```
protected System.bool ShouldSerializeValueColors()
```

Requirements

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

See Also

Reference

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ToString Method

Returns a string that represents the current object.

Syntax

Visual Basic (Declaration)

```
Public Overrides Function ToString() As System.String
```

C#

```
public override System.string ToString()
```

Requirements

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

See Also

Reference














[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

Properties

For a list of all members of this type, see [C1GaugeDecorator members](#).

Public Properties

	Name	Description
	Alignment	Alignment of the decorator.
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels).
	Clippings	Gets the collection of shapes that form the clipping region.
	ColorMapName	Gets or sets the name of template for the ValueColors collection.
	HitTestable	Gets or sets whether the decorator can be hit-tested.
	Location	Logical value representing the start location of the decorator.
	Name	Gets or sets a name associated with the decorator.
	Owner	Gets the owner Gauge.
	Shadow	Encapsulates properties of the decorator shadow.
	ValueColorFalloff	Gets or sets the blending mode for value colors.
	ValueColors	Gets the collection of values with their associated colors.
	ViewTag	Gets or sets a digital tag identifying this element's views.
	Visible	Gets or sets whether the decorator is visible.

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See Also

Reference

[C1GaugeDecorator Class](#)

[C1.Win.C1Gauge Namespace](#)

Alignment Property

Alignment of the decorator.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Alignment of the decorator.")> <System.ComponentModel.DefaultValueAttribute()> Public Property Alignment As C1GaugeAlignment</pre>	
C#	
<pre>[h("Layout")] [c("Alignment of the decorator.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeAlignment Alignment {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

AlignmentOffset Property

Gets or sets the alignment offset of the decorator (in pixels).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the alignment offset of the decorator (in pixels).")> <System.ComponentModel.DefaultValueAttribute()> <h("Layout")> Public Property AlignmentOffset As System.Integer</pre>	
C#	

```
[c("Specifies the alignment offset of the decorator (in pixels).")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.int AlignmentOffset {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

Clippings Property

Gets the collection of shapes that form the clipping region.

Syntax

Visual Basic (Declaration)

```
<h("Appearance")>
<c("Collection of shapes that form the clipping region.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
Public ReadOnly Property Clippings As ClippingCollection
```

C#

```
[h("Appearance")]
[c("Collection of shapes that form the clipping region.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
public ClippingCollection Clippings {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ColorMapName Property

Gets or sets the name of template for the [ValueColors](#) collection.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <c("Specifies the name of template for the ValueColors collection.")> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ColorMapNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> Public Property ColorMapName As System.String</pre>	
C#	
<pre>[h("Appearance")] [c("Specifies the name of template for the ValueColors collection.")] [System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ColorMapNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] public System.string ColorMapName {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

HitTestable Property

Gets or sets whether the decorator can be hit-tested.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Behavior")>  
<c("Indicates whether the decorator can be hit-tested.")>  
Public Property HitTestable As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[h("Behavior")]  
[c("Indicates whether the decorator can be hit-tested.")]  
public System.bool HitTestable {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

[C1GaugeDecorator Class](#)
[C1GaugeDecorator Members](#)

Location Property

Logical value representing the start location of the decorator.

Syntax

Visual Basic (Declaration)

```
<c("Logical value representing the start location of the decorator.")>  
<h("Layout")>  
Public Property Location As System.Double
```

C#

```
[c("Logical value representing the start location of the decorator.")]  
[h("Layout")]  
public System.double Location {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

[C1GaugeDecorator Class](#)
[C1GaugeDecorator Members](#)

Name Property

Gets or sets a name associated with the decorator.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>  
<System.ComponentModel.DefaultValueAttribute(>  
<c("Name associated with the decorator.")>
```

```
Public Property Name As System.String
```

```
C#
```

```
[h("Behavior")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Name associated with the decorator.")]  
public System.string Name {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

Owner Property

Gets the owner Gauge.

Syntax

```
Visual Basic (Declaration)
```

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
<System.ComponentModel.BrowsableAttribute(False)>  
Public ReadOnly Property Owner As C1GaugeBase
```

```
C#
```

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
[System.ComponentModel.BrowsableAttribute(false)]  
public C1GaugeBase Owner {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

Shadow Property

Encapsulates properties of the decorator shadow.

Syntax

Visual Basic (Declaration)	
<pre><c("Encapsulates properties of the decorator shadow.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <h("Appearance")> Public Property Shadow As C1GaugeShadow</pre>	
C#	
<pre>[c("Encapsulates properties of the decorator shadow.")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [h("Appearance")] public C1GaugeShadow Shadow {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ValueColorFalloff Property

Gets or sets the blending mode for value colors.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Appearance")> <c("Specifies the blending mode for value colors.")> Public Property ValueColorFalloff As C1GaugeValueColorFalloff</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Appearance")] [c("Specifies the blending mode for value colors.")] public C1GaugeValueColorFalloff ValueColorFalloff {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ValueColors Property

Gets the collection of values with their associated colors.

Syntax

Visual Basic (Declaration)

```
<c("Collection of values with their associated colors.")>  
<h("Appearance")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
Public ReadOnly Property ValueColors As ValueColorCollection
```

C#

```
[c("Collection of values with their associated colors.")]  
[h("Appearance")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
public ValueColorCollection ValueColors {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
```

```

ationVisibility.Visible)>
<System.ComponentModel.BrowsableAttribute(False)>
Public Property ViewTag As System.Long

```

C#

```

[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Visible)]
[System.ComponentModel.BrowsableAttribute(false)]
public System.long ViewTag {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

Visible Property

Gets or sets whether the decorator is visible.

Syntax

Visual Basic (Declaration)

```

<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
<c("Indicates whether the decorator is visible.")>
Public Property Visible As System.Boolean

```

C#

```

[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Indicates whether the decorator is visible.")]
public System.bool Visible {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

[C1GaugeDecorator Class](#)

[C1GaugeDecorator Members](#)

C1GaugeEllipse

Draws a filled ellipse.

Object Model

C1GaugeEllipse

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeEllipse Inherits C1GaugeFilledShape</pre>	
C#	
<pre>public class C1GaugeEllipse : C1GaugeFilledShape</pre>	

Inheritance Hierarchy

System.Object

 C1.Win.C1Gauge.C1GaugeBaseShape

 C1.Win.C1Gauge.C1GaugeFilledShape

C1.Win.C1Gauge.C1GaugeEllipse

Requirements

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

See Also

Reference

[C1GaugeEllipse Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Draws a filled ellipse.

Object Model

C1GaugeEllipse

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeEllipse
    Inherits C1GaugeFilledShape
```

C#

```
public class C1GaugeEllipse : C1GaugeFilledShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

[C1.Win.C1Gauge.C1GaugeFilledShape](#)

C1.Win.C1Gauge.C1GaugeEllipse

Requirements

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

See Also


Reference

Members

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







The following tables list the members exposed by [C1GaugeEllipse](#).






Public Constructors

	Name	Description
	C1GaugeEllipse Constructor	Initializes a new instance of the shape.

[Top](#)


Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)

	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the ellipse.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the ellipse).
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the ellipse.









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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

[Top](#)

Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeEllipse Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeEllipse Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1GaugeEllipse()</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





[C1GaugeEllipse Class](#)











[C1GaugeEllipse Members](#)

Properties

For a list of all members of this type, see [C1GaugeEllipse members](#).

Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from

		C1.Win.C1Gauge.C1GaugeBaseShape)
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the ellipse.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the ellipse).
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the ellipse.

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See Also

Reference

[C1GaugeEllipse Class](#)
[C1.Win.C1Gauge Namespace](#)

Height Property

Gets or sets the logical (positive) or fraction-based (negative) height of the ellipse.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Specifies the logical (positive) or fraction-based (negative) height of the  
ellipse.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Height As System.Double
```

C#

```
[h("Layout")]  
[c("Specifies the logical (positive) or fraction-based (negative) height of the  
ellipse.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double 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

[C1GaugeEllipse Class](#)
[C1GaugeEllipse Members](#)

RotateAngle Property

Gets or sets the rotation angle (pivot point is at the center of the ellipse).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the rotation angle (pivot point is at the center of the ellipse).")>  
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property RotateAngle As System.Double
```

C#

```
[c("Specifies the rotation angle (pivot point is at the center of the ellipse).")]  
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double RotateAngle {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

[C1GaugeEllipse Class](#)

[C1GaugeEllipse Members](#)

Width Property

Gets or sets the logical (positive) or fraction-based (negative) width of the ellipse.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the logical (positive) or fraction-based (negative) width of the ellipse.")>  
Public Property Width As System.Double
```

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the logical (positive) or fraction-based (negative) width of the  
ellipse.")]  
public System.double 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

[C1GaugeEllipse Class](#)

[C1GaugeEllipse Members](#)

[C1GaugeFilledShape](#)

The base class for shapes that draw the border and fill the interior.

Object Model

C1GaugeFilledShape

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeFilledShape  
    Inherits C1GaugeBaseShape
```

C#

```
public abstract class C1GaugeFilledShape : C1GaugeBaseShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

C1.Win.C1Gauge.C1GaugeFilledShape

[C1.Win.C1Gauge.C1GaugeEllipse](#)
[C1.Win.C1Gauge.C1GaugeRectangle](#)
[C1.Win.C1Gauge.C1GaugeSector](#)
[C1.Win.C1Gauge.C1GaugeSegment](#)

Requirements

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

See Also

Reference

[C1GaugeFilledShape Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

The base class for shapes that draw the border and fill the interior.

Object Model

C1GaugeFilledShape

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeFilledShape  
    Inherits C1GaugeBaseShape
```

C#

```
public abstract class C1GaugeFilledShape : C1GaugeBaseShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)
C1.Win.C1Gauge.C1GaugeFilledShape
[C1.Win.C1Gauge.C1GaugeEllipse](#)

[C1.Win.C1Gauge.C1GaugeRectangle](#)
[C1.Win.C1Gauge.C1GaugeSector](#)
[C1.Win.C1Gauge.C1GaugeSegment](#)

Requirements

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

See Also

Reference







[C1GaugeFilledShape Members](#)
[C1.Win.C1Gauge Namespace](#)






Members

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

The following tables list the members exposed by [C1GaugeFilledShape](#).


Public Properties

	Name	Description
	Border	Gets the properties of the shape border.
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Filling	Adjusts the interior filling of the shape.
	Gradient	Encapsulates properties of a color gradient.

	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)





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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ShouldSerializeBorder	This member is for internal use only.

	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference


[C1GaugeFilledShape Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods



For a list of all members of this type, see [C1GaugeFilledShape members](#).







Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetFilling	This member is for internal use only.

	ResetGradient	This member is for internal use only.
	ShouldSerializeBorder	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeFilledShape Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetBorder()	
C#	
protected void ResetBorder()	

Requirements

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

See Also

Reference

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetFilling()	
C#	
protected void ResetFilling()	

Requirements

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

See Also

Reference

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetGradient()	
C#	

```
protected void ResetGradient()
```

Requirements

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

See Also

Reference

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

ShouldSerializeBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeBorder() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeBorder()
```

Requirements

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

See Also

Reference

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	
protected System. bool ShouldSerializeFilling()	

Requirements

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

See Also

Reference

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeGradient() As System.Boolean	
C#	
protected System. bool ShouldSerializeGradient()	

Requirements

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

See Also











Reference


[C1GaugeFilledShape Class](#)
[C1GaugeFilledShape Members](#)

Properties

For a list of all members of this type, see [C1GaugeFilledShape members](#).

Public Properties

	Name	Description
	Border	Gets the properties of the shape border.
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Filling	Adjusts the interior filling of the shape.
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
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See Also

Reference

[C1GaugeFilledShape Class](#)

[C1.Win.C1Gauge Namespace](#)

Border Property

Gets the properties of the shape border.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("The properties of the shape border.")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Appearance")> Public Property Border As C1GaugeBorder </pre>	
C#	
<pre> [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [c("The properties of the shape border.")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [h("Appearance")] public C1GaugeBorder Border {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

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

Filling Property

Adjusts the interior filling of the shape.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<c("Adjusts the interior filling of the shape.")>  
Public Property Filling As C1GaugeFilling
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[c("Adjusts the interior filling of the shape.")]  
public C1GaugeFilling Filling {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

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <h("Appearance")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <c("Encapsulates properties of a color gradient.")> Public Property Gradient As C1GaugeGradient</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [h("Appearance")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [c("Encapsulates properties of a color gradient.")] public C1GaugeGradient Gradient {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

[C1GaugeFilledShape Class](#)

[C1GaugeFilledShape Members](#)

C1GaugeFilling

Encapsulates properties of a brush used to fill Gauge elements.

Object Model

C1GaugeFilling

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeFilling
```

C#

```
public class C1GaugeFilling
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeFilling

Requirements

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

See Also

Reference

[C1GaugeFilling Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Encapsulates properties of a brush used to fill Gauge elements.

Object Model

C1GaugeFilling

Syntax

Visual Basic (Declaration)	
<code>Public Class C1GaugeFilling</code>	
C#	
<code>public class C1GaugeFilling</code>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeFilling

Requirements

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

See Also

Reference











[C1GaugeFilling Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



The following tables list the members exposed by [C1GaugeFilling](#).



Public Properties

	Name	Description
	BrushType	Gets or sets the type of brush that is used to fill the element.
	Color	Gets or sets the Color used to fill the element.
	Color2	Gets or sets the second Color that can be used in a gradient or hatch brush.
	CommonFillingName	Gets or sets the name of the filling template.
	HatchStyle	Gets or sets the style of a hatch brush.
	Opacity	Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).
	Opacity2	Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).
	SwapColors	Gets or sets whether the Color should be used instead of Color2 and vice versa.
	TextureImage	Gets or sets the Image in texture brush.
	WrapMode	Gets or sets the wrap mode for the texture brush.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ResetColor2	This member is for internal use only.

	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeColor2	This member is for internal use only.

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See Also

Reference





[C1GaugeFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [C1GaugeFilling members](#).

Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ResetColor2	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeColor2	This member is for internal use only.

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See Also

Reference

[C1GaugeFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor()	
C#	
protected void ResetColor()	

Requirements

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

See Also

Reference

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

ResetColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor2()	
C#	
protected void ResetColor2()	

Requirements

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

See Also

Reference

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor()	

Requirements

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

See Also

Reference

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

ShouldSerializeColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor2() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor2()	

Requirements

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

See Also

Reference









[C1GaugeFilling Class](#)



[C1GaugeFilling Members](#)

Properties

For a list of all members of this type, see [C1GaugeFilling members](#).

Public Properties

	Name	Description
	BrushType	Gets or sets the type of brush that is used to fill the element.
	Color	Gets or sets the Color used to fill the element.
	Color2	Gets or sets the second Color that can be used in a gradient or hatch brush.
	CommonFillingName	Gets or sets the name of the filling template.
	HatchStyle	Gets or sets the style of a hatch brush.
	Opacity	Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).
	Opacity2	Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).
	SwapColors	Gets or sets whether the Color should be used instead of Color2 and vice versa.

	TextureImage	Gets or sets the Image in texture brush.
	WrapMode	Gets or sets the wrap mode for the texture brush.

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See Also

Reference

[C1GaugeFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

BrushType Property

Gets or sets the type of brush that is used to fill the element.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the type of brush that is used to fill the element.")> <System.ComponentModel.DefaultValueAttribute()> Public Property BrushType As C1GaugeBrushType</pre>	
C#	
<pre>[c("Specifies the type of brush that is used to fill the element.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeBrushType BrushType {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

Color Property

Gets or sets the Color used to fill the element.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the Color used to fill the element.")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[c("Specifies the Color used to fill the element.")] public System.Drawing.Color Color {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

Color2 Property

Gets or sets the second Color that can be used in a gradient or hatch brush.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the second Color that can be used in a gradient or hatch brush.")> Public Property Color2 As System.Drawing.Color</pre>	
C#	
<pre>[c("Specifies the second Color that can be used in a gradient or hatch brush.")] public System.Drawing.Color Color2 {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

CommonFillingName Property

Gets or sets the name of the filling template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.BrowsableAttribute(False)> Public Property CommonFillingName As System.String</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.BrowsableAttribute(false)] public System.string CommonFillingName {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

HatchStyle Property

Gets or sets the style of a hatch brush.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design,
Version=4.0.20131.91")>
<c("Specifies the style of a hatch brush.")>
Public Property HatchStyle As C1GaugeHatchStyle
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design,
Version=4.0.20131.91")]
[c("Specifies the style of a hatch brush.")]
public C1GaugeHatchStyle HatchStyle {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

Opacity Property

Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")>  
<c("Specifies the opacity of the first color between 0.0 (completely  
transparent) and 1.0 (opaque).")>  
Public Property Opacity As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")]  
[c("Specifies the opacity of the first color between 0.0 (completely  
transparent) and 1.0 (opaque).")]  
public System.double Opacity {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

Opacity2 Property

Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the opacity of the second color between 0.0 (completely  
transparent) and 1.0 (opaque).")>
```

```
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Opacity2 As System.Double
```

C#

```
[c("Specifies the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).")]
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Opacity2 {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

SwapColors Property

Gets or sets whether the [Color](#) should be used instead of [Color2](#) and vice versa.

Syntax

Visual Basic (Declaration)

```
<c("Indicates if the Color should be used instead of Color2 and vice versa.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property SwapColors As System.Boolean
```

C#

```
[c("Indicates if the Color should be used instead of Color2 and vice versa.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.bool SwapColors {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

TextureImage Property

Gets or sets the Image in texture brush.

Syntax

Visual Basic (Declaration)

```
<c("The Image in texture brush.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property TextureImage As System.Drawing.Image
```

C#

```
[c("The Image in texture brush.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.Drawing.Image TextureImage {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

WrapMode Property

Gets or sets the wrap mode for the texture brush.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the wrap mode for the texture brush.")>  
Public Property WrapMode As System.Drawing.Drawing2D.WrapMode
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the wrap mode for the texture brush.")]  
public System.Drawing.Drawing2D.WrapMode WrapMode {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

[C1GaugeFilling Class](#)

[C1GaugeFilling Members](#)

C1GaugeGradient

Encapsulates properties of a color gradient.

Object Model

C1GaugeGradient

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeGradient	
C#	
public class C1GaugeGradient	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeGradient

Requirements

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

See Also

Reference

[C1GaugeGradient Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Encapsulates properties of a color gradient.

Object Model

C1GaugeGradient

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeGradient	
C#	
public class C1GaugeGradient	

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeGradient

Requirements

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

See Also

Reference

[C1GaugeGradient Members](#)








[C1.Win.C1Gauge Namespace](#)






Members

[Properties](#)

The following tables list the members exposed by [C1GaugeGradient](#).

Public Properties

	Name	Description
	CenterPointX	Fraction-based X coordinate of the radial gradient center.
	CenterPointY	Fraction-based Y coordinate of the radial gradient center.
	CommonGradientName	Gets or sets the name of the gradient template.
	Direction	Gets or sets the direction of a gradient brush.
	Falloff	Gets or sets the type of a gradient falloff.
	Focus	A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.
	FocusScaleX	Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.

	FocusScaleY	Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.
	ScaleX	Scales the width of the gradient area by the specified amount (after translation).
	ScaleY	Scales the height of the gradient area by the specified amount (after translation).
	TranslateX	Moves the gradient area by the specified relative amount along the X-axis (before scaling).
	TranslateY	Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

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See Also

Reference





[C1GaugeGradient Class](#)









[C1.Win.C1Gauge Namespace](#)

Properties

For a list of all members of this type, see [C1GaugeGradient members](#).

Public Properties

	Name	Description
	CenterPointX	Fraction-based X coordinate of the radial gradient center.
	CenterPointY	Fraction-based Y coordinate of the radial gradient center.
	CommonGradientName	Gets or sets the name of the gradient template.
	Direction	Gets or sets the direction of a gradient brush.

	Falloff	Gets or sets the type of a gradient falloff.
	Focus	A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.
	FocusScaleX	Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.
	FocusScaleY	Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.
	ScaleX	Scales the width of the gradient area by the specified amount (after translation).
	ScaleY	Scales the height of the gradient area by the specified amount (after translation).
	TranslateX	Moves the gradient area by the specified relative amount along the X-axis (before scaling).
	TranslateY	Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

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See Also

Reference

[C1GaugeGradient Class](#)

[C1.Win.C1Gauge Namespace](#)

CenterPointX Property

Fraction-based X coordinate of the radial gradient center.

Syntax

Visual Basic (Declaration)

```
<c("Fraction-based X coordinate of the radial gradient center.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property CenterPointX As System.Double
```

C#

```
[c("Fraction-based X coordinate of the radial gradient center.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double CenterPointX {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

CenterPointY Property

Fraction-based Y coordinate of the radial gradient center.

Syntax

Visual Basic (Declaration)

```
<c("Fraction-based Y coordinate of the radial gradient center.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property CenterPointY As System.Double
```

C#

```
[c("Fraction-based Y coordinate of the radial gradient center.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double CenterPointY {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

CommonGradientName Property

Gets or sets the name of the gradient template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.BrowsableAttribute(False)> Public Property CommonGradientName As System.String</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.BrowsableAttribute(false)] public System.string CommonGradientName {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

Direction Property

Gets or sets the direction of a gradient brush.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the direction of a gradient brush.")> <System.ComponentModel.DefaultValueAttribute()> Public Property Direction As C1GaugeGradientDirection</pre>	
C#	
<pre>[c("Specifies the direction of a gradient brush.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeGradientDirection Direction {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

Falloff Property

Gets or sets the type of a gradient falloff.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the type of a gradient falloff.")> Public Property Falloff As C1GaugeGradientFalloff</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the type of a gradient falloff.")]</pre>	


```
public C1GaugeGradientFalloff Falloff {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

Focus Property

A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("A value from 0 through 1 that specifies the point where the gradient is  
composed of only the ending color.")>  
Public Property Focus As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("A value from 0 through 1 that specifies the point where the gradient is  
composed of only the ending color.")]  
public System.double Focus {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

[C1GaugeGradient Class](#)
[C1GaugeGradient Members](#)

FocusScaleX Property

Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the focus point X coordinate (between 0 and 1) for the radial  
gradient falloff.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property FocusScaleX As System.Double
```

C#

```
[c("Specifies the focus point X coordinate (between 0 and 1) for the radial  
gradient falloff.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double FocusScaleX {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

[C1GaugeGradient Class](#)
[C1GaugeGradient Members](#)

FocusScaleY Property

Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the focus point Y coordinate (between 0 and 1) for the radial
```

```
gradient falloff.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property FocusScaleY As System.Double
```

C#

```
[c("Specifies the focus point Y coordinate (between 0 and 1) for the radial
gradient falloff.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double FocusScaleY {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

ScaleX Property

Scales the width of the gradient area by the specified amount (after translation).

Syntax

Visual Basic (Declaration)

```
<c("Scales the width of the gradient area by the specified amount (after
translation).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ScaleX As System.Double
```

C#

```
[c("Scales the width of the gradient area by the specified amount (after
translation).")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double ScaleX {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

[C1GaugeGradient Class](#)

[C1GaugeGradient Members](#)

ScaleY Property

Scales the height of the gradient area by the specified amount (after translation).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<c("Scales the height of the gradient area by the specified amount (after  
translation).")>  
Public Property ScaleY As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[c("Scales the height of the gradient area by the specified amount (after  
translation).")]  
public System.double ScaleY {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

[C1GaugeGradient Class](#)
[C1GaugeGradient Members](#)

TranslateX Property

Moves the gradient area by the specified relative amount along the X-axis (before scaling).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<c("Moves the gradient area by the specified relative amount along the X-axis  
(before scaling).")>  
Public Property TranslateX As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[c("Moves the gradient area by the specified relative amount along the X-axis  
(before scaling).")]  
public System.double TranslateX {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

[C1GaugeGradient Class](#)
[C1GaugeGradient Members](#)

TranslateY Property

Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

Syntax

Visual Basic (Declaration)

```
<c("Moves the gradient area by the specified relative amount along the Y-axis
```

<pre>(before scaling).")> <System.ComponentModel.DefaultValueAttribute()> Public Property TranslateY As System.Double</pre>	
C#	
<pre>[c("Moves the gradient area by the specified relative amount along the Y-axis (before scaling).")] [System.ComponentModel.DefaultValueAttribute()] public System.double TranslateY {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

[C1GaugeGradient Class](#)
[C1GaugeGradient Members](#)

C1GaugeHotBrush
Specifies the properties of a brush to paint selection on the hot item.

Object Model

C1GaugeHotBrush

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeHotBrush</pre>	
C#	
<pre>public class C1GaugeHotBrush</pre>	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeHotBrush

Requirements

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

See Also

Reference

[C1GaugeHotBrush Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview
Specifies the properties of a brush to paint selection on the hot item.

Object Model

C1GaugeHotBrush

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeHotBrush	
C#	
public class C1GaugeHotBrush	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeHotBrush

Requirements

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

See Also

Reference

[C1GaugeHotBrush Members](#)





[C1.Win.C1Gauge Namespace](#)

Members

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




The following tables list the members exposed by [C1GaugeHotBrush](#).

Public Properties

	Name	Description
	Color1	Gets or sets the first Color of a hatch brush to paint selection on the hot item.
	Color2	Gets or sets the second Color of a hatch brush to paint selection on the hot item.
	HatchStyle	Gets or sets the style of a hatch brush to paint selection on the hot item.
	Opacity	Gets or sets the opacity of the hot selection between 0.0 (completely transparent) and 1.0 (opaque).

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Protected Methods

	Name	Description
	ResetColor1	This member is for internal use only.
	ResetColor2	This member is for internal use only.
	ShouldSerializeColor1	This member is for internal use only.

	ShouldSerializeColor2	This member is for internal use only.
---	---------------------------------------	---------------------------------------

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See Also

Reference





[C1GaugeHotBrush Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [C1GaugeHotBrush members](#).

Protected Methods

	Name	Description
	ResetColor1	This member is for internal use only.
	ResetColor2	This member is for internal use only.
	ShouldSerializeColor1	This member is for internal use only.
	ShouldSerializeColor2	This member is for internal use only.

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See Also

Reference

[C1GaugeHotBrush Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor1 Method

This member is for internal use only.

Syntax

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

Protected Sub ResetColor1()
C#
protected void ResetColor1()

Requirements

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

See Also

Reference

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

ResetColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
Protected Sub ResetColor2()
C#
protected void ResetColor2()

Requirements

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

See Also

Reference

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

ShouldSerializeColor1 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor1() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor1()	

Requirements

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

See Also

Reference

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

ShouldSerializeColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor2() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor2()	

Requirements

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

See Also

Reference





[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

Properties

For a list of all members of this type, see [C1GaugeHotBrush members](#).

Public Properties

	Name	Description
	Color1	Gets or sets the first Color of a hatch brush to paint selection on the hot item.
	Color2	Gets or sets the second Color of a hatch brush to paint selection on the hot item.
	HatchStyle	Gets or sets the style of a hatch brush to paint selection on the hot item.
	Opacity	Gets or sets the opacity of the hot selection between 0.0 (completely transparent) and 1.0 (opaque).

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See Also

Reference

[C1GaugeHotBrush Class](#)

[C1.Win.C1Gauge Namespace](#)

Color1 Property

Gets or sets the first Color of a hatch brush to paint selection on the hot item.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the first Color of a hatch brush to paint selection on the hot
item.")>
Public Property Color1 As System.Drawing.Color
```

C#

```
[c("Specifies the first Color of a hatch brush to paint selection on the hot
item.")]
public System.Drawing.Color Color1 {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

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

Color2 Property

Gets or sets the second Color of a hatch brush to paint selection on the hot item.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the second Color of a hatch brush to paint selection on the hot
item.")>
Public Property Color2 As System.Drawing.Color
```

C#

```
[c("Specifies the second Color of a hatch brush to paint selection on the hot
item.")]
public System.Drawing.Color Color2 {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

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

HatchStyle Property

Gets or sets the style of a hatch brush to paint selection on the hot item.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the style of a hatch brush to paint selection on the hot item.")> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> Public Property HatchStyle As C1GaugeHatchStyle</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the style of a hatch brush to paint selection on the hot item.")] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] public C1GaugeHatchStyle HatchStyle {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

[C1GaugeHotBrush Class](#)

[C1GaugeHotBrush Members](#)

Opacity Property

Gets or sets the opacity of the hot selection between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")>  
<c("Specifies the opacity of the hot selection between 0.0 (completely transparent) and 1.0 (opaque).")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Opacity As System.Double
```

C#

```
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")]  
[c("Specifies the opacity of the hot selection between 0.0 (completely transparent) and 1.0 (opaque).")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Opacity {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

[C1GaugeHotBrush Class](#)
[C1GaugeHotBrush Members](#)

C1GaugeImage
Draws an image.

Object Model

C1GaugeImage

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeImage Inherits C1GaugeBaseShape</pre>	
C#	
<pre>public class C1GaugeImage : C1GaugeBaseShape</pre>	

Inheritance Hierarchy

System.Object
 [C1.Win.C1Gauge.C1GaugeBaseShape](#)
 C1.Win.C1Gauge.C1GaugeImage

Requirements

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

See Also

Reference

[C1GaugeImage Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview
Draws an image.

Object Model

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeImage Inherits C1GaugeBaseShape</pre>	
C#	
<pre>public class C1GaugeImage : C1GaugeBaseShape</pre>	

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

C1.Win.C1Gauge.C1GaugeImage

Requirements

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

See Also

Reference

[C1GaugeImage Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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













The following tables list the members exposed by [C1GaugeImage](#).









Public Constructors

	Name	Description
	C1GaugeImage Constructor	Initializes a new instance of the shape.

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Public Properties

	Name	Description
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CommonImageName	Gets or sets the name of the image template.
	FlipType	Gets or sets the axis used to flip the image.
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the image.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Hue	Allows to modify the image hue by the specified amount (between -180 and 180).
	Image	Gets or sets the image.
	KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
	KeepSize	Gets or sets whether the predefined size of the image should not changed.
	Lightness	Allows to modify the image lightness by the specified amount (between

		-100 and 100).
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the image).
	Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the image.



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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeImage Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeImage Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeImage()	

Requirements

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

See Also

Reference












C1GaugeImage Class









C1GaugeImage Members

Properties

For a list of all members of this type, see [C1GaugeImage members](#).

Public Properties

	Name	Description
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CommonImageName	Gets or sets the name of the image template.
	FlipType	Gets or sets the axis used to flip the image.
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the image.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Hue	Allows to modify the image hue by the specified amount (between -180 and 180).
	Image	Gets or sets the image.
	KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
	KeepSize	Gets or sets whether the predefined size of the image should not

		changed.
	Lightness	Allows to modify the image lightness by the specified amount (between -100 and 100).
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the image).
	Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the image.

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See Also

Reference

[C1GaugeImage Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonImageName Property

Gets or sets the name of the image template.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the name of the image template.")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageNameEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Appearance")>  
Public Property CommonImageName As System.String
```

C#

```
[c("Specifies the name of the image template.")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageNameEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Appearance")]  
public System.string CommonImageName {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

FlipType Property

Gets or sets the axis used to flip the image.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Specifies the axis used to flip the image.")> <System.ComponentModel.DefaultValueAttribute()> Public Property FlipType As C1GaugeFlipType</pre>	
C#	
<pre>[h("Layout")] [c("Specifies the axis used to flip the image.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeFlipType FlipType {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Height Property

Gets or sets the logical (positive) or fraction-based (negative) height of the image.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")></pre>	


```
<System.ComponentModel.DefaultValueAttribute()>
<c("Specifies the logical (positive) or fraction-based (negative) height of the
image.")>
```

```
Public Property Height As System.Double
```

C#

```
[h("Layout")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the logical (positive) or fraction-based (negative) height of the
image.")]
public System.double 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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Hue Property

Allows to modify the image hue by the specified amount (between -180 and 180).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
<c("Allows to modify the image hue by the specified amount (between -180 and
180).")>
Public Property Hue As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
```

```
[h("Appearance")]
[c("Allows to modify the image hue by the specified amount (between -180 and
180).")]
public System.double Hue {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Image Property

Gets or sets the image.

Syntax

Visual Basic (Declaration)

```
<c("The original image.")>
<h("Appearance")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Image As System.Drawing.Image
```

C#

```
[c("The original image.")]
[h("Appearance")]
[System.ComponentModel.DefaultValueAttribute()]
public System.Drawing.Image Image {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

KeepAspectRatio Property

Gets or sets whether the image aspect ratio should be maintained.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the image aspect ratio should be maintained.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Layout")>  
Public Property KeepAspectRatio As System.Boolean
```

C#

```
[c("Indicates whether the image aspect ratio should be maintained.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
public System.bool KeepAspectRatio {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

KeepSize Property

Gets or sets whether the predefined size of the image should not changed.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether the predefined size of the image should not changed.")> <h("Layout")> Public Property KeepSize As System.Boolean</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Indicates whether the predefined size of the image should not changed.")] [h("Layout")] public System.bool KeepSize {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Lightness Property

Allows to modify the image lightness by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Appearance")> <c("Allows to modify the image lightness by the specified amount (between -100 and 100).")> Public Property Lightness As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()]</pre>	

```
[h("Appearance")]
[c("Allows to modify the image lightness by the specified amount (between -100
and 100).")]
public System.double Lightness {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Opacity Property

Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089")>
<c("Specifies the opacity of the image between 0.0 (completely invisible) and
1.0 (opaque).")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
Public Property Opacity As System.Double
```

C#

```
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089")]
[c("Specifies the opacity of the image between 0.0 (completely invisible) and
1.0 (opaque).")]
[System.ComponentModel.DefaultValueAttribute()]
```

```
[h("Appearance")]  
public System.double Opacity {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

RotateAngle Property

Gets or sets the rotation angle (pivot point is at the center of the image).

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the rotation angle (pivot point is at the center of the image).")>  
Public Property RotateAngle As System.Double
```

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the rotation angle (pivot point is at the center of the image).")]  
public System.double RotateAngle {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Saturation Property

Allows to modify the image saturation by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)	
<pre><c("Allows to modify the image saturation by the specified amount (between -100 and 100).")> <System.ComponentModel.DefaultValueAttribute()> <h("Appearance")> Public Property Saturation As System.Double</pre>	
C#	
<pre>[c("Allows to modify the image saturation by the specified amount (between -100 and 100).")] [System.ComponentModel.DefaultValueAttribute()] [h("Appearance")] public System.double Saturation {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

Width Property

Gets or sets the logical (positive) or fraction-based (negative) width of the image.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the logical (positive) or fraction-based (negative) width of the image.")> <h("Layout")> Public Property Width As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the logical (positive) or fraction-based (negative) width of the image.")] [h("Layout")] public System.double Width {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

[C1GaugeImage Class](#)

[C1GaugeImage Members](#)

[C1GaugeLabels](#)

[C1GaugeDecorator](#) used to display a sequence of labels on the Gauge.

Object Model

C1GaugeLabels

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeLabels Inherits C1GaugeScaleDecorator</pre>	

C#

```
public class C1GaugeLabels : C1GaugeScaleDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

[C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)

[C1.Win.C1Gauge.C1GaugeScaleDecorator](#)

C1.Win.C1Gauge.C1GaugeLabels

Requirements

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

See Also

Reference

[C1GaugeLabels Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

[C1GaugeDecorator](#) used to display a sequence of labels on the Gauge.

Object Model

C1GaugeLabels

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeLabels  
    Inherits C1GaugeScaleDecorator
```

C#

```
public class C1GaugeLabels : C1GaugeScaleDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

[C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)

[C1.Win.C1Gauge.C1GaugeScaleDecorator](#)

C1.Win.C1Gauge.C1GaugeLabels

Requirements

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

See Also

Reference

[C1GaugeLabels Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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


The following tables list the members exposed by [C1GaugeLabels](#).

Public Constructors













	Name	Description
	C1GaugeLabels Constructor	

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Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AllowFlip	Gets or sets whether the labels should be flipped if they appear inverted (for radial Gauges only).
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Color	Gets or sets the Color used to display text on labels.
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CommonFontName	Gets or sets the name of the font and color template.
	Font	Gets or sets the font used to display text in labels.
	FontSize	Logical value representing the scalable font size.
	FontSize2	Gets or sets the end font size of the labels (FontSize is the start font size).
	Format	Standard or custom numeric format string for the labels.
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)


	Interval	Value interval to draw each mark or label. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale). (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalWidth	Gets or sets the logical distance between tick marks or labels. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IsRotated	Gets or sets if the labels should be rotated depending on their values (for radial Gauges only).
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the text labels.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the text labels.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the

		C1GaugeMultivalueDecorator.From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	TextAngle	Gets or sets the angle (in degrees) to rotate the label text.
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from

		C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueFactor	Gets or sets the value multiplier when showing labels.
	ValueOffset	Gets or sets the value offset when showing labels.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)





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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetAllowFlip	This member is for internal use only.
	ResetColor	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from

		C1.Win.C1Gauge.C1GaugeDecorator)
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeAllowFlip	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeLabels Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeLabels Constructor

Syntax

Visual Basic (Declaration)

```
Public Function New()
```

C#

```
public C1GaugeLabels()
```

Requirements

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

See Also

Reference


[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

Methods





For a list of all members of this type, see [C1GaugeLabels members](#).

Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetAllowFlip	This member is for internal use only.
	ResetColor	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from

		C1.Win.C1Gauge.C1GaugeDecorator)
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeAllowFlip	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeLabels Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetAllowFlip Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Sub ResetAllowFlip()
C#
protected void ResetAllowFlip()

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
Protected Sub ResetColor()
C#
protected void ResetColor()

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ResetIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetIsRotated()	
C#	
protected void ResetIsRotated()	

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ShouldSerializeAllowFlip Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeAllowFlip() As System.Boolean	
C#	
protected System.bool ShouldSerializeAllowFlip()	

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeColor() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeColor()</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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ShouldSerializeIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeIsRotated() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeIsRotated()
```

Requirements

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

See Also

Reference







[C1GaugeLabels Class](#)














[C1GaugeLabels Members](#)

Properties










For a list of all members of this type, see [C1GaugeLabels members](#).

Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AllowFlip	Gets or sets whether the labels should be flipped if they appear inverted (for radial Gauges only).
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Color	Gets or sets the Color used to display text on labels.
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	CommonFontName	Gets or sets the name of the font and color template.
	Font	Gets or sets the font used to display text in labels.
	FontSize	Logical value representing the scalable font size.
	FontSize2	Gets or sets the end font size of the labels (FontSize is the start font size).
	Format	Standard or custom numeric format string for the labels.
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Interval	Value interval to draw each mark or label. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale). (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalWidth	Gets or sets the logical distance between tick marks or labels. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IsRotated	Gets or sets if the labels should be rotated depending on their values (for radial Gauges only).
	Location	Logical value representing the start location of the decorator. (Inherited

		from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the text labels.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the text labels.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)

	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	TextAngle	Gets or sets the angle (in degrees) to rotate the label text.
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueFactor	Gets or sets the value multiplier when showing labels.
	ValueOffset	Gets or sets the value offset when showing labels.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeLabels Class](#)

[C1.Win.C1Gauge Namespace](#)

AllowFlip Property

Gets or sets whether the labels should be flipped if they appear inverted (for radial Gauges only).

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the labels should be flipped if they appear inverted (for  
radial Gauges only).")>  
<h("Layout")>  
Public Property AllowFlip As System.Boolean
```

C#

```
[c("Indicates whether the labels should be flipped if they appear inverted (for  
radial Gauges only).")]  
[h("Layout")]  
public System.bool AllowFlip {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

Color Property

Gets or sets the Color used to display text on labels.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the Color used to display text on labels.")> <h("Appearance")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[c("Specifies the Color used to display text on labels.")] [h("Appearance")] public System.Drawing.Color Color {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

CommonFontName Property

Gets or sets the name of the font and color template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the name of the font and color template.")> <h("Appearance")> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")></pre>	

Public Property CommonFontName As System.String	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the name of the font and color template.")] [h("Appearance")] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] public System.string CommonFontName {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

Font Property

Gets or sets the font used to display text in labels.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <c("Specifies the font used to display text in labels.")> <System.ComponentModel.LocalizableAttribute(True)> <System.ComponentModel.DefaultValueAttribute()> Public Property Font As System.Drawing.Font</pre>	
C#	

```
[h("Appearance")]
[c("Specifies the font used to display text in labels.")]
[System.ComponentModel.LocalizableAttribute(true)]
[System.ComponentModel.DefaultValueAttribute()]
public System.Drawing.Font 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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

FontSize Property

Logical value representing the scalable font size.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Logical value representing the scalable font size.")> <h("Appearance")> Public Property FontSize As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Logical value representing the scalable font size.")] [h("Appearance")] public System.double FontSize {get; set;}</pre>	

Remarks

Set to Double.NaN to use the fixed font 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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

FontSize2 Property

Gets or sets the end font size of the labels ([FontSize](#) is the start font size).

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <System.ComponentModel.DefaultValueAttribute() <c("Specifies the end font size of the labels (FontSize is the start font size).")> Public Property FontSize2 As System.Double</pre>	
C#	
<pre>[h("Appearance")] [System.ComponentModel.DefaultValueAttribute()] [c("Specifies the end font size of the labels (FontSize is the start font size).")] public System.double FontSize2 {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

Format Property

Standard or custom numeric format string for the labels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.LocalizableAttribute(True)>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Standard or custom numeric format string for the labels.")>  
<h("Appearance")>  
Public Property Format As System.String
```

C#

```
[System.ComponentModel.LocalizableAttribute(true)]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Standard or custom numeric format string for the labels.")]  
[h("Appearance")]  
public System.String Format {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

IsRotated Property

Gets or sets if the labels should be rotated depending on their values (for radial Gauges only).

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the labels should be rotated depending on their values
```

```
(for radial Gauges only).")>
<h("Layout")>
Public Property IsRotated As System.Boolean
```

C#

```
[c("Indicates whether the labels should be rotated depending on their values
(for radial Gauges only).")]
[h("Layout")]
public System.bool IsRotated {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

OrthogonalAlignment Property

Gets or sets the orthogonal alignment of the text labels.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the orthogonal alignment of the text labels.")>
<h("Layout")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property OrthogonalAlignment As C1GaugeAlignment
```

C#

```
[c("Specifies the orthogonal alignment of the text labels.")]
[h("Layout")]
[System.ComponentModel.DefaultValueAttribute()]
public C1GaugeAlignment OrthogonalAlignment {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

OrthogonalOffset Property

Gets or sets the logical orthogonal offset of the text labels.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()  
<c("Specifies the logical orthogonal offset of the text labels.")>  
Public Property OrthogonalOffset As System.Double
```

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the logical orthogonal offset of the text labels.")]  
public System.double OrthogonalOffset {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

TextAngle Property

Gets or sets the angle (in degrees) to rotate the label text.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Specifies the angle (in degrees) to rotate the label text.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property TextAngle As System.Double
```

C#

```
[h("Layout")]  
[c("Specifies the angle (in degrees) to rotate the label text.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double TextAngle {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

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ValueFactor Property

Gets or sets the value multiplier when showing labels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
```

```
<c("Allows to increase or decrease the displayed value by the specified
multiplier.")>
<h("Behavior")>
Public Property ValueFactor As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Allows to increase or decrease the displayed value by the specified
multiplier.")]
[h("Behavior")]
public System.double ValueFactor {get; set;}
```

Remarks

Allows to increase or decrease the displayed value by the specified multiplier.

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)

[C1GaugeLabels Members](#)

ValueOffset Property

Gets or sets the value offset when showing labels.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<c("Allows to increase or decrease the displayed value by adding the specified
amount.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ValueOffset As System.Double
```

C#	
<pre>[h("Behavior")] [c("Allows to increase or decrease the displayed value by adding the specified amount.")] [System.ComponentModel.DefaultValueAttribute()] public System.double ValueOffset {get; set;}</pre>	

Remarks

Allows to increase or decrease the displayed value by adding the specified amount.

Requirements

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

See Also

Reference

[C1GaugeLabels Class](#)
[C1GaugeLabels Members](#)

[C1GaugeMarks](#)
[C1GaugeDecorator](#) used to display a sequence of tick marks on the Gauge.

Object Model

C1GaugeMarks

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeMarks Inherits C1GaugeScaleDecorator</pre>	
C#	
<pre>public class C1GaugeMarks : C1GaugeScaleDecorator</pre>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeDecorator
 C1.Win.C1Gauge.C1GaugeMultivalueDecorator
 C1.Win.C1Gauge.C1GaugeScaleDecorator
 C1.Win.C1Gauge.C1GaugeMarks

Requirements

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

See Also

Reference

C1GaugeMarks Members
C1.Win.C1Gauge Namespace

Overview
C1GaugeDecorator used to display a sequence of tick marks on the Gauge.

Object Model

C1GaugeMarks

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeMarks Inherits C1GaugeScaleDecorator	
C#	
public class C1GaugeMarks : C1GaugeScaleDecorator	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeDecorator

[C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)

[C1.Win.C1Gauge.C1GaugeScaleDecorator](#)

C1.Win.C1Gauge.C1GaugeMarks

Requirements

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

See Also

Reference

[C1GaugeMarks Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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




The following tables list the members exposed by [C1GaugeMarks](#).














Public Constructors



	Name	Description
	C1GaugeMarks Constructor	Initializes a new instance of the decorator.











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Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Border	Gets the properties of the tick marks border.

	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CustomImage	Gets or sets the custom image for the tick marks.
	CustomShape	Gets the custom shape for the tick marks.
	Filling	Adjusts the interior filling of tick marks.
	FlipShape	Gets or sets whether the shape of a tick mark is inverted.
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImageMapName	Gets or sets the name of template for the ValueImages collection.
	Interval	Value interval to draw each mark or label. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale). (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)


	IntervalWidth	Gets or sets the logical distance between tick marks or labels. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IsRotated	Gets or sets if the tick marks should be rotated depending on their values (for radial Gauges only).
	Length	Logical value representing the length of each tick mark.
	Length2	Gets or sets the end length of the tick marks (Length is the start length).
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the tick marks.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the tick marks.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)

	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Shape	Selects a shape from the set of predefined mark shapes.
	ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate the tick marks.
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueImages	Gets the collection of values with their associated images.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Width	Gets or sets the logical width of a tick mark.






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Public Methods


	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetCustomImage	This member is for internal use only.
	ResetCustomShape	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.

 ResetIsRotated	This member is for internal use only.
 ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ResetWidth	This member is for internal use only.
 ShouldSerializeBorder	This member is for internal use only.
 ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeCustomImage	This member is for internal use only.
 ShouldSerializeCustomShape	This member is for internal use only.
 ShouldSerializeFilling	This member is for internal use only.
 ShouldSerializeGradient	This member is for internal use only.
 ShouldSerializeIsRotated	This member is for internal use only.
 ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeValueImages	This member is for internal use only.

	ShouldSerializeWidth	This member is for internal use only.
---	--------------------------------------	---------------------------------------

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See Also

Reference

[C1GaugeMarks Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeMarks Constructor

Initializes a new instance of the decorator.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeMarks()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)


[C1GaugeMarks Members](#)

Methods

For a list of all members of this type, see [C1GaugeMarks members](#).













Public Methods










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

 ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
--	--

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Protected Methods

	Name	Description
 ResetBorder		This member is for internal use only.
 ResetCustomImage		This member is for internal use only.
 ResetCustomShape		This member is for internal use only.
 ResetFilling		This member is for internal use only.
 ResetGradient		This member is for internal use only.
 ResetIsRotated		This member is for internal use only.
 ResetLocation		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ResetShadow		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ResetWidth		This member is for internal use only.
 ShouldSerializeBorder		This member is for internal use only.
 ShouldSerializeClippings		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeCustomImage		This member is for internal use only.

	ShouldSerializeCustomShape	This member is for internal use only.
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueImages	This member is for internal use only.
	ShouldSerializeWidth	This member is for internal use only.

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See Also

Reference

[C1GaugeMarks Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Sub ResetBorder()
```

C#	
<pre>protected void ResetBorder()</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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<pre>Protected Sub ResetCustomImage()</pre>	
C#	
<pre>protected void ResetCustomImage()</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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomShape()	
C#	
protected void ResetCustomShape()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetFilling()	
C#	
protected void ResetFilling()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetGradient()	
C#	
protected void ResetGradient()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetIsRotated()	
C#	
protected void ResetIsRotated()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ResetWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetWidth()	
C#	
protected void ResetWidth()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeBorder Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeBorder() As System.Boolean
--

C#

protected System.bool ShouldSerializeBorder()

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Function ShouldSerializeCustomImage() As System.Boolean

C#

protected System.bool ShouldSerializeCustomImage()
--

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomShape() As System.Boolean	
C#	
protected System.bool ShouldSerializeCustomShape()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	
protected System.bool ShouldSerializeFilling()	

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeGradient() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeGradient()</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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeIsRotated() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeIsRotated()
```

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeValueImages Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeValueImages() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeValueImages()
```

Requirements

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

See Also

Reference

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShouldSerializeWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeWidth() As System.Boolean	
C#	
protected System. bool ShouldSerializeWidth()	

Requirements

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

See Also

Reference






[C1GaugeMarks Class](#)














[C1GaugeMarks Members](#)












Properties











For a list of all members of this type, see [C1GaugeMarks members](#).





Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Border	Gets the properties of the tick marks border.
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection.

		(Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CustomImage	Gets or sets the custom image for the tick marks.
	CustomShape	Gets the custom shape for the tick marks.
	Filling	Adjusts the interior filling of tick marks.
	FlipShape	Gets or sets whether the shape of a tick mark is inverted.
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImageMapName	Gets or sets the name of template for the ValueImages collection.
	Interval	Value interval to draw each mark or label. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale). (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IntervalWidth	Gets or sets the logical distance between tick marks or labels. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	IsRotated	Gets or sets if the tick marks should be rotated depending on their

		values (for radial Gauges only).
	Length	Logical value representing the length of each tick mark.
	Length2	Gets or sets the end length of the tick marks (Length is the start length).
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the tick marks.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the tick marks.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the C1GaugeMultivalueDecorator.To value. (Inherited from

		C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Shape	Selects a shape from the set of predefined mark shapes.
	ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate the tick marks.
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval. (Inherited from C1.Win.C1Gauge.C1GaugeScaleDecorator)
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

 ValueImages	Gets the collection of values with their associated images.
 ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 Width	Gets or sets the logical width of a tick mark.

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See Also

Reference

[C1GaugeMarks Class](#)

[C1.Win.C1Gauge Namespace](#)

Border Property

Gets the properties of the tick marks border.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("The properties of the tick marks border.")> <h("Appearance")> Public Property Border As C1GaugeBorder</pre>	
C#	
<pre>[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,</pre>	

```

PublicKeyToken=79882d576c6336da"")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[c("The properties of the tick marks border.")]
[h("Appearance")]
public C1GaugeBorder Border {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

CustomImage Property

Gets or sets the custom image for the tick marks.

Syntax

Visual Basic (Declaration)	
<pre> <h("Appearance")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpanda bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <c("The custom image for the tick marks.")> Public Property CustomImage As C1GaugeCustomImage </pre>	
C#	
<pre> [h("Appearance")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ </pre>	

```

ationVisibility.Content))
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[c("The custom image for the tick marks.")]
public C1GaugeCustomImage CustomImage {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

CustomShape Property

Gets the custom shape for the tick marks.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> <c("The custom shape for the tick marks.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Layout")> Public Property CustomShape As C1GaugeCustomShape </pre>	
C#	
<pre> [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ </pre>	

```

ationVisibility.Content)]
[c("The custom shape for the tick marks.")]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[h("Layout")]
public C1GaugeCustomShape CustomShape {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Filling Property

Adjusts the interior filling of tick marks.

Syntax

Visual Basic (Declaration)	
<pre> <c("Adjusts the interior filling of tick marks.")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Appearance")> Public Property Filling As C1GaugeFilling </pre>	
C#	
<pre> [c("Adjusts the interior filling of tick marks.")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] </pre>	

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
public C1GaugeFilling Filling {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

FlipShape Property

Gets or sets whether the shape of a tick mark is inverted.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.DefaultValueAttribute()> <c("Indicates whether the shape of a tick mark is inverted.")> Public Property FlipShape As System.Boolean</pre>	
C#	
<pre>[h("Layout")] [System.ComponentModel.DefaultValueAttribute()] [c("Indicates whether the shape of a tick mark is inverted.")] public System.bool FlipShape {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> <c("Encapsulates properties of a color gradient.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <h("Appearance")> Public Property Gradient As C1GaugeGradient</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)] [c("Encapsulates properties of a color gradient.")] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [h("Appearance")] public C1GaugeGradient Gradient {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ImageMapName Property

Gets or sets the name of template for the [ValueImages](#) collection.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the name of template for the ValueImages collection.")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ImageMapNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <h("Appearance")> Public Property ImageMapName As System.String</pre>	
C#	
<pre>[c("Specifies the name of template for the ValueImages collection.")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)] [System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ImageMapNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [h("Appearance")] public System.string ImageMapName {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

IsRotated Property

Gets or sets if the tick marks should be rotated depending on their values (for radial Gauges only).

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Indicates whether the tick marks should be rotated depending on their values  
(for radial Gauges only).")>  
Public Property IsRotated As System.Boolean
```

C#

```
[h("Layout")]  
[c("Indicates whether the tick marks should be rotated depending on their values  
(for radial Gauges only).")]  
public System.bool IsRotated {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Length Property

Logical value representing the length of each tick mark.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Logical value representing the length of each tick mark.")>  
Public Property Length As System.Double
```

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Logical value representing the length of each tick mark.")]  
public System.double Length {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Length2 Property

Gets or sets the end length of the tick marks ([Length](#) is the start length).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the end length of the tick marks (Length is the start length).")>
```

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
Public Property Length2 As System.Double
```

C#

```
[c("Specifies the end length of the tick marks (Length is the start length).")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.double Length2 {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

OrthogonalAlignment Property

Gets or sets the orthogonal alignment of the tick marks.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the orthogonal alignment of the tick marks.")>
<h("Layout")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property OrthogonalAlignment As C1GaugeAlignment
```

C#

```
[c("Specifies the orthogonal alignment of the tick marks.")]
[h("Layout")]
[System.ComponentModel.DefaultValueAttribute()]
public C1GaugeAlignment OrthogonalAlignment {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

OrthogonalOffset Property

Gets or sets the logical orthogonal offset of the tick marks.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<h("Layout")>  
<c("Specifies the logical orthogonal offset of the tick marks.")>  
Public Property OrthogonalOffset As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
[c("Specifies the logical orthogonal offset of the tick marks.")]  
public System.double OrthogonalOffset {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Shape Property

Selects a shape from the set of predefined mark shapes.

Syntax

Visual Basic (Declaration)

```
<c("Selects a shape from the set of predefined mark shapes.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>  
<h("Layout")>  
Public Property Shape As C1GaugeMarkShape
```

C#

```
[c("Selects a shape from the set of predefined mark shapes.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]  
[h("Layout")]  
public C1GaugeMarkShape Shape {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ShapeAngle Property

Gets or sets the fixed angle (in degrees) to rotate the tick marks.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the fixed angle (in degrees) to rotate the tick marks.")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute()> Public Property ShapeAngle As System.Double</pre>	
C#	
<pre>[c("Specifies the fixed angle (in degrees) to rotate the tick marks.")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute()] public System.double ShapeAngle {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

ValueImages Property

Gets the collection of values with their associated images.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <c("Collection of values with their associated images.")> <h("Appearance")> Public ReadOnly Property ValueImages As ValueImageCollection</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ</pre>	

```

ationVisibility.Content)]
[c("Collection of values with their associated images.")]
[h("Appearance")]
public ValueImageCollection ValueImages {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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

Width Property

Gets or sets the logical width of a tick mark.

Syntax

Visual Basic (Declaration)

```

<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
<c("Specifies the logical width of a tick mark.")>
<h("Layout")>
Public Property Width As System.Double

```

C#

```

[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
[c("Specifies the logical width of a tick mark.")]
[h("Layout")]
public System.double 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

[C1GaugeMarks Class](#)

[C1GaugeMarks Members](#)

[C1GaugeMultivalueDecorator](#)

Base class for the Gauge decorators that spread over a set of values.

Object Model

C1GaugeMultivalueDecorator

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeMultivalueDecorator  
    Inherits C1GaugeDecorator
```

C#

```
public abstract class C1GaugeMultivalueDecorator : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeMultivalueDecorator

[C1.Win.C1Gauge.C1GaugeRange](#)

[C1.Win.C1Gauge.C1GaugeScaleDecorator](#)

Requirements

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

See Also

Reference

[C1GaugeMultivalueDecorator Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Base class for the Gauge decorators that spread over a set of values.

Object Model

C1GaugeMultivalueDecorator

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeMultivalueDecorator  
    Inherits C1GaugeDecorator
```

C#

```
public abstract class C1GaugeMultivalueDecorator : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeMultivalueDecorator

[C1.Win.C1Gauge.C1GaugeRange](#)

[C1.Win.C1Gauge.C1GaugeScaleDecorator](#)

Requirements

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

See Also

Reference

[C1GaugeMultivalueDecorator Members](#)

[C1.Win.C1Gauge Namespace](#)










Members

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

The following tables list the members exposed by [C1GaugeMultivalueDecorator](#).


Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum.
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location).
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value.
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum.
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends.
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)







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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeMultivalueDecorator Class](#)













[C1.Win.C1Gauge Namespace](#)







Properties

For a list of all members of this type, see [C1GaugeMultivalueDecorator members](#).

Public Properties

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

	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum.
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location).
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value.

	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum.
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends.
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeMultivalueDecorator Class](#)

[C1.Win.C1Gauge Namespace](#)

From Property

Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum.

Syntax

Visual Basic (Declaration)

<pre><c("Specifies the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum.")> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> Public Property From As System.Double</pre>	
---	--

C#	
----	--

<pre>[c("Specifies the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum.")] [h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] public System.double From {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

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

FromPointerIndex Property

Gets or sets the index of a Pointer that specifies where the decorator starts.

Syntax

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

<pre><h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Index of a Pointer that specifies where the decorator starts (large value binds to the main Pointer).")> Public Property FromPointerIndex As System.Integer</pre>	
--	--

C#	
----	--

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Index of a Pointer that specifies where the decorator starts (large value
binds to the main Pointer).")]
public System.int FromPointerIndex {get; set;}
```

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

Location2 Property

Gets or sets the end location of the [C1GaugeDecorator](#) ([C1GaugeDecorator.Location](#) is the start location).

Syntax

Visual Basic (Declaration)

```
<h("Layout")>
<c("Specifies the end location of the C1GaugeDecorator (Location is the start
location).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Location2 As System.Double
```

C#

```
[h("Layout")]
[c("Specifies the end location of the C1GaugeDecorator (Location is the start
location).")]
```



```
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Location2 {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

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

ScaleFrom Property

Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the [From](#) value.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the value where the scale graduation starts. Set to Double.NaN to  
bind to the From value.")>  
Public Property ScaleFrom As System.Double
```

C#

```
[h("Behavior")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the value where the scale graduation starts. Set to Double.NaN to  
bind to the From value.")]  
public System.double ScaleFrom {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

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

ScaleTo Property

Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the [To](#) value.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Specifies the value where the scale graduation ends. Set to Double.NaN to bind to the To value.")> Public Property ScaleTo As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Specifies the value where the scale graduation ends. Set to Double.NaN to bind to the To value.")] public System.double ScaleTo {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

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

To Property

Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum.

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <c("Specifies the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum.")> <System.ComponentModel.DefaultValueAttribute()> Public Property To As System.Double</pre>	
C#	
<pre>[h("Behavior")] [c("Specifies the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum.")] [System.ComponentModel.DefaultValueAttribute()] public System.double To {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

[C1GaugeMultivalueDecorator Class](#)

[C1GaugeMultivalueDecorator Members](#)

ToPointerIndex Property

Gets or sets the index of a Pointer that specifies where the decorator ends.

Syntax

Visual Basic (Declaration)	
<pre><c("Index of a Pointer that specifies where the decorator ends (large value binds to the main Pointer).")> <System.ComponentModel.DefaultValueAttribute()> <h("Behavior")></pre>	

Public Property ToPointerIndex As System.Integer	
C#	
<pre>[c("Index of a Pointer that specifies where the decorator ends (large value binds to the main Pointer).")] [System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] public System.int ToPointerIndex {get; set;}</pre>	

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeMultivalueDecorator Class](#)
[C1GaugeMultivalueDecorator Members](#)

C1GaugePointer
 Defines properties of the Gauge pointer.

Object Model

C1GaugePointer

Syntax

Visual Basic (Declaration)	
Public Class C1GaugePointer	
C#	
public class C1GaugePointer	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugePointer

Requirements

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

See Also

Reference

[C1GaugePointer Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview
Defines properties of the Gauge pointer.

Object Model

C1GaugePointer

Syntax

Visual Basic (Declaration)	
Public Class C1GaugePointer	
C#	
public class C1GaugePointer	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugePointer

Requirements

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

See Also

Reference


[C1GaugePointer Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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







The following tables list the members exposed by [C1GaugePointer](#).
















Public Constructors






	Name	Description
	C1GaugePointer Constructor	Initializes a new instance of the C1GaugePointer .

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Public Properties





	Name	Description
	Alignment	Alignment of the pointer.
	Border	Gets the properties of the pointer border.
	Clippings	Gets the collection of shapes that form the clipping region.
	CustomImage	Gets or sets the custom image used to draw the pointer.
	CustomShape	Gets the custom shape of the pointer.
	Filling	Adjusts the interior filling of the pointer.

 FlipShape	Gets or sets whether the shape of the pointer is inverted.
 Gradient	Encapsulates properties of a color gradient.
 HitTestable	Gets or sets whether the pointer can be hit-tested.
 IsMainPointer	Returns True if this pointer is the main in the owner Gauge.
 Length	Gets or sets the logical length of the pointer.
 Length2	Gets or sets the end length of the pointer (Length is the start length).
 Name	Gets or sets a name associated with the C1GaugePointer .
 Offset	Gets or sets the logical offset of the pointer.
 Offset2	Gets or sets the end offset of the pointer (Offset is the start offset).
 OrthogonalOffset	Gets or sets the logical orthogonal offset of the pointer.
 Owner	Gets the owner Gauge.
 ScaledValue	Gets the current value scaled by the ValueFactor and ValueOffset.
 Shadow	Encapsulates properties of the pointer shadow.
 Shape	Selects a shape from the set of predefined pointer shapes.
 ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate this pointer.
 SweepTime	Gets or sets the time amount (in seconds) that is taken to move the pointer from Minimum to Maximum.
 Value	Gets or sets the current value of the C1GaugePointer .

	ValueFactor	Gets or sets the value multiplier to coerce the source scale of the value to the Gauge's scale.
	ValueOffset	Gets or sets the value offset to coerce the source scale of the value to the Gauge's scale.
	ViewTag	Gets or sets a digital tag identifying this element's views.
	Visible	Gets or sets whether the pointer is visible.
	Width	Gets or sets the logical width of the pointer.


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Public Methods


	Name	Description
	GetValueAt	Overloaded. Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control.
	IncValue	Overloaded. Increments the pointer's Value to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval').
	ToString	Returns a string that represents the current object.
	UpdateValue	Overloaded. Updates the pointer's Value with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval').

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.

 <code>ResetCustomImage</code>	This member is for internal use only.
 <code>ResetCustomShape</code>	This member is for internal use only.
 <code>ResetFilling</code>	This member is for internal use only.
 <code>ResetGradient</code>	This member is for internal use only.
 <code>ResetLength</code>	This member is for internal use only.
 <code>ResetOffset</code>	This member is for internal use only.
 <code>ResetShadow</code>	This member is for internal use only.
 <code>ResetWidth</code>	This member is for internal use only.
 <code>ShouldSerializeBorder</code>	This member is for internal use only.
 <code>ShouldSerializeClippings</code>	This member is for internal use only.
 <code>ShouldSerializeCustomImage</code>	This member is for internal use only.
 <code>ShouldSerializeCustomShape</code>	This member is for internal use only.
 <code>ShouldSerializeFilling</code>	This member is for internal use only.
 <code>ShouldSerializeGradient</code>	This member is for internal use only.
 <code>ShouldSerializeLength</code>	This member is for internal use only.
 <code>ShouldSerializeOffset</code>	This member is for internal use only.
 <code>ShouldSerializeShadow</code>	This member is for internal use only.
 <code>ShouldSerializeViewTag</code>	This member is for internal use only.

	ShouldSerializeWidth	This member is for internal use only.
---	--------------------------------------	---------------------------------------

[Top](#)

See Also

Reference

[C1GaugePointer Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugePointer Constructor

Initializes a new instance of the [C1GaugePointer](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugePointer()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Methods

For a list of all members of this type, see [C1GaugePointer members](#).

Public Methods











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

⇒💎	GetValueAt	Overloaded. Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control.
⇒💎	IncValue	Overloaded. Increments the pointer's Value to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval').
⇒💎	ToString	Returns a string that represents the current object.
⇒💎	UpdateValue	Overloaded. Updates the pointer's Value with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval').

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Protected Methods

	Name	Description
🔒💎	ResetBorder	This member is for internal use only.
🔒💎	ResetCustomImage	This member is for internal use only.
🔒💎	ResetCustomShape	This member is for internal use only.
🔒💎	ResetFilling	This member is for internal use only.
🔒💎	ResetGradient	This member is for internal use only.
🔒💎	ResetLength	This member is for internal use only.
🔒💎	ResetOffset	This member is for internal use only.
🔒💎	ResetShadow	This member is for internal use only.
🔒💎	ResetWidth	This member is for internal use only.
🔒💎	ShouldSerializeBorder	This member is for internal use only.

 ShouldSerializeClippings	This member is for internal use only.
 ShouldSerializeCustomImage	This member is for internal use only.
 ShouldSerializeCustomShape	This member is for internal use only.
 ShouldSerializeFilling	This member is for internal use only.
 ShouldSerializeGradient	This member is for internal use only.
 ShouldSerializeLength	This member is for internal use only.
 ShouldSerializeOffset	This member is for internal use only.
 ShouldSerializeShadow	This member is for internal use only.
 ShouldSerializeViewTag	This member is for internal use only.
 ShouldSerializeWidth	This member is for internal use only.

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See Also

Reference

[C1GaugePointer Class](#)

[C1.Win.C1Gauge Namespace](#)

GetValueAt Method

Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control.

Overload List

Overload	Description
GetValueAt(Int32,Int32)	Returns the Value that corresponds to the specified mouse

	position (x, y), relative to the parent control.
GetValueAt(Int32,Int32,Boolean)	Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control. If the 'dragging' parameter is True the returned value is the result of dragging the pointer from its current position to (x, y).

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

GetValueAt(Int32,Int32) Method

Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function GetValueAt(_ ByVal x As System.Integer, _ ByVal y As System.Integer _) As System.Double</pre>	
C#	
<pre>public System.double GetValueAt(System.int x, System.int y)</pre>	

Parameters

x

y

Remarks

The result is scaled to the pointer's admitted region.

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

[Overload List](#)

GetValueAt(Int32,Int32,Boolean) Method

Returns the Value that corresponds to the specified mouse position (x, y), relative to the parent control. If the 'dragging' parameter is True the returned value is the result of dragging the pointer from its current position to (x, y).

Syntax

Visual Basic (Declaration)

```
Public Overloads Function GetValueAt( _  
    ByVal x As System.Integer, _  
    ByVal y As System.Integer, _  
    ByVal dragging As System.Boolean _  
) As System.Double
```

C#

```
public System.double GetValueAt(  
    System.int x,  
    System.int y,  
    System.bool dragging
```

)

Parameters

x

y

dragging

Remarks

The result is scaled to the pointer's admitted region.

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

[Overload List](#)

IncValue Method

Increments the pointer's [Value](#) to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval').

Overload List

Overload	Description
IncValue(Int32,Double)	Increments the pointer's Value to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval').
IncValue(Int32,Double,Double)	Increments the pointer's Value to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval'). The snapOrigin parameter specifies the point of origin for snapping.

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

IncValue(Int32,Double) Method

Increments the pointer's [Value](#) to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval').

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub IncValue( _  
    ByVal intervalsCount As System.Integer, _  
    ByVal snapInterval As System.Double _  
)
```

C#

```
public void IncValue(  
    System.int intervalsCount,  
    System.double snapInterval  
)
```

Parameters

intervalsCount

snapInterval

Remarks

If the Gauge uses logarithmic scale the snapping interval is expected to be in logarithmic coordinates. If not, the 'snapInterval' parameter must be in the same scale as the pointer's [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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

[Overload List](#)

IncValue(Int32,Double,Double) Method

Increments the pointer's [Value](#) to the next intervalsCount'th (first, second, etc.) multiple of the snapping interval ('snapInterval'). The snapOrigin parameter specifies the point of origin for snapping.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub IncValue(_ ByVal intervalsCount As System.Integer, _ ByVal snapInterval As System.Double, _ ByVal snapOrigin As System.Double _)</pre>	
C#	
<pre>public void IncValue(System.int intervalsCount, System.double snapInterval, System.double snapOrigin)</pre>	

Parameters

intervalsCount

snapInterval

snapOrigin

Remarks

If the Gauge uses logarithmic scale the `snapInterval` and `snapOrigin` values are expected to be in logarithmic coordinates. If not, these values must be in the same scale as the pointer's [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

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)
[Overload List](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetBorder()	
C#	
protected void ResetBorder()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ResetCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomImage()	
C#	
protected void ResetCustomImage()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ResetCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomShape()	
C#	
protected void ResetCustomShape()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetFilling()	
C#	
protected void ResetFilling()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

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

Protected Sub ResetGradient()
C#
protected void ResetGradient()

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ResetLength Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
Protected Sub ResetLength()
C#
protected void ResetLength()

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ResetOffset Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetOffset()	
C#	
protected void ResetOffset()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ResetShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetShadow()	
C#	
protected void ResetShadow()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ResetWidth Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetWidth()</code>	
C#	
<code>protected void ResetWidth()</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

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ShouldSerializeBorder Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeBorder() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeBorder()
```

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeClippings Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeClippings() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeClippings()
```

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomImage() As System.Boolean	
C#	
protected System. bool ShouldSerializeCustomImage()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomShape() As System.Boolean	
C#	
protected System. bool ShouldSerializeCustomShape()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	
protected System. bool ShouldSerializeFilling()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeGradient() As System.Boolean	
C#	
protected System. bool ShouldSerializeGradient()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ShouldSerializeLength Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeLength() As System.Boolean	
C#	
protected System.bool ShouldSerializeLength()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

ShouldSerializeOffset Method
This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeOffset() As System.Boolean
--

C#

protected System.bool ShouldSerializeOffset()

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeShadow Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Function ShouldSerializeShadow() As System.Boolean
--

C#

protected System.bool ShouldSerializeShadow()

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeViewTag Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeViewTag() As System.Boolean	
C#	
protected System. bool ShouldSerializeViewTag()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShouldSerializeWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeWidth() As System.Boolean	
C#	
protected System. bool ShouldSerializeWidth()	

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ToString Method

Returns a string that represents the current object.

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Function ToString() As System.String</code>	
C#	
<code>public override System.string ToString()</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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

UpdateValue Method

Updates the pointer's [Value](#) with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval').

Overload List

Overload	Description
UpdateValue(Double,Double)	Updates the pointer's Value with the number nearest 'newValue' that is the multiple of the snapping interval

	('snapInterval').
UpdateValue(Double,Double,Double)	Updates the pointer's Value with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval') counting from the given origin ('snapOrigin').

Requirements

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

See Also

Reference

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

[UpdateValue\(Double,Double\) Method](#)
Updates the pointer's [Value](#) with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval').

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub UpdateValue(_ ByVal newValue As System.Double, _ ByVal snapInterval As System.Double _)</pre>	
C#	
<pre>public void UpdateValue(System.double newValue, System.double snapInterval)</pre>	

Parameters

newValue

snapInterval

Remarks

If the Gauge uses logarithmic scale the snapping interval is expected to be in logarithmic coordinates. If not, the 'snapInterval' parameter must be in the same scale as the pointer's [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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

[Overload List](#)

UpdateValue(Double,Double,Double) Method

Updates the pointer's [Value](#) with the number nearest 'newValue' that is the multiple of the snapping interval ('snapInterval') counting from the given origin ('snapOrigin').

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub UpdateValue(_ ByVal newValue As System.Double, _ ByVal snapInterval As System.Double, _ ByVal snapOrigin As System.Double _)</pre>	
C#	
<pre>public void UpdateValue(System.double newValue, System.double snapInterval,</pre>	


```
System.double snapOrigin  
)
```

Parameters

newValue

snapInterval

snapOrigin

Remarks

If the Gauge uses logarithmic scale the *snapInterval* and *snapOrigin* values are expected to be in logarithmic coordinates. If not, these values must be in the same scale as the pointer's *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






[C1GaugePointer Class](#)






















[C1GaugePointer Members](#)



[Overload List](#)

Properties

>

Name	Description
 Alignment	Alignment of the pointer.
 Border	Gets the properties of the pointer border.
 Clippings	Gets the collection of shapes that form the clipping region.
 CustomImage	Gets or sets the custom image used to draw the pointer.
 CustomShape	Gets the custom shape of the pointer.

 Filling	Adjusts the interior filling of the pointer.
 FlipShape	Gets or sets whether the shape of the pointer is inverted.
 Gradient	Encapsulates properties of a color gradient.
 HitTestable	Gets or sets whether the pointer can be hit-tested.
 IsMainPointer	Returns True if this pointer is the main in the owner Gauge.
 Length	Gets or sets the logical length of the pointer.
 Length2	Gets or sets the end length of the pointer (Length is the start length).
 Name	Gets or sets a name associated with the C1GaugePointer .
 Offset	Gets or sets the logical offset of the pointer.
 Offset2	Gets or sets the end offset of the pointer (Offset is the start offset).
 OrthogonalOffset	Gets or sets the logical orthogonal offset of the pointer.
 Owner	Gets the owner Gauge.
 ScaledValue	Gets the current value scaled by the ValueFactor and ValueOffset.
 Shadow	Encapsulates properties of the pointer shadow.
 Shape	Selects a shape from the set of predefined pointer shapes.
 ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate this pointer.
 SweepTime	Gets or sets the time amount (in seconds) that is taken to move the pointer from Minimum to Maximum.
 Value	Gets or sets the current value of the C1GaugePointer .
 ValueFactor	Gets or sets the value multiplier to coerce the source scale of the value to the Gauge's scale.
 ValueOffset	Gets or sets the value offset to coerce the source scale of the value to the Gauge's scale.
 ViewTag	Gets or sets a digital tag identifying this element's views.

-  **Visible** Gets or sets whether the pointer is visible.
-  **Width** Gets or sets the logical width of the pointer.

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See Also

Reference

[C1GaugePointer Class](#)
[C1.Win.C1Gauge Namespace](#)

Alignment Property
 Alignment of the pointer.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Alignment of the pointer.")> <h("Layout")> Public Property Alignment As C1GaugeAlignment</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Alignment of the pointer.")] [h("Layout")] public C1GaugeAlignment Alignment {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

[C1GaugePointer Class](#)
[C1GaugePointer Members](#)

Border Property

Gets the properties of the pointer border.

Syntax

Visual Basic (Declaration)

```
<h("Appearance")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<c("The properties of the pointer border.")>
Public Property Border As C1GaugeBorder
```

C#

```
[h("Appearance")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[c("The properties of the pointer border.")]
public C1GaugeBorder Border {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Clippings Property

Gets the collection of shapes that form the clipping region.

Syntax

Visual Basic (Declaration)

```
<c("Collection of shapes that form the clipping region.")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
Public ReadOnly Property Clippings As ClippingCollection
```

C#

```
[c("Collection of shapes that form the clipping region.")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
public ClippingCollection Clippings {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

CustomImage Property

Gets or sets the custom image used to draw the pointer.

Syntax

Visual Basic (Declaration)

```
<c("The custom image used to draw the pointer.")>
```

```

<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpanda
bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<h("Appearance")>
Public Property CustomImage As C1GaugeCustomImage

```

C#

```

[c("The custom image used to draw the pointer.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpanda
bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
public C1GaugeCustomImage CustomImage {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

CustomShape Property

Gets the custom shape of the pointer.

Syntax

Visual Basic (Declaration)

```

<c("The custom shape of the pointer.")>

```

```

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpanda
bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<h("Layout")>
Public Property CustomShape As C1GaugeCustomShape

```

C#

```

[c("The custom shape of the pointer.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpanda
bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[h("Layout")]
public C1GaugeCustomShape CustomShape {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Filling Property

Adjusts the interior filling of the pointer.

Syntax

Visual Basic (Declaration)

```

<c("Adjusts the interior filling of the pointer.")>

```

```

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<h("Appearance")>
Public Property Filling As C1GaugeFilling

```

C#

```

[c("Adjusts the interior filling of the pointer.")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
public C1GaugeFilling Filling {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

FlipShape Property

Gets or sets whether the shape of the pointer is inverted.

Syntax

Visual Basic (Declaration)

```

<c("Indicates whether the shape of the pointer is inverted.")>

```



```
<System.ComponentModel.DefaultValueAttribute(>
<h("Layout")>
Public Property FlipShape As System.Boolean
```

C#

```
[c("Indicates whether the shape of the pointer is inverted.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.bool FlipShape {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)

```
<c("Encapsulates properties of a color gradient.")>
<h("Appearance")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
Public Property Gradient As C1GaugeGradient
```

C#

```

[c("Encapsulates properties of a color gradient.")]
[h("Appearance")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
public C1GaugeGradient Gradient {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

HitTestable Property

Gets or sets whether the pointer can be hit-tested.

Syntax

Visual Basic (Declaration)

```

<c("Indicates whether the pointer can be hit-tested.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Behavior")>
Public Property HitTestable As System.Boolean

```

C#

```

[c("Indicates whether the pointer can be hit-tested.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
public System.bool HitTestable {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

IsMainPointer Property

Returns True if this pointer is the main in the owner Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property IsMainPointer As System.Boolean</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.bool IsMainPointer {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Length Property

Gets or sets the logical length of the pointer.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Specifies the logical length of the pointer.")> Public Property Length As System.Double</pre>	
C#	
<pre>[h("Layout")] [c("Specifies the logical length of the pointer.")] public System.double Length {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Length2 Property

Gets or sets the end length of the pointer ([Length](#) is the start length).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Layout")> <c("Specifies the end length of the pointer (Length is the start length).")> Public Property Length2 As System.Double</pre>	

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
[c("Specifies the end length of the pointer (Length is the start length).")]  
public System.double Length2 {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Name Property

Gets or sets a name associated with the [C1GaugePointer](#).

Syntax

Visual Basic (Declaration)

```
<c("Name associated with the Gauge pointer.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Behavior")>  
Public Property Name As System.String
```

C#

```
[c("Name associated with the Gauge pointer.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
public System.string Name {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Offset Property

Gets or sets the logical offset of the pointer.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical offset of the pointer.")> <h("Layout")> Public Property Offset As System.Double</pre>	
C#	
<pre>[c("Specifies the logical offset of the pointer.")] [h("Layout")] public System.double Offset {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Offset2 Property

Gets or sets the end offset of the pointer ([Offset](#) is the start offset).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the end offset of the pointer (Offset is the start offset).")> <h("Layout")> Public Property Offset2 As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the end offset of the pointer (Offset is the start offset).")] [h("Layout")] public System.double Offset2 {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

OrthogonalOffset Property

Gets or sets the logical orthogonal offset of the pointer.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the logical orthogonal offset of the pointer.")> <h("Layout")> Public Property OrthogonalOffset As System.Double</pre>	
C#	

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the logical orthogonal offset of the pointer.")]
[h("Layout")]
public System.double OrthogonalOffset {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Owner Property

Gets the owner Gauge.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> Public ReadOnly Property Owner As C1GaugeBase</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] public C1GaugeBase Owner {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ScaledValue Property

Gets the current value scaled by the ValueFactor and ValueOffset.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property ScaledValue As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.double ScaledValue {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Shadow Property

Encapsulates properties of the pointer shadow.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo  
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<c("Encapsulates properties of the pointer shadow.")>  
Public Property Shadow As C1GaugeShadow
```

C#

```
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ShadowExpandableCo  
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[c("Encapsulates properties of the pointer shadow.")]  
public C1GaugeShadow Shadow {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Shape Property

Selects a shape from the set of predefined pointer shapes.

Syntax

Visual Basic (Declaration)	
<pre><c("Selects a shape from the set of predefined pointer shapes.")> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> <h("Layout")> Public Property Shape As C1GaugePointerShape</pre>	
C#	
<pre>[c("Selects a shape from the set of predefined pointer shapes.")] [System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] [h("Layout")] public C1GaugePointerShape Shape {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ShapeAngle Property

Gets or sets the fixed angle (in degrees) to rotate this pointer.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Layout")> <c("Specifies the fixed angle (in degrees) to rotate this pointer.")> Public Property ShapeAngle As System.Double</pre>	
C#	

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
[c("Specifies the fixed angle (in degrees) to rotate this pointer.")]
public System.double ShapeAngle {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

SweepTime Property

Gets or sets the time amount (in seconds) that is taken to move the pointer from Minimum to Maximum.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute(> <h("Behavior")> <c("Time amount (in seconds) that is taken to move the pointer from Minimum to Maximum.")> Public Property SweepTime As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Time amount (in seconds) that is taken to move the pointer from Minimum to Maximum.")] public System.double SweepTime {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Value Property

Gets or sets the current value of the [C1GaugePointer](#).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Current value of the Gauge pointer.")> <h("Behavior")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> Public Property Value As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Current value of the Gauge pointer.")] [h("Behavior")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] public System.double Value {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ValueFactor Property

Gets or sets the value multiplier to coerce the source scale of the value to the Gauge's scale.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
<c("The value multiplier to coerce the source scale of the value to the Gauge's
scale.")>
Public Property ValueFactor As System.Double
```

C#

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("The value multiplier to coerce the source scale of the value to the Gauge's
scale.")]
public System.double ValueFactor {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ValueOffset Property

Gets or sets the value offset to coerce the source scale of the value to the Gauge's scale.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
```

```
<c("The value offset to coerce the source scale of the value to the Gauge's
scale.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ValueOffset As System.Double
```

C#

```
[h("Behavior")]
[c("The value offset to coerce the source scale of the value to the Gauge's
scale.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double ValueOffset {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Visible)>
<System.ComponentModel.BrowsableAttribute(False)>
Public Property ViewTag As System.Long
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Visible)]
```

```
[System.ComponentModel.BrowsableAttribute(false)]  
public System.long ViewTag {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Visible Property

Gets or sets whether the pointer is visible.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<c("Indicates whether the pointer is visible.")>  
<h("Behavior")>  
Public Property Visible As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[c("Indicates whether the pointer is visible.")]  
[h("Behavior")]  
public System.bool Visible {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

Width Property

Gets or sets the logical width of the pointer.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> <c("Specifies the logical width of the pointer.")> Public Property Width As System.Double</pre>	
C#	
<pre>[h("Layout")] [System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] [c("Specifies the logical width of the pointer.")] public System.double Width {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

[C1GaugePointer Class](#)

[C1GaugePointer Members](#)

[C1GaugeRange](#)

[C1GaugeDecorator](#) used to display a range on the Gauge.

Object Model

C1GaugeRange

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeRange Inherits C1GaugeMultivalueDecorator</pre>	
C#	
<pre>public class C1GaugeRange : C1GaugeMultivalueDecorator</pre>	

Inheritance Hierarchy

System.Object
 [C1.Win.C1Gauge.C1GaugeDecorator](#)
 [C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)
 C1.Win.C1Gauge.C1GaugeRange

Requirements

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

See Also

Reference

[C1GaugeRange Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

[C1GaugeDecorator](#) used to display a range on the Gauge.

Object Model

C1GaugeRange

Syntax

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

Public Class C1GaugeRange

Inherits C1GaugeMultivalueDecorator

C#

public class C1GaugeRange : C1GaugeMultivalueDecorator

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeDecorator
C1.Win.C1Gauge.C1GaugeMultivalueDecorator
C1.Win.C1Gauge.C1GaugeRange

Requirements

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

See Also

Reference

C1GaugeRange Members
C1.Win.C1Gauge Namespace

Members
Properties Methods

The following tables list the members exposed by C1GaugeRange.














Public Constructors












	Name	Description
≡	C1GaugeRange Constructor	Initializes a new instance of the decorator.




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Public Properties

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


	AdjustAngle	Gets or sets whether the angle of a linear range should depend on the location difference.
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AntiAliasing	Gets or sets the anti-aliasing method for the range filling.
	Border	Gets the properties of the border of this C1GaugeRange .
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Filling	Adjusts the interior filling of this C1GaugeRange .
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

 Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
 Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
 ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
 Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
 ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
 ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from

		C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Width	Gets or sets the range's logical width.
	Width2	Gets or sets the end width of the C1GaugeRange (Width is the start width).







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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeBorder	This member is for internal use only.

	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeRange Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeRange Constructor

Initializes a new instance of the decorator.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeRange()	

Requirements

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

See Also

Reference


[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Methods






For a list of all members of this type, see [C1GaugeRange members](#).








Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ShouldSerializeBorder	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeRange Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetBorder()	
C#	
protected void ResetBorder()	

Requirements

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

See Also

Reference

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetFilling()</code>	
C#	
<code>protected void ResetFilling()</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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetGradient()	
C#	
protected void ResetGradient()	

Requirements

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

See Also

Reference

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

ShouldSerializeBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeBorder() As System.Boolean	
C#	
protected System.bool ShouldSerializeBorder()	

Requirements

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

See Also

Reference

[C1GaugeRange Class](#)
[C1GaugeRange Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeFilling() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeFilling()</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

[C1GaugeRange Class](#)
[C1GaugeRange Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeGradient() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeGradient()</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









[C1GaugeRange Class](#)






[C1GaugeRange Members](#)









Properties

For a list of all members of this type, see [C1GaugeRange members](#).

Public Properties

	Name	Description
	AdjustAngle	Gets or sets whether the angle of a linear range should depend on the location difference.
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AntiAliasing	Gets or sets the anti-aliasing method for the range filling.
	Border	Gets the properties of the border of this C1GaugeRange .
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Filling	Adjusts the interior filling of this C1GaugeRange .

	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Width	Gets or sets the range's logical width.
	Width2	Gets or sets the end width of the C1GaugeRange (Width is the start width).

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See Also

Reference

[C1GaugeRange Class](#)

[C1.Win.C1Gauge Namespace](#)

AdjustAngle Property

Gets or sets whether the angle of a linear range should depend on the location difference.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the angle of a linear range should depend on the location
difference.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
Public Property AdjustAngle As System.Boolean
```

C#

```
[c("Indicates whether the angle of a linear range should depend on the location
difference.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.bool AdjustAngle {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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

AntiAliasing Property

Gets or sets the anti-aliasing method for the range filling.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Appearance")>
<c("Specifies the anti-aliasing method for the range filling (drawing a border
is more preferable method).")>
Public Property AntiAliasing As C1GaugeRangeAntiAliasing
```

C#


```
[System.ComponentModel.DefaultValueAttribute()]
[h("Appearance")]
[c("Specifies the anti-aliasing method for the range filling (drawing a border
is more preferable method).")]
public C1GaugeRangeAntiAliasing AntiAliasing {get; set;}
```

Remarks

Applying anti-aliasing to a bound range has significant performance impact. Instead, you may draw a border of the same color as the background.

Requirements

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

See Also

Reference

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Border Property

Gets the properties of the border of this [C1GaugeRange](#).

Syntax

Visual Basic (Declaration)

```
<c("The properties of the border of this C1GaugeRange.")>
<h("Appearance")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
Public Property Border As C1GaugeBorder
```

C#

```
[c("The properties of the border of this C1GaugeRange.")]
[h("Appearance")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
public C1GaugeBorder Border {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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Filling Property

Adjusts the interior filling of this [C1GaugeRange](#).

Syntax

Visual Basic (Declaration)

```
<c("Adjusts the interior filling of this C1GaugeRange.")>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Appearance")>
Public Property Filling As C1GaugeFilling
```

C#

```
[c("Adjusts the interior filling of this C1GaugeRange.")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
public C1GaugeFilling Filling {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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)

```
<c("Encapsulates properties of a color gradient.")>  
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable  
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<h("Appearance")>  
Public Property Gradient As C1GaugeGradient
```

C#

```
[c("Encapsulates properties of a color gradient.")]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[h("Appearance")]
public C1GaugeGradient Gradient {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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Width Property

Gets or sets the range's logical width.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the range's logical width.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
Public Property Width As System.Double
```

C#

```
[c("Specifies the range's logical width.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.double 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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

Width2 Property

Gets or sets the end width of the [C1GaugeRange](#) ([Width](#) is the start width).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the end width of the C1GaugeRange (Width is the start width).")>  
<h("Layout")>  
Public Property Width2 As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the end width of the C1GaugeRange (Width is the start width).")]  
[h("Layout")]  
public System.double Width2 {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

[C1GaugeRange Class](#)

[C1GaugeRange Members](#)

C1GaugeRectangle
Draws a filled rectangle.

Object Model

C1GaugeRectangle

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeRectangle Inherits C1GaugeFilledShape	
C#	
public class C1GaugeRectangle : C1GaugeFilledShape	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeBaseShape
C1.Win.C1Gauge.C1GaugeFilledShape
C1.Win.C1Gauge.C1GaugeRectangle

Requirements

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

See Also

Reference

C1GaugeRectangle Members
C1.Win.C1Gauge Namespace

Overview
Draws a filled rectangle.

Object Model

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeRectangle Inherits C1GaugeFilledShape</pre>	
C#	
<pre>public class C1GaugeRectangle : C1GaugeFilledShape</pre>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeBaseShape
 C1.Win.C1Gauge.C1GaugeFilledShape
 C1.Win.C1Gauge.C1GaugeRectangle

Requirements

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

See Also

Reference

[C1GaugeRectangle Members](#)

[C1.Win.C1Gauge Namespace](#)


Members

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

The following tables list the members exposed by [C1GaugeRectangle](#).











Public Constructors












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

	C1GaugeRectangle Constructor	Initializes a new instance of the shape.
---	--	--

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Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the default radius for the rectangle corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the rectangle.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	LeftBottom	Gets or sets the radius for the left bottom corner.

	LeftTop	Gets or sets the radius for the left top corner.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RightBottom	Gets or sets the radius for the right bottom corner.
	RightTop	Gets or sets the radius for the right top corner.
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the rectangle).
	SlantAngle	Gets or sets the slant angle of the left side (or both sides).
	SlantAngle2	Gets or sets the slant angle of the right side.
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the rectangle.









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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeRectangle Class](#)
[C1.Win.C1Gauge Namespace](#)

C1GaugeRectangle Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeRectangle()	

Requirements

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

See Also

Reference




[C1GaugeRectangle Class](#)















[C1GaugeRectangle Members](#)





Properties

For a list of all members of this type, see [C1GaugeRectangle members](#).

Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the default radius for the rectangle corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Height	Gets or sets the logical (positive) or fraction-based (negative) height of the rectangle.
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	LeftBottom	Gets or sets the radius for the left bottom corner.
	LeftTop	Gets or sets the radius for the left top corner.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	RightBottom	Gets or sets the radius for the right bottom corner.
	RightTop	Gets or sets the radius for the right top corner.
	RotateAngle	Gets or sets the rotation angle (pivot point is at the center of the rectangle).
	SlantAngle	Gets or sets the slant angle of the left side (or both sides).

	SlantAngle2	Gets or sets the slant angle of the right side.
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Width	Gets or sets the logical (positive) or fraction-based (negative) width of the rectangle.

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See Also

Reference

[C1GaugeRectangle Class](#)

[C1.Win.C1Gauge Namespace](#)

CornerRadius Property

Gets or sets the default radius for the rectangle corners.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the default radius for the rectangle corners.")> <System.ComponentModel.DefaultValueAttribute()> <h("Layout")> Public Property CornerRadius As System.Double</pre>	
C#	
<pre>[c("Specifies the default radius for the rectangle corners.")] [System.ComponentModel.DefaultValueAttribute()] [h("Layout")] public System.double CornerRadius {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

Height Property

Gets or sets the logical (positive) or fraction-based (negative) height of the rectangle.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Specifies the logical (positive) or fraction-based (negative) height of the rectangle.")> <System.ComponentModel.DefaultValueAttribute()> Public Property Height As System.Double</pre>	
C#	
<pre>[h("Layout")] [c("Specifies the logical (positive) or fraction-based (negative) height of the rectangle.")] [System.ComponentModel.DefaultValueAttribute()] public System.double Height {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

LeftBottom Property

Gets or sets the radius for the left bottom corner.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the radius for the left bottom corner.")> <System.ComponentModel.DefaultValueAttribute()> <h("Layout")> Public Property LeftBottom As System.Double</pre>	
C#	
<pre>[c("Specifies the radius for the left bottom corner.")] [System.ComponentModel.DefaultValueAttribute()] [h("Layout")] public System.double LeftBottom {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

LeftTop Property

Gets or sets the radius for the left top corner.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Layout")> <c("Specifies the radius for the left top corner.")></pre>	

Public Property LeftTop As System.Double
C#
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Layout")] [c("Specifies the radius for the left top corner.")] public System.double LeftTop {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

RightBottom Property

Gets or sets the radius for the right bottom corner.

Syntax

Visual Basic (Declaration)
<c("Specifies the radius for the right bottom corner.")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute(> Public Property RightBottom As System.Double
C#
<pre>[c("Specifies the radius for the right bottom corner.")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute(> public System.double RightBottom {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

RightTop Property

Gets or sets the radius for the right top corner.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the radius for the right top corner.")> <h("Layout")> Public Property RightTop As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the radius for the right top corner.")] [h("Layout")] public System.double RightTop {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

RotateAngle Property

Gets or sets the rotation angle (pivot point is at the center of the rectangle).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the rotation angle (pivot point is at the center of the rectangle).")> <System.ComponentModel.DefaultValueAttribute()> <h("Layout")> Public Property RotateAngle As System.Double</pre>	
C#	
<pre>[c("Specifies the rotation angle (pivot point is at the center of the rectangle).")] [System.ComponentModel.DefaultValueAttribute()] [h("Layout")] public System.double RotateAngle {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

SlantAngle Property

Gets or sets the slant angle of the left side (or both sides).

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")></pre>	

```
<c("Specifies the slant angle of the left side (or both sides).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property SlantAngle As System.Double
```

C#

```
[h("Layout")]
[c("Specifies the slant angle of the left side (or both sides).")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double SlantAngle {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

SlantAngle2 Property

Gets or sets the slant angle of the right side.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Specifies the slant angle of the right side.")>
<h("Layout")>
Public Property SlantAngle2 As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the slant angle of the right side.")]
[h("Layout")]
public System.double SlantAngle2 {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

[C1GaugeRectangle Class](#)

[C1GaugeRectangle Members](#)

Width Property

Gets or sets the logical (positive) or fraction-based (negative) width of the rectangle.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Layout")>  
<c("Specifies the logical (positive) or fraction-based (negative) width of the  
rectangle.")>  
Public Property Width As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[h("Layout")]  
[c("Specifies the logical (positive) or fraction-based (negative) width of the  
rectangle.")]  
public System.double 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

[C1GaugeRectangle Class](#)
[C1GaugeRectangle Members](#)

[C1GaugeScaleDecorator](#)

Base class for the Gauge decorators showing a scale, such as marks or labels.

Object Model

[C1GaugeScaleDecorator](#)

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class C1GaugeScaleDecorator  
    Inherits C1GaugeMultivalueDecorator
```

C#

```
public abstract class C1GaugeScaleDecorator : C1GaugeMultivalueDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

[C1.Win.C1Gauge.C1GaugeMultivalueDecorator](#)

C1.Win.C1Gauge.C1GaugeScaleDecorator

[C1.Win.C1Gauge.C1GaugeLabels](#)

[C1.Win.C1Gauge.C1GaugeMarks](#)

Requirements

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

See Also

Reference

[C1GaugeScaleDecorator Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Base class for the Gauge decorators showing a scale, such as marks or labels.

Object Model

C1GaugeScaleDecorator

Syntax

Visual Basic (Declaration)	
<pre>Public MustInherit Class C1GaugeScaleDecorator Inherits C1GaugeMultivalueDecorator</pre>	
C#	
<pre>public abstract class C1GaugeScaleDecorator : C1GaugeMultivalueDecorator</pre>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeDecorator
 C1.Win.C1Gauge.C1GaugeMultivalueDecorator
 C1.Win.C1Gauge.C1GaugeScaleDecorator
 C1.Win.C1Gauge.C1GaugeLabels
 C1.Win.C1Gauge.C1GaugeMarks

Requirements

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

See Also

Reference

C1GaugeScaleDecorator Members
C1.Win.C1Gauge Namespace







Members
Properties Methods

The following tables list the members exposed by C1GaugeScaleDecorator.

Public Properties


	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Interval	Value interval to draw each mark or label.
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale).
	IntervalWidth	Gets or sets the logical distance between tick marks or labels.
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform.
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval.
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval.

	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)


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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference




[C1GaugeScaleDecorator Class](#)












[C1.Win.C1Gauge Namespace](#)


Properties




For a list of all members of this type, see [C1GaugeScaleDecorator members](#).

Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from

		C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	From	Gets or sets the value where the decorator starts. Set to Double.NaN to bind to Gauge's minimum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	FromPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator starts. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Interval	Value interval to draw each mark or label.
	IntervalCoeff	Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale).
	IntervalWidth	Gets or sets the logical distance between tick marks or labels.
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Location2	Gets or sets the end location of the C1GaugeDecorator (C1GaugeDecorator.Location is the start location). (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	Resolution	Gets or sets the minimum displayed value interval if the scale is nonuniform.
	ScaleFrom	Gets or sets the value where the scale graduation starts and the start location and width are defined. Set to Double.NaN to bind to the From value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ScaleTo	Gets or sets the value where the scale graduation ends and the end location and width are defined. Set to Double.NaN to bind to the To value. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	SequenceNo	The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShowIrregularFrom	Gets or sets whether the From value should appear even if it doesn't conform with the specified interval.
	ShowIrregularTo	Gets or sets whether the To value should appear even if it doesn't conform with the specified interval.
	To	Gets or sets the value where the decorator ends. Set to Double.NaN to bind to Gauge's maximum. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ToPointerIndex	Gets or sets the index of a Pointer that specifies where the decorator ends. (Inherited from C1.Win.C1Gauge.C1GaugeMultivalueDecorator)
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeScaleDecorator Class](#)

[C1.Win.C1Gauge Namespace](#)

Interval Property

Value interval to draw each mark or label.

Syntax

Visual Basic (Declaration)	
<pre><c("Value interval to draw each mark or label.")> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> Public Property Interval As System.Double</pre>	
C#	
<pre>[c("Value interval to draw each mark or label.")] [h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] public System.double Interval {get; set;}</pre>	

Remarks

If the Gauge uses logarithmic scale this interval must be specified in logarithmic coordinates, such as (Log(Value2) - Log(Value1)).

Requirements

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

See Also

Reference

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

IntervalCoeff Property

Gets or sets the multiplier for the value interval (or the number of subintervals for logarithmic scale).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the multiplier for the value interval (or the number of subintervals for logarithmic scale).")> <h("Behavior")> Public Property IntervalCoeff As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the multiplier for the value interval (or the number of subintervals for logarithmic scale).")] [h("Behavior")] public System.double IntervalCoeff {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

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

IntervalWidth Property

Gets or sets the logical distance between tick marks or labels.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical distance between tick marks or labels.")> <System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> Public Property IntervalWidth As System.Double</pre>	
C#	
<pre>[c("Specifies the logical distance between tick marks or labels.")] [System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] public System.double IntervalWidth {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

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

Resolution Property

Gets or sets the minimum displayed value interval if the scale is nonuniform.

Syntax

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

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Behavior")>
<c("Specifies the minimum displayed value interval if the scale is
nonuniform.")>
Public Property Resolution As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
[c("Specifies the minimum displayed value interval if the scale is
nonuniform.")]
public System.double Resolution {get; set;}
```

Remarks

If the Gauge uses logarithmic scale the value resolution must be specified in logarithmic 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

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

SequenceNo Property

The sequence number for this marks (or labels) decorator. Displayed values will not appear on the subsequent marks (or labels) with the same sequence number.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
```



```
<c("Specifies the sequence number (set to -1 to ignore the order of this
decorator).")>
Public Property SequenceNo As System.Integer
```

C#

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the sequence number (set to -1 to ignore the order of this
decorator).")]
public System.int SequenceNo {get; set;}
```

Remarks

Set to -1 to ignore the order of this decorator.

Requirements

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

See Also

Reference

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

ShowIrregularFrom Property

Gets or sets whether the From value should appear even if it doesn't conform with the specified interval.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<c("Indicates if the From value should appear even if it doesn't conform with
the specified interval.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ShowIrregularFrom As System.Boolean
```

C#

```
[h("Behavior")]  
[c("Indicates if the From value should appear even if it doesn't conform with  
the specified interval.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.bool ShowIrregularFrom {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

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

ShowIrregularTo Property

Gets or sets whether the To value should appear even if it doesn't conform with the specified interval.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<c("Indicates if the To value should appear even if it doesn't conform with the  
specified interval.")>  
<h("Behavior")>  
Public Property ShowIrregularTo As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Indicates if the To value should appear even if it doesn't conform with the  
specified interval.")]  
[h("Behavior")]  
public System.bool ShowIrregularTo {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

[C1GaugeScaleDecorator Class](#)

[C1GaugeScaleDecorator Members](#)

C1GaugeSector

Draws a filled circular sector.

Object Model

C1GaugeSector

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeSector Inherits C1GaugeFilledShape</pre>	
C#	
<pre>public class C1GaugeSector : C1GaugeFilledShape</pre>	

Inheritance Hierarchy

System.Object

 C1.Win.C1Gauge.C1GaugeBaseShape

 C1.Win.C1Gauge.C1GaugeFilledShape

C1.Win.C1Gauge.C1GaugeSector

Requirements

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

See Also

Reference

[C1GaugeSector Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Draws a filled circular sector.

Object Model

C1GaugeSector

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeSector  
    Inherits C1GaugeFilledShape
```

C#

```
public class C1GaugeSector : C1GaugeFilledShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

[C1.Win.C1Gauge.C1GaugeFilledShape](#)

C1.Win.C1Gauge.C1GaugeSector

Requirements

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

See Also

Reference

C1GaugeSector Members


C1.Win.C1Gauge Namespace

Members

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








The following tables list the members exposed by [C1GaugeSector](#).












Public Constructors

	Name	Description
	C1GaugeSector Constructor	Initializes a new instance of the shape.

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Public Properties


	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterRadius	Gets or sets the logical radius of the sector center.
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the radius for the sector corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)

	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	InnerOffset	Gets or sets the logical offset of the inner circle (if the SweepAngle is less than 180 degrees).
	InnerRadius	Gets or sets the logical inner radius of the sector.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	OuterRadius	Gets or sets the logical outer radius of the sector.
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	StartAngle	Start angle for the C1GaugeSector . 0 is the topmost point of the circumference.
	SweepAngle	Sweep angle for the C1GaugeSector .
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Public Methods

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

 ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
--	--

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Protected Methods

	Name	Description
 ResetBorder		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ResetFilling		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ResetGradient		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ShouldSerializeBorder		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ShouldSerializeClippings		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
 ShouldSerializeFilling		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ShouldSerializeGradient		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
 ShouldSerializeViewport		This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeSector Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeSector Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeSector()	

Requirements

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

See Also

Reference



[C1GaugeSector Class](#)














[C1GaugeSector Members](#)




Properties

For a list of all members of this type, see [C1GaugeSector members](#).

Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited

		from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterRadius	Gets or sets the logical radius of the sector center.
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the radius for the sector corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	InnerOffset	Gets or sets the logical offset of the inner circle (if the SweepAngle is less than 180 degrees).
	InnerRadius	Gets or sets the logical inner radius of the sector.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	OuterRadius	Gets or sets the logical outer radius of the sector.
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	StartAngle	Start angle for the C1GaugeSector . 0 is the topmost point of the

		circumference.
	SweepAngle	Sweep angle for the C1GaugeSector .
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeSector Class](#)

[C1.Win.C1Gauge Namespace](#)

CenterRadius Property

Gets or sets the logical radius of the sector center.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical radius of the sector center.")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute()> Public Property CenterRadius As System.Double</pre>	
C#	
<pre>[c("Specifies the logical radius of the sector center.")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute()] public System.double CenterRadius {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

CornerRadius Property

Gets or sets the radius for the sector corners.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Layout")> <c("Specifies the radius for the sector corners.")> Public Property CornerRadius As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Layout")] [c("Specifies the radius for the sector corners.")] public System.double CornerRadius {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

InnerOffset Property

Gets or sets the logical offset of the inner circle (if the [SweepAngle](#) is less than 180 degrees).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the logical offset of the inner circle (if the SweepAngle is less than 180 degrees).")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute()> Public Property InnerOffset As System.Double</pre>	
C#	
<pre>[c("Specifies the logical offset of the inner circle (if the SweepAngle is less than 180 degrees).")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute()] public System.double InnerOffset {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

InnerRadius Property

Gets or sets the logical inner radius of the sector.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()></pre>	

```
<c("Specifies the logical inner radius of the sector.")>
<h("Layout")>
Public Property InnerRadius As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the logical inner radius of the sector.")]
[h("Layout")]
public System.double InnerRadius {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

OuterRadius Property

Gets or sets the logical outer radius of the sector.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>
<c("Specifies the logical outer radius of the sector.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property OuterRadius As System.Double
```

C#

```
[h("Layout")]
[c("Specifies the logical outer radius of the sector.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double OuterRadius {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

StartAngle Property

Start angle for the [C1GaugeSector](#). 0 is the topmost point of the circumference.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()  
<c("Start angle for the C1GaugeSector. 0 is the topmost point of the  
circumference.")>  
Public Property StartAngle As System.Double
```

C#

```
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Start angle for the C1GaugeSector. 0 is the topmost point of the  
circumference.")]  
public System.double StartAngle {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

SweepAngle Property

Sweep angle for the [C1GaugeSector](#).

Syntax

Visual Basic (Declaration)

```
<c("Sweep angle for the C1GaugeSector.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Layout")>  
Public Property SweepAngle As System.Double
```

C#

```
[c("Sweep angle for the C1GaugeSector.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Layout")]  
public System.double SweepAngle {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

[C1GaugeSector Class](#)

[C1GaugeSector Members](#)

C1GaugeSegment

Draws a filled circular segment.

Object Model

C1GaugeSegment

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeSegment Inherits C1GaugeFilledShape</pre>	
C#	
<pre>public class C1GaugeSegment : C1GaugeFilledShape</pre>	

Inheritance Hierarchy

```
System.Object
  C1.Win.C1Gauge.C1GaugeBaseShape
    C1.Win.C1Gauge.C1GaugeFilledShape
      C1.Win.C1Gauge.C1GaugeSegment
```

Requirements

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

See Also

Reference

[C1GaugeSegment Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Draws a filled circular segment.

Object Model

C1GaugeSegment

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1GaugeSegment Inherits C1GaugeFilledShape</pre>	

C#

```
public class C1GaugeSegment : C1GaugeFilledShape
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeBaseShape](#)

[C1.Win.C1Gauge.C1GaugeFilledShape](#)

C1.Win.C1Gauge.C1GaugeSegment

Requirements

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

See Also

Reference

[C1GaugeSegment Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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


The following tables list the members exposed by [C1GaugeSegment](#).













Public Constructors




	Name	Description
	C1GaugeSegment Constructor	Initializes a new instance of the shape.

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Public Properties


	Name	Description
	Border	Gets the properties of the shape border. (Inherited from

		C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the radius for the segment corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	InnerRadius	Gets or sets the radius of the 'chord' line.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	OuterRadius	Gets or sets the logical radius of the circular segment.
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	StartAngle	Start angle for the C1GaugeSegment . 0 is the topmost point of the circumference.

	SweepAngle	Sweep angle for the C1GaugeSegment .
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)






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Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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Protected Methods

	Name	Description
	ResetBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ResetGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeBorder	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)

		C1.Win.C1Gauge.C1GaugeBaseShape)
	ShouldSerializeFilling	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeGradient	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeSegment Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeSegment Constructor

Initializes a new instance of the shape.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeSegment()	

Requirements

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

See Also

Reference











C1GaugeSegment Class







C1GaugeSegment Members

Properties

For a list of all members of this type, see [C1GaugeSegment members](#).

Public Properties

	Name	Description
	Border	Gets the properties of the shape border. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	CenterPointX	Gets or sets the fraction-based X position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CenterPointY	Gets or sets the fraction-based Y position of the shape center. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	CornerRadius	Gets or sets the radius for the segment corners.
	Filling	Adjusts the interior filling of the shape. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	Gradient	Encapsulates properties of a color gradient. (Inherited from C1.Win.C1Gauge.C1GaugeFilledShape)
	HitTestable	Gets or sets whether the shape can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	InnerRadius	Gets or sets the radius of the 'chord' line.
	Name	Gets or sets a name associated with the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

	OuterRadius	Gets or sets the logical radius of the circular segment.
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	StartAngle	Start angle for the C1GaugeSegment . 0 is the topmost point of the circumference.
	SweepAngle	Sweep angle for the C1GaugeSegment .
	Viewport	Specifies the outer bounds for the shape. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)
	Visible	Gets or sets whether the shape is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBaseShape)

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See Also

Reference

[C1GaugeSegment Class](#)

[C1.Win.C1Gauge Namespace](#)

CornerRadius Property

Gets or sets the radius for the segment corners.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Specifies the radius for the segment corners.")> <System.ComponentModel.DefaultValueAttribute()> Public Property CornerRadius As System.Double</pre>	
C#	
<pre>[h("Layout")]</pre>	

```
[c("Specifies the radius for the segment corners."))]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double CornerRadius {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

[C1GaugeSegment Class](#)

[C1GaugeSegment Members](#)

InnerRadius Property

Gets or sets the radius of the 'chord' line.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the radius of the 'chord' line.")>  
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property InnerRadius As System.Double
```

C#

```
[c("Specifies the radius of the 'chord' line."))]  
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double InnerRadius {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

[C1GaugeSegment Class](#)

[C1GaugeSegment Members](#)

OuterRadius Property

Gets or sets the logical radius of the circular segment.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <c("Specifies the logical radius of the circular segment.")> <System.ComponentModel.DefaultValueAttribute()> Public Property OuterRadius As System.Double</pre>	
C#	
<pre>[h("Layout")] [c("Specifies the logical radius of the circular segment.")] [System.ComponentModel.DefaultValueAttribute()] public System.double OuterRadius {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

[C1GaugeSegment Class](#)

[C1GaugeSegment Members](#)

StartAngle Property

Start angle for the [C1GaugeSegment](#). 0 is the topmost point of the circumference.

Syntax

Visual Basic (Declaration)	


```

<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
<c("Start angle for the C1GaugeSegment. 0 is the topmost point of the
circumference.")>
Public Property StartAngle As System.Double

```

C#

```

[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
[c("Start angle for the C1GaugeSegment. 0 is the topmost point of the
circumference.")]
public System.double StartAngle {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

[C1GaugeSegment Class](#)

[C1GaugeSegment Members](#)

SweepAngle Property

Sweep angle for the [C1GaugeSegment](#).

Syntax

Visual Basic (Declaration)

```

<h("Layout")>
<c("Sweep angle for the C1GaugeSegment.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property SweepAngle As System.Double

```

C#

```

[h("Layout")]

```

```
[c("Sweep angle for the C1GaugeSegment.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double SweepAngle {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

[C1GaugeSegment Class](#)

[C1GaugeSegment Members](#)

C1GaugeShadow

Encapsulates properties of the shadow.

Object Model

C1GaugeShadow

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeShadow
```

C#

```
public class C1GaugeShadow
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeShadow

Requirements

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

See Also

Reference

[C1GaugeShadow Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Encapsulates properties of the shadow.

Object Model

C1GaugeShadow

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeShadow
```

C#

```
public class C1GaugeShadow
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeShadow

Requirements

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

See Also







Reference

Members

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





The following tables list the members exposed by [C1GaugeShadow](#).







Public Properties

	Name	Description
	Color	Gets or sets the color of the shadow.
	CommonShadowName	Gets or sets the name of the shadow template.
	OffsetX	Gets or sets the logical X offset of the shadow.
	OffsetY	Gets or sets the logical Y offset of the shadow.
	Opacity	Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).
	Visible	Gets or sets whether the shadow is visible.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ResetOffsetX	This member is for internal use only.
	ResetOffsetY	This member is for internal use only.
	ResetOpacity	This member is for internal use only.

 ResetVisible	This member is for internal use only.
 ShouldSerializeColor	This member is for internal use only.
 ShouldSerializeOffsetX	This member is for internal use only.
 ShouldSerializeOffsetY	This member is for internal use only.
 ShouldSerializeOpacity	This member is for internal use only.
 ShouldSerializeVisible	This member is for internal use only.

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See Also

Reference






[C1GaugeShadow Class](#)






[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [C1GaugeShadow members](#).

Protected Methods

	Name	Description
 ResetColor		This member is for internal use only.
 ResetOffsetX		This member is for internal use only.
 ResetOffsetY		This member is for internal use only.
 ResetOpacity		This member is for internal use only.
 ResetVisible		This member is for internal use only.

 ShouldSerializeColor	This member is for internal use only.
 ShouldSerializeOffsetX	This member is for internal use only.
 ShouldSerializeOffsetY	This member is for internal use only.
 ShouldSerializeOpacity	This member is for internal use only.
 ShouldSerializeVisible	This member is for internal use only.

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See Also

Reference

[C1GaugeShadow Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor()	
C#	
protected void ResetColor()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ResetOffsetX Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetOffsetX()	
C#	
protected void ResetOffsetX()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ResetOffsetY Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetOffsetY()	
C#	
protected void ResetOffsetY()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ResetOpacity Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetOpacity()	
C#	
protected void ResetOpacity()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ResetVisible Method

This member is for internal use only.

Syntax

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

<code>Protected Sub ResetVisible()</code>
C#
<code>protected void ResetVisible()</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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)
<code>Protected Function ShouldSerializeColor() As System.Boolean</code>
C#
<code>protected System.bool ShouldSerializeColor()</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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ShouldSerializeOffsetX Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeOffsetX() As System.Boolean	
C#	
protected System. bool ShouldSerializeOffsetX()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ShouldSerializeOffsetY Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeOffsetY() As System.Boolean	
C#	
protected System. bool ShouldSerializeOffsetY()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ShouldSerializeOpacity Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeOpacity() As System.Boolean	
C#	
protected System.bool ShouldSerializeOpacity()	

Requirements

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

See Also

Reference

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

ShouldSerializeVisible Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeVisible() As System.Boolean	
C#	

```
protected System.bool ShouldSerializeVisible()
```

Requirements

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

See Also

Reference







[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

Properties

For a list of all members of this type, see [C1GaugeShadow members](#).

Public Properties

	Name	Description
	Color	Gets or sets the color of the shadow.
	CommonShadowName	Gets or sets the name of the shadow template.
	OffsetX	Gets or sets the logical X offset of the shadow.
	OffsetY	Gets or sets the logical Y offset of the shadow.
	Opacity	Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).
	Visible	Gets or sets whether the shadow is visible.

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See Also

Reference

[C1GaugeShadow Class](#)
[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the color of the shadow.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.NotifyParentPropertyAttribute(True)> <c("Specifies the Color of the shadow.")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[System.ComponentModel.NotifyParentPropertyAttribute(true)] [c("Specifies the Color of the shadow.")] public System.Drawing.Color Color {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

[C1GaugeShadow Class](#)
[C1GaugeShadow Members](#)

CommonShadowName Property

Gets or sets the name of the shadow template.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DefaultValueAttribute()> Public Property CommonShadowName As System.String</pre>	

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.string CommonShadowName {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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

OffsetX Property

Gets or sets the logical X offset of the shadow.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
<c("Specifies the logical X offset of the shadow.")>  
Public Property OffsetX As System.Double
```

C#

```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
[c("Specifies the logical X offset of the shadow.")]  
public System.double OffsetX {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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

OffsetY Property

Gets or sets the logical Y offset of the shadow.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.NotifyParentPropertyAttribute(True)> <c("Specifies the logical Y offset of the shadow.")> Public Property OffsetY As System.Double</pre>	
C#	
<pre>[System.ComponentModel.NotifyParentPropertyAttribute(true)] [c("Specifies the logical Y offset of the shadow.")] public System.double OffsetY {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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

Opacity Property

Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the opacity of the shadow between 0.0 (transparent) and 1.0</pre>	

```
(dark).")>
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.OpacityWithNaNConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
Public Property Opacity As System.Double
```

C#

```
[c("Specifies the opacity of the shadow between 0.0 (transparent) and 1.0
(dark).")]
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.OpacityWithNaNConv
erter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
public System.double Opacity {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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

Visible Property

Gets or sets whether the shadow is visible.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<c("Indicates whether the shadow is visible.")>
Public Property Visible As System.Boolean
```

C#


```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
[c("Indicates whether the shadow is visible.")]  
public System.bool Visible {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

[C1GaugeShadow Class](#)

[C1GaugeShadow Members](#)

[C1GaugeSingleLabel](#)

[C1GaugeDecorator](#) used to display a single label on the Gauge.

Object Model

C1GaugeSingleLabel

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeSingleLabel  
    Inherits C1GaugeDecorator
```

C#

```
public class C1GaugeSingleLabel : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeSingleLabel

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

[C1GaugeDecorator](#) used to display a single label on the Gauge.

Object Model

C1GaugeSingleLabel

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeSingleLabel
    Inherits C1GaugeDecorator
```

C#

```
public class C1GaugeSingleLabel : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeSingleLabel

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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







The following tables list the members exposed by [C1GaugeSingleLabel](#).






Public Constructors













	Name	Description
	C1GaugeSingleLabel Constructor	Initializes a new instance of the C1GaugeSingleLabel .

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Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AllowFlip	Gets or sets whether the label should be flipped if it appears inverted (for radial Gauges only).
	Angle	Gets or sets the angle relative to the Gauge pointer origin where the label should appear (for radial Gauges only).
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Color	Gets or sets the Color used to display text label.


	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CommonFontName	Gets or sets the name of the font and color template.
	Font	Gets or sets the font used to display text label.
	FontSize	Logical value representing the scalable font size.
	Format	Standard or custom numeric format string for the label.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImmediateUpdate	Gets or sets whether the bound label should ignore the Pointer's sweep time.
	IsRotated	Gets or sets if the label should be rotated depending on its angle (for radial Gauges only).
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the text label.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the text label.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this label.

	Position	Gets or sets the fraction-based position where this label should appear (for linear Gauges only).
	SequenceNo	The sequence number for this label. Displayed value will not appear on the subsequent labels with the same sequence number.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Text	Gets or sets the text displayed in this label.
	TextAngle	Gets or sets the angle (in degrees) to rotate the label text.
	Value	Gets or sets the value associated with this label.
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueFactor	Gets or sets the value multiplier when showing the label.
	ValueOffset	Gets or sets the value offset when showing the label.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Public Methods





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

	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
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Protected Methods

	Name	Description
	ResetAllowFlip	This member is for internal use only.
	ResetAngle	This member is for internal use only.
	ResetColor	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetPosition	This member is for internal use only.
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeAllowFlip	This member is for internal use only.
	ShouldSerializeAngle	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.

	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializePosition	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeSingleLabel Class](#)
[C1.Win.C1Gauge Namespace](#)

C1GaugeSingleLabel Constructor

Initializes a new instance of the [C1GaugeSingleLabel](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeSingleLabel()	

Requirements

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

See Also

Reference


C1GaugeSingleLabel Class

C1GaugeSingleLabel Members

Methods










For a list of all members of this type, see [C1GaugeSingleLabel members](#).








Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetAllowFlip	This member is for internal use only.
	ResetAngle	This member is for internal use only.
	ResetColor	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetPosition	This member is for internal use only.
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeAllowFlip	This member is for internal use only.
	ShouldSerializeAngle	This member is for internal use only.

	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializePosition	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetAllowFlip Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetAllowFlip()	
C#	
protected void ResetAllowFlip()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ResetAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetAngle()</code>	
C#	
<code>protected void ResetAngle()</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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor()	
C#	
protected void ResetColor()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ResetIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetIsRotated()	
C#	
protected void ResetIsRotated()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

ResetPosition Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetPosition()</code>	
C#	
<code>protected void ResetPosition()</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

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

ShouldSerializeAllowFlip Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeAllowFlip() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeAllowFlip()</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

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

ShouldSerializeAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeAngle() As System.Boolean	
C#	
protected System.bool ShouldSerializeAngle()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
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Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System.bool ShouldSerializeColor()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ShouldSerializeIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeIsRotated() As System.Boolean	
C#	
protected System.bool ShouldSerializeIsRotated()	

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ShouldSerializePosition Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializePosition() As System.Boolean	
C#	
protected System.bool ShouldSerializePosition()	

Requirements

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

See Also

Reference




[C1GaugeSingleLabel Class](#)















[C1GaugeSingleLabel Members](#)






Properties


For a list of all members of this type, see [C1GaugeSingleLabel members](#).

Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AllowFlip	Gets or sets whether the label should be flipped if it appears inverted (for radial Gauges only).

	Angle	Gets or sets the angle relative to the Gauge pointer origin where the label should appear (for radial Gauges only).
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Color	Gets or sets the Color used to display text label.
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CommonFontName	Gets or sets the name of the font and color template.
	Font	Gets or sets the font used to display text label.
	FontSize	Logical value representing the scalable font size.
	Format	Standard or custom numeric format string for the label.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImmediateUpdate	Gets or sets whether the bound label should ignore the Pointer's sweep time.
	IsRotated	Gets or sets if the label should be rotated depending on its angle (for radial Gauges only).
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the text label.

 OrthogonalOffset	Gets or sets the logical orthogonal offset of the text label.
 Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this label.
 Position	Gets or sets the fraction-based position where this label should appear (for linear Gauges only).
 SequenceNo	The sequence number for this label. Displayed value will not appear on the subsequent labels with the same sequence number.
 Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 Text	Gets or sets the text displayed in this label.
 TextAngle	Gets or sets the angle (in degrees) to rotate the label text.
 Value	Gets or sets the value associated with this label.
 ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ValueFactor	Gets or sets the value multiplier when showing the label.
 ValueOffset	Gets or sets the value offset when showing the label.
 ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
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See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1.Win.C1Gauge Namespace](#)

AllowFlip Property

Gets or sets whether the label should be flipped if it appears inverted (for radial Gauges only).

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether the label should be flipped if it appears inverted (for radial Gauges only).")> <h("Layout")> Public Property AllowFlip As System.Boolean</pre>	
C#	
<pre>[c("Indicates whether the label should be flipped if it appears inverted (for radial Gauges only).")] [h("Layout")] public System.bool AllowFlip {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Angle Property

Gets or sets the angle relative to the Gauge pointer origin where the label should appear (for radial Gauges only).

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <c("Specifies the angle relative to the Gauge pointer origin where the label should appear (for radial Gauges only).")> Public Property Angle As System.Double</pre>	
C#	
<pre>[h("Behavior")] [c("Specifies the angle relative to the Gauge pointer origin where the label should appear (for radial Gauges only).")] public System.double Angle {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Color Property

Gets or sets the Color used to display text label.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <c("Specifies the Color used to display text label.")></pre>	

Public Property Color As System.Drawing.Color

C#

[h("Appearance")] [c("Specifies the Color used to display text label.")] public System.Drawing.Color Color {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

CommonFontName Property

Gets or sets the name of the font and color template.

Syntax

Visual Basic (Declaration)

<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <h("Appearance")> <c("Specifies the name of the font and color template.")> <System.ComponentModel.DefaultValueAttribute()> Public Property CommonFontName As System.String

C#

[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
--

```

PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontNameEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]
[h("Appearance")]
[c("Specifies the name of the font and color template.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.string CommonFontName {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Font Property

Gets or sets the font used to display text label.

Syntax

Visual Basic (Declaration)	
<pre> <c("Specifies the font used to display text label.")> <System.ComponentModel.LocalizableAttribute(True)> <h("Appearance")> <System.ComponentModel.DefaultValueAttribute()> Public Property Font As System.Drawing.Font </pre>	
C#	
<pre> [c("Specifies the font used to display text label.")] [System.ComponentModel.LocalizableAttribute(true)] [h("Appearance")] [System.ComponentModel.DefaultValueAttribute()] public System.Drawing.Font Font {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

FontSize Property

Logical value representing the scalable font size.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Appearance")> <c("Logical value representing the scalable font size.")> Public Property FontSize As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Appearance")] [c("Logical value representing the scalable font size.")] public System.double FontSize {get; set;}</pre>	

Remarks

Set to Double.NaN to use the fixed font 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

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

Format Property

Standard or custom numeric format string for the label.

Syntax

Visual Basic (Declaration)

```
<h("Appearance")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.LocalizableAttribute(True)>  
<c("Standard or custom numeric format string for the label.")>  
Public Property Format As System.String
```

C#

```
[h("Appearance")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.LocalizableAttribute(true)]  
[c("Standard or custom numeric format string for the label.")]  
public System.string Format {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

[C1GaugeSingleLabel Class](#)
[C1GaugeSingleLabel Members](#)

ImmediateUpdate Property

Gets or sets whether the bound label should ignore the Pointer's sweep time.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Indicates whether the bound label should ignore the Pointer's sweep time.")> Public Property ImmediateUpdate As System.Boolean</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Indicates whether the bound label should ignore the Pointer's sweep time.")] public System.bool ImmediateUpdate {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

IsRotated Property

Gets or sets if the label should be rotated depending on its angle (for radial Gauges only).

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether the label should be rotated depending on its angle (for radial Gauges only).")> <h("Layout")> Public Property IsRotated As System.Boolean</pre>	
C#	
<pre>[c("Indicates whether the label should be rotated depending on its angle (for radial Gauges only).")]</pre>	


```
[h("Layout")]  
public System.bool IsRotated {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

OrthogonalAlignment Property

Gets or sets the orthogonal alignment of the text label.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Specifies the orthogonal alignment of the text label.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property OrthogonalAlignment As C1GaugeAlignment
```

C#

```
[h("Layout")]  
[c("Specifies the orthogonal alignment of the text label.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public C1GaugeAlignment OrthogonalAlignment {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

OrthogonalOffset Property

Gets or sets the logical orthogonal offset of the text label.

Syntax

Visual Basic (Declaration)	
<pre><h("Layout")> <System.ComponentModel.DefaultValueAttribute()> <c("Specifies the logical orthogonal offset of the text label.")> Public Property OrthogonalOffset As System.Double</pre>	
C#	
<pre>[h("Layout")] [System.ComponentModel.DefaultValueAttribute()] [c("Specifies the logical orthogonal offset of the text label.")] public System.double OrthogonalOffset {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

PointerIndex Property

Gets or sets the index of a Pointer that gives the value associated with this label.

Syntax

Visual Basic (Declaration)	

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Index of a Pointer that gives the value for this label (large index binds to
the main Pointer).")>
<h("Behavior")>
Public Property PointerIndex As System.Integer
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Index of a Pointer that gives the value for this label (large index binds to
the main Pointer).")]
[h("Behavior")]
public System.Integer PointerIndex {get; set;}
```

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Position Property

Gets or sets the fraction-based position where this label should appear (for linear Gauges only).

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<c("Specifies the fraction-based position where this label should appear (for
linear Gauges only).")>
Public Property Position As System.Double
```

C#

```
[h("Behavior")]  
[c("Specifies the fraction-based position where this label should appear (for  
linear Gauges only).")]  
public System.double Position {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

SequenceNo Property

The sequence number for this label. Displayed value will not appear on the subsequent labels with the same sequence number.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<c("Specifies the sequence number (set to -1 to ignore the order of this  
label).")>  
<h("Behavior")>  
Public Property SequenceNo As System.Integer
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[c("Specifies the sequence number (set to -1 to ignore the order of this  
label).")]  
[h("Behavior")]  
public System.int SequenceNo {get; set;}
```

Remarks

Set to -1 to ignore the order of this label.

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Text Property

Gets or sets the text displayed in this label.

Syntax

Visual Basic (Declaration)	
<pre><h("Appearance")> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="System.ComponentModel.Design.MultilineStringEditor, System.Design")> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.LocalizableAttribute(True)> <c("The text displayed in this label.")> Public Property Text As System.String</pre>	
C#	
<pre>[h("Appearance")] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="System.ComponentModel.Design.MultilineStringEditor, System.Design")] [System.ComponentModel.DefaultValueAttribute()]</pre>	

```
[System.ComponentModel.LocalizableAttribute(true)]
[c("The text displayed in this label.")]
public System.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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

TextAngle Property

Gets or sets the angle (in degrees) to rotate the label text.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the angle (in degrees) to rotate the label text.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Layout")>
Public Property TextAngle As System.Double
```

C#

```
[c("Specifies the angle (in degrees) to rotate the label text.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Layout")]
public System.double TextAngle {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

Value Property

Gets or sets the value associated with this label.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the value associated with this label.")> <h("Behavior")> <System.ComponentModel.DefaultValueAttribute() Public Property Value As System.Double</pre>	
C#	
<pre>[c("Specifies the value associated with this label.")] [h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] public System.double Value {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

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ValueFactor Property

Gets or sets the value multiplier when showing the label.

Syntax

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

```
<c("Allows to increase or decrease the displayed value by the specified
multiplier.")>
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ValueFactor As System.Double
```

C#

```
[c("Allows to increase or decrease the displayed value by the specified
multiplier.")]
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
public System.Double ValueFactor {get; set;}
```

Remarks

Allows to increase or decrease the displayed value by the specified multiplier.

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

ValueOffset Property

Gets or sets the value offset when showing the label.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
<c("Allows to increase or decrease the displayed value by adding the specified
amount.")>
```


Public Property ValueOffset As System.Double	
--	--

C#	
----	--

<pre>[h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] [c("Allows to increase or decrease the displayed value by adding the specified amount.")] public System.double ValueOffset {get; set;}</pre>	
---	--

Remarks

Allows to increase or decrease the displayed value by adding the specified amount.

Requirements

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

See Also

Reference

[C1GaugeSingleLabel Class](#)

[C1GaugeSingleLabel Members](#)

[C1GaugeSingleMark](#)

[C1GaugeDecorator](#) used to display a single mark on the Gauge.

Object Model

C1GaugeSingleMark

Syntax

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

<pre>Public Class C1GaugeSingleMark Inherits C1GaugeDecorator</pre>	
---	--

C#	
----	--

```
public class C1GaugeSingleMark : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeSingleMark

Requirements

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

See Also

Reference

[C1GaugeSingleMark Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

[C1GaugeDecorator](#) used to display a single mark on the Gauge.

Object Model

C1GaugeSingleMark

Syntax

Visual Basic (Declaration)

```
Public Class C1GaugeSingleMark  
    Inherits C1GaugeDecorator
```

C#

```
public class C1GaugeSingleMark : C1GaugeDecorator
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.C1GaugeDecorator](#)

C1.Win.C1Gauge.C1GaugeSingleMark

Requirements

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

See Also

Reference

[C1GaugeSingleMark Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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





The following tables list the members exposed by [C1GaugeSingleMark](#).














Public Constructors















	Name	Description
	C1GaugeSingleMark Constructor	Initializes a new instance of the decorator.



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Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Angle	Gets or sets the angle relative to the Gauge pointer origin where the tick mark should appear (for radial Gauges only).
	Border	Gets the properties of the tick mark border.


	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CustomImage	Gets or sets the custom image for the tick mark.
	CustomShape	Gets the custom shape for this tick mark.
	Filling	Adjusts the interior filling of a tick mark.
	FlipShape	Gets or sets whether the shape of a tick mark is inverted.
	Gradient	Encapsulates properties of a color gradient.
	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImageMapName	Gets or sets the name of template for the ValueImages collection.
	ImmediateUpdate	Gets or sets whether the bound tick mark should ignore the Pointer's sweep time.
	IsRotated	Gets or sets if the tick mark should be rotated depending on its angle (for radial Gauges only).
	Length	Logical value representing the length of this tick mark.
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	OrthogonalAlignment	Gets or sets the orthogonal alignment of the tick mark.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the tick mark.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this tick mark.
	Position	Gets or sets the fraction-based position where the tick mark should appear (for linear Gauges only).
	SequenceNo	The sequence number for this tick mark. Displayed value will not appear on the subsequent marks with the same sequence number.
	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Shape	Selects a shape from the set of predefined mark shapes.
	ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate this tick mark.
	Value	Gets or sets the value associated with this tick mark.
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueImages	Gets the collection of values with their associated images.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Width	Gets or sets the logical width of a tick mark.









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Public Methods



	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetAngle	This member is for internal use only.
	ResetBorder	This member is for internal use only.
	ResetCustomImage	This member is for internal use only.
	ResetCustomShape	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

 ResetPosition	This member is for internal use only.
 ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ResetWidth	This member is for internal use only.
 ShouldSerializeAngle	This member is for internal use only.
 ShouldSerializeBorder	This member is for internal use only.
 ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeCustomImage	This member is for internal use only.
 ShouldSerializeCustomShape	This member is for internal use only.
 ShouldSerializeFilling	This member is for internal use only.
 ShouldSerializeGradient	This member is for internal use only.
 ShouldSerializeIsRotated	This member is for internal use only.
 ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializePosition	This member is for internal use only.
 ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
 ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

	ShouldSerializeValueImages	This member is for internal use only.
	ShouldSerializeWidth	This member is for internal use only.

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See Also

Reference

[C1GaugeSingleMark Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeSingleMark Constructor

Initializes a new instance of the decorator.

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1GaugeSingleMark()</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


[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Methods













For a list of all members of this type, see [C1GaugeSingleMark members](#).














Public Methods

	Name	Description
	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)

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Protected Methods

	Name	Description
	ResetAngle	This member is for internal use only.
	ResetBorder	This member is for internal use only.
	ResetCustomImage	This member is for internal use only.
	ResetCustomShape	This member is for internal use only.
	ResetFilling	This member is for internal use only.
	ResetGradient	This member is for internal use only.
	ResetIsRotated	This member is for internal use only.
	ResetLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetPosition	This member is for internal use only.
	ResetShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ResetWidth	This member is for internal use only.
	ShouldSerializeAngle	This member is for internal use only.

	ShouldSerializeBorder	This member is for internal use only.
	ShouldSerializeClippings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeCustomImage	This member is for internal use only.
	ShouldSerializeCustomShape	This member is for internal use only.
	ShouldSerializeFilling	This member is for internal use only.
	ShouldSerializeGradient	This member is for internal use only.
	ShouldSerializeIsRotated	This member is for internal use only.
	ShouldSerializeLocation	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializePosition	This member is for internal use only.
	ShouldSerializeShadow	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueColors	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ShouldSerializeValueImages	This member is for internal use only.
	ShouldSerializeWidth	This member is for internal use only.

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See Also

Reference

[C1GaugeSingleMark Class](#)
[C1.Win.C1Gauge Namespace](#)

ResetAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetAngle()	
C#	
protected void ResetAngle()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetBorder Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetBorder()	
C#	
protected void ResetBorder()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomImage()	
C#	
protected void ResetCustomImage()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomShape()	
C#	

```
protected void ResetCustomShape()
```

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<pre>Protected Sub ResetFilling()</pre>	
C#	
<pre>protected void ResetFilling()</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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetGradient()	
C#	
protected void ResetGradient()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ResetIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetIsRotated()	
C#	
protected void ResetIsRotated()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

ResetPosition Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetPosition()	
C#	
protected void ResetPosition()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

ResetWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetWidth()	
C#	
protected void ResetWidth()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

ShouldSerializeAngle Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeAngle() As System.Boolean	
C#	
protected System.bool ShouldSerializeAngle()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

ShouldSerializeBorder Method

This member is for internal use only.

Syntax

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

Protected Function ShouldSerializeBorder() As System.Boolean
--

C#

protected System.bool ShouldSerializeBorder()

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

Protected Function ShouldSerializeCustomImage() As System.Boolean

C#

protected System.bool ShouldSerializeCustomImage()
--

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeCustomShape Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomShape() As System.Boolean	
C#	
protected System.bool ShouldSerializeCustomShape()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeFilling Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeFilling() As System.Boolean	
C#	
protected System.bool ShouldSerializeFilling()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeGradient Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeGradient() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeGradient()</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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeIsRotated Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeIsRotated() As System.Boolean</code>	
C#	

```
protected System.bool ShouldSerializeIsRotated()
```

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializePosition Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializePosition() As System.Boolean
```

C#

```
protected System.bool ShouldSerializePosition()
```

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeValueImages Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeValueImages() As System.Boolean	
C#	
protected System. bool ShouldSerializeValueImages()	

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShouldSerializeWidth Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeWidth() As System.Boolean	
C#	
protected System. bool ShouldSerializeWidth()	

Requirements

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

See Also

Reference

C1GaugeSingleMark Class

C1GaugeSingleMark Members











Properties

For a list of all members of this type, see [C1GaugeSingleMark members](#).

Public Properties

	Name	Description
	Alignment	Alignment of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	AlignmentOffset	Gets or sets the alignment offset of the decorator (in pixels). (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Angle	Gets or sets the angle relative to the Gauge pointer origin where the tick mark should appear (for radial Gauges only).
	Border	Gets the properties of the tick mark border.
	Clippings	Gets the collection of shapes that form the clipping region. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ColorMapName	Gets or sets the name of template for the ValueColors collection. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	CustomImage	Gets or sets the custom image for the tick mark.
	CustomShape	Gets the custom shape for this tick mark.
	Filling	Adjusts the interior filling of a tick mark.
	FlipShape	Gets or sets whether the shape of a tick mark is inverted.
	Gradient	Encapsulates properties of a color gradient.

	HitTestable	Gets or sets whether the decorator can be hit-tested. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ImageMapName	Gets or sets the name of template for the ValueImages collection.
	ImmediateUpdate	Gets or sets whether the bound tick mark should ignore the Pointer's sweep time.
	IsRotated	Gets or sets if the tick mark should be rotated depending on its angle (for radial Gauges only).
	Length	Logical value representing the length of this tick mark.
	Location	Logical value representing the start location of the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Name	Gets or sets a name associated with the decorator. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	OrthogonalAlignment	Gets or sets the orthogonal alignment of the tick mark.
	OrthogonalOffset	Gets or sets the logical orthogonal offset of the tick mark.
	Owner	Gets the owner Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this tick mark.
	Position	Gets or sets the fraction-based position where the tick mark should appear (for linear Gauges only).
	SequenceNo	The sequence number for this tick mark. Displayed value will not appear on the subsequent marks with the same sequence number.

	Shadow	Encapsulates properties of the decorator shadow. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Shape	Selects a shape from the set of predefined mark shapes.
	ShapeAngle	Gets or sets the fixed angle (in degrees) to rotate this tick mark.
	Value	Gets or sets the value associated with this tick mark.
	ValueColorFalloff	Gets or sets the blending mode for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueColors	Gets the collection of values with their associated colors. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	ValueImages	Gets the collection of values with their associated images.
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Visible	Gets or sets whether the decorator is visible. (Inherited from C1.Win.C1Gauge.C1GaugeDecorator)
	Width	Gets or sets the logical width of a tick mark.

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See Also

Reference

[C1GaugeSingleMark Class](#)

[C1.Win.C1Gauge Namespace](#)

Angle Property

Gets or sets the angle relative to the Gauge pointer origin where the tick mark should appear (for radial Gauges only).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the angle relative to the Gauge pointer origin where the tick mark should appear (for radial Gauges only).")> <h("Behavior")> Public Property Angle As System.Double</pre>	
C#	
<pre>[c("Specifies the angle relative to the Gauge pointer origin where the tick mark should appear (for radial Gauges only).")] [h("Behavior")] public System.double Angle {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Border Property

Gets the properties of the tick mark border.

Syntax

Visual Basic (Declaration)	
<pre><c("The properties of the tick mark border.")> <h("Appearance")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)></pre>	

Public Property Border As C1GaugeBorder

C#

```
[c("The properties of the tick mark border.")]
[h("Appearance")]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.BorderExpandableCo
nverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
public C1GaugeBorder Border {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

CustomImage Property

Gets or sets the custom image for the tick mark.

Syntax

Visual Basic (Declaration)

```
<c("The custom image for the tick mark.")>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpanda
bleConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
<h("Appearance")>
```

Public Property CustomImage As C1GaugeCustomImage

C#

```
[c("The custom image for the tick mark.")]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]  
[h("Appearance")]  
public C1GaugeCustomImage CustomImage {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

CustomShape Property

Gets the custom shape for this tick mark.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)>  
<c("The custom shape for this tick mark.")>  
<h("Layout")>
```

Public Property CustomShape **As** C1GaugeCustomShape

C#

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomShapeExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
[c("The custom shape for this tick mark.")]
[h("Layout")]
public C1GaugeCustomShape CustomShape {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Filling Property

Adjusts the interior filling of a tick mark.

Syntax

Visual Basic (Declaration)

```
<c("Adjusts the interior filling of a tick mark.")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>
<h("Appearance")>
```

Public Property Filling As C1GaugeFilling

C#

```
[c("Adjusts the interior filling of a tick mark.")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]  
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.FillingExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[h("Appearance")]  
public C1GaugeFilling Filling {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

FlipShape Property

Gets or sets whether the shape of a tick mark is inverted.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Layout")>  
<c("Indicates whether the shape of a tick mark is inverted.")>  
Public Property FlipShape As System.Boolean
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
```

```
[h("Layout")]
[c("Indicates whether the shape of a tick mark is inverted.")]
public System.bool FlipShape {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Gradient Property

Encapsulates properties of a color gradient.

Syntax

Visual Basic (Declaration)

```
<c("Encapsulates properties of a color gradient.")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")>
<h("Appearance")>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Content)>
Public Property Gradient As C1GaugeGradient
```

C#

```
[c("Encapsulates properties of a color gradient.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GradientExpandable
Converter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,
PublicKeyToken=79882d576c6336da")]
[h("Appearance")]
```

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
public C1GaugeGradient Gradient {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ImageMapName Property

Gets or sets the name of template for the [ValueImages](#) collection.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Specifies the name of template for the ValueImages collection.")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ImageMapNameEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)>
<h("Appearance")>
Public Property ImageMapName As System.String
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the name of template for the ValueImages collection.")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
```

```

EditorTypeName="C1.Win.C1Gauge.Design.ImageMapNameEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[h("Appearance")]
public System.string ImageMapName {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ImmediateUpdate Property

Gets or sets whether the bound tick mark should ignore the Pointer's sweep time.

Syntax

Visual Basic (Declaration)

```

<c("Indicates whether the bound tick mark should ignore the Pointer's sweep
time.")>
<System.ComponentModel.DefaultValueAttribute()>
<h("Behavior")>
Public Property ImmediateUpdate As System.Boolean

```

C#

```

[c("Indicates whether the bound tick mark should ignore the Pointer's sweep
time.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
public System.bool ImmediateUpdate {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

IsRotated Property

Gets or sets if the tick mark should be rotated depending on its angle (for radial Gauges only).

Syntax

Visual Basic (Declaration)

```
<h("Layout")>  
<c("Indicates whether the tick mark should be rotated depending on its angle  
(for radial Gauges only).")>  
Public Property IsRotated As System.Boolean
```

C#

```
[h("Layout")]  
[c("Indicates whether the tick mark should be rotated depending on its angle  
(for radial Gauges only).")]  
public System.bool IsRotated {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Length Property

Logical value representing the length of this tick mark.

Syntax

Visual Basic (Declaration)	
<pre><c("Logical value representing the length of this tick mark.")> <h("Layout")> <System.ComponentModel.DefaultValueAttribute()> Public Property Length As System.Double</pre>	
C#	
<pre>[c("Logical value representing the length of this tick mark.")] [h("Layout")] [System.ComponentModel.DefaultValueAttribute()] public System.double Length {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

OrthogonalAlignment Property

Gets or sets the orthogonal alignment of the tick mark.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the orthogonal alignment of the tick mark.")> <h("Layout")></pre>	

```
Public Property OrthogonalAlignment As C1GaugeAlignment
```

```
C#
```

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the orthogonal alignment of the tick mark.")]  
[h("Layout")]  
public C1GaugeAlignment OrthogonalAlignment {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

OrthogonalOffset Property

Gets or sets the logical orthogonal offset of the tick mark.

Syntax

```
Visual Basic (Declaration)
```

```
<c("Specifies the logical orthogonal offset of the tick mark.")>  
<h("Layout")>  
<System.ComponentModel.DefaultValueAttribute(>  
Public Property OrthogonalOffset As System.Double
```

```
C#
```

```
[c("Specifies the logical orthogonal offset of the tick mark.")]  
[h("Layout")]  
[System.ComponentModel.DefaultValueAttribute(>  
public System.double OrthogonalOffset {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

PointerIndex Property

Gets or sets the index of a Pointer that gives the value associated with this tick mark.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Index of a Pointer that gives the value for the tick mark (large index binds to the main Pointer).")> Public Property PointerIndex As System.Integer</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Index of a Pointer that gives the value for the tick mark (large index binds to the main Pointer).")] public System.int PointerIndex {get; set;}</pre>	

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Position Property

Gets or sets the fraction-based position where the tick mark should appear (for linear Gauges only).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the fraction-based position where the tick mark should appear (for linear Gauges only).")> <h("Behavior")> Public Property Position As System.Double</pre>	
C#	
<pre>[c("Specifies the fraction-based position where the tick mark should appear (for linear Gauges only).")] [h("Behavior")] public System.double Position {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

SequenceNo Property

The sequence number for this tick mark. Displayed value will not appear on the subsequent marks with the same sequence number.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the sequence number (set to -1 to ignore the order of this tick mark).")> <System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> Public Property SequenceNo As System.Integer</pre>	
C#	
<pre>[c("Specifies the sequence number (set to -1 to ignore the order of this tick mark).")] [System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] public System.int SequenceNo {get; set;}</pre>	

Remarks

Set to -1 to ignore the order of this tick mark.

Requirements

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

See Also

Reference

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Shape Property

Selects a shape from the set of predefined mark shapes.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Selects a shape from the set of predefined mark shapes.")></pre>	

```
<System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)>
<h("Layout")>
Public Property Shape As C1GaugeMarkShape
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[c("Selects a shape from the set of predefined mark shapes.")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)]
[h("Layout")]
public C1GaugeMarkShape Shape {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

ShapeAngle Property

Gets or sets the fixed angle (in degrees) to rotate this tick mark.

Syntax

Visual Basic (Declaration)

```
<h("Layout")>
<c("Specifies the fixed angle (in degrees) to rotate this tick mark.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ShapeAngle As System.Double
```

C#

```
[h("Layout")]
[c("Specifies the fixed angle (in degrees) to rotate this tick mark.")]
[System.ComponentModel.DefaultValueAttribute()]
```

```
public System.double ShapeAngle {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

Value Property

Gets or sets the value associated with this tick mark.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the value associated with this tick mark.")>  
Public Property Value As System.Double
```

C#

```
[h("Behavior")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the value associated with this tick mark.")]  
public System.double Value {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

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

ValueImages Property

Gets the collection of values with their associated images.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<c("Collection of values with their associated images.")>  
Public ReadOnly Property ValueImages As ValueImageCollection
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[c("Collection of values with their associated images.")]  
public ValueImageCollection ValueImages {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

[C1GaugeSingleMark Class](#)
[C1GaugeSingleMark Members](#)

Width Property

Gets or sets the logical width of a tick mark.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)> <c("Specifies the logical width of a tick mark.")> <h("Layout")> Public Property Width As System.Double</pre>	
C#	
<pre>[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.Repaint)] [c("Specifies the logical width of a tick mark.")] [h("Layout")] public System.double Width {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

[C1GaugeSingleMark Class](#)

[C1GaugeSingleMark Members](#)

[C1GaugeValueColor](#)

Associates a value with the Color on a [C1GaugeDecorator](#).

Object Model

[C1GaugeValueColor](#)

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueColorConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <System.SerializableAttribute()></pre>	

```
Public Class C1GaugeValueColor
```

```
C#
```

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueColorConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]  
[System.SerializableAttribute()]  
public class C1GaugeValueColor
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeValueColor

Requirements

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

See Also

Reference

[C1GaugeValueColor Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Associates a value with the Color on a [C1GaugeDecorator](#).

Object Model

C1GaugeValueColor

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueColorConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>
```

<System.SerializableAttribute(>> Public Class C1GaugeValueColor	
C#	
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueColorConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [System.SerializableAttribute()] public class C1GaugeValueColor	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeValueColor

Requirements

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

See Also


Reference

[C1GaugeValueColor Members](#)
[C1.Win.C1Gauge Namespace](#)

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







The following tables list the members exposed by [C1GaugeValueColor](#).

Public Constructors

	Name	Description
	C1GaugeValueColor Constructor	Overloaded.


[Top](#)

Public Properties

	Name	Description
	Color	Gets or sets the Color associated with the value.
	Opacity	Gets or sets the opacity of the color between 0.0 (completely transparent) and 1.0 (opaque).
	Owner	Gets the owner Gauge element.
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this item.
	Value	Gets or sets the value position where the associated Color appears.
	ViewTag	Gets or sets a digital tag identifying this element's views.



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Public Methods

	Name	Description
	ToString	Returns a String that represents the current C1GaugeValueColor .

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also

Reference

[C1GaugeValueColor Class](#)
[C1.Win.C1Gauge Namespace](#)

C1GaugeValueColor Constructor

Overload List

Overload	Description
C1GaugeValueColor Constructor()	Initializes a new instance of the C1GaugeValueColor .
C1GaugeValueColor Constructor(Double,Color,Double)	Initializes a new instance of the C1GaugeValueColor .
C1GaugeValueColor Constructor(Double,Int32,Color,Double)	Initializes a new instance of the C1GaugeValueColor .
C1GaugeValueColor Constructor(Double,Int32,Color,Double,Int64)	Initializes a new instance of the C1GaugeValueColor .

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)
[C1GaugeValueColor Members](#)

C1GaugeValueColor Constructor()
Initializes a new instance of the [C1GaugeValueColor](#).

Syntax

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

```
Public Function New()
```

C#

```
public C1GaugeValueColor()
```

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

[Overload List](#)

C1GaugeValueColor Constructor(Double,Color,Double)

Initializes a new instance of the [C1GaugeValueColor](#).

Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal value As System.Double, _  
    ByVal color As System.Drawing.Color, _  
    ByVal opacity As System.Double _  
)
```

C#

```
public C1GaugeValueColor(  
    System.double value,  
    System.Drawing.Color color,  
    System.double opacity  
)
```

Parameters

value

color

opacity

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)
[C1GaugeValueColor Members](#)
[Overload List](#)

C1GaugeValueColor Constructor(Double,Int32,Color,Double)
Initializes a new instance of the [C1GaugeValueColor](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal value As System.Double, _ ByVal pointerIndex As System.Integer, _ ByVal color As System.Drawing.Color, _ ByVal opacity As System.Double _)</pre>	
C#	
<pre>public C1GaugeValueColor(System.double value, System.int pointerIndex, System.Drawing.Color color, System.double opacity)</pre>	

Parameters

value

pointerIndex

color

opacity

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)
[C1GaugeValueColor Members](#)
[Overload List](#)

C1GaugeValueColor Constructor(Double,Int32,Color,Double,Int64)

Initializes a new instance of the [C1GaugeValueColor](#).

Syntax

Visual Basic (Declaration)

```
Public Function New( _  
    ByVal value As System.Double, _  
    ByVal pointerIndex As System.Integer, _  
    ByVal color As System.Drawing.Color, _  
    ByVal opacity As System.Double, _  
    ByVal viewTag As System.Long _  
)
```

C#

```
public C1GaugeValueColor(  
    System.double value,  
    System.int pointerIndex,  
    System.Drawing.Color color,  
    System.double opacity,  
    System.long viewTag
```

```
)
```

Parameters

value

pointerIndex

color

opacity

viewTag

Requirements

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

See Also


Reference

[C1GaugeValueColor Class](#)
[C1GaugeValueColor Members](#)
[Overload List](#)

Methods

For a list of all members of this type, see [C1GaugeValueColor members](#).



Public Methods

	Name	Description
	ToString	Returns a String that represents the current C1GaugeValueColor .

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Protected Methods

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

	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

[Top](#)

See Also

Reference

[C1GaugeValueColor Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor()	
C#	
protected void ResetColor()	

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System. bool ShouldSerializeColor()	

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

ToString Method

Returns a String that represents the current [C1GaugeValueColor](#).

Syntax

Visual Basic (Declaration)	
Public Overrides Function ToString() As System.String	
C#	
public override System. string ToString()	

Requirements

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

See Also







Reference

[C1GaugeValueColor Class](#)
[C1GaugeValueColor Members](#)

Properties

For a list of all members of this type, see [C1GaugeValueColor members](#).

Public Properties

	Name	Description
	Color	Gets or sets the Color associated with the value.
	Opacity	Gets or sets the opacity of the color between 0.0 (completely transparent) and 1.0 (opaque).
	Owner	Gets the owner Gauge element.
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this item.
	Value	Gets or sets the value position where the associated Color appears.
	ViewTag	Gets or sets a digital tag identifying this element's views.

[Top](#)

See Also

Reference

[C1GaugeValueColor Class](#)
[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the Color associated with the value.

Syntax

Visual Basic (Declaration)

```
<h("ValueColor")>
<c("Specifies the Color associated with the value.")>
Public Property Color As System.Drawing.Color
```

C#

```
[h("ValueColor")]
[c("Specifies the Color associated with the value.")]
public System.Drawing.Color Color {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

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

Opacity Property

Gets or sets the opacity of the color between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089")>
<h("ValueColor")>
<c("Specifies the opacity of the color between 0.0 (completely transparent) and
1.0 (opaque).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Opacity As System.Double
```

C#

```
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve
```

```

rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b77a5c561934e089"')]
[h("ValueColor")]
[c("Specifies the opacity of the color between 0.0 (completely transparent) and
1.0 (opaque).")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Opacity {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

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

Owner Property

Gets the owner Gauge element.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property Owner As System.Object </pre>	
C#	
<pre> [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.object Owner {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

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

PointerIndex Property

Gets or sets the index of a Pointer that gives the value associated with this item.

Syntax

Visual Basic (Declaration)

```
<c("Index of a Pointer that gives the value for this item (large index binds to the main Pointer).")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("ValueColor")>  
Public Property PointerIndex As System.Integer
```

C#

```
[c("Index of a Pointer that gives the value for this item (large index binds to the main Pointer).")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("ValueColor")]  
public System.int PointerIndex {get; set;}
```

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

Value Property

Gets or sets the value position where the associated Color appears.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Value position where the associated Color appears.")> <h("ValueColor")> Public Property Value As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Value position where the associated Color appears.")] [h("ValueColor")] public System.double Value {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

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

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

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)>
<System.ComponentModel.BrowsableAttribute(False)>
Public Property ViewTag As System.Long
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)]
[System.ComponentModel.BrowsableAttribute(false)]
public System.long ViewTag {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

[C1GaugeValueColor Class](#)

[C1GaugeValueColor Members](#)

C1GaugeValueImage

Associates a value with the custom image on a [C1GaugeDecorator](#).

Object Model

C1GaugeValueImage

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueImageConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>
<System.SerializableAttribute()>
Public Class C1GaugeValueImage
```

C#

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueImageConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]  
[System.SerializableAttribute()]  
public class C1GaugeValueImage
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.C1GaugeValueImage

Requirements

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

See Also

Reference

[C1GaugeValueImage Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Associates a value with the custom image on a [C1GaugeDecorator](#).

Object Model

C1GaugeValueImage

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueImageConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")>  
<System.SerializableAttribute(>  
Public Class C1GaugeValueImage
```

C#

[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.ValueImageConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[System.SerializableAttribute()]
public class C1GaugeValueImage

Inheritance Hierarchy

System.Object
 C1.Win.C1Gauge.C1GaugeValueImage

Requirements

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

See Also


Reference

[C1GaugeValueImage Members](#)
[C1.Win.C1Gauge Namespace](#)

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

The following tables list the members exposed by [C1GaugeValueImage](#).






Public Constructors

	Name	Description
	C1GaugeValueImage Constructor	Initializes a new instance of the C1GaugeValueImage .

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Public Properties

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

	CustomImage	Gets or sets the custom image associated with this item.
	Owner	Gets the owner Gauge element.
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this item.
	Value	Gets or sets the value position where the associated image appears.
	ViewTag	Gets or sets a digital tag identifying this element's views.



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Public Methods

	Name	Description
	ToString	Returns a String that represents the current C1GaugeValueImage .

[Top](#)

Protected Methods

	Name	Description
	ResetCustomImage	This member is for internal use only.
	ShouldSerializeCustomImage	This member is for internal use only.

[Top](#)

See Also

Reference

[C1GaugeValueImage Class](#)

[C1.Win.C1Gauge Namespace](#)

C1GaugeValueImage Constructor

Initializes a new instance of the [C1GaugeValueImage](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1GaugeValueImage()	

Requirements

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

See Also


Reference

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)



Methods

>

Name	Description
 ToString	Returns a String that represents the current C1GaugeValueImage .

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Protected Methods

Name	Description
 ResetCustomImage	This member is for internal use only.
 ShouldSerializeCustomImage	This member is for internal use only.

[Top](#)

See Also

Reference

[C1GaugeValueImage Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetCustomImage()	
C#	
protected void ResetCustomImage()	

Requirements

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

See Also

Reference

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

ShouldSerializeCustomImage Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeCustomImage() As System.Boolean	
C#	
protected System. bool ShouldSerializeCustomImage()	

Requirements

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

See Also

Reference

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

ToString Method

Returns a String that represents the current [C1GaugeValueImage](#).

Syntax

Visual Basic (Declaration)	
Public Overrides Function ToString() As System.String	
C#	
public override System.string ToString()	

Requirements

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

See Also

Reference

[C1GaugeValueImage Class](#)






[C1GaugeValueImage Members](#)

Properties

For a list of all members of this type, see [C1GaugeValueImage members](#).

Public Properties

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

	CustomImage	Gets or sets the custom image associated with this item.
	Owner	Gets the owner Gauge element.
	PointerIndex	Gets or sets the index of a Pointer that gives the value associated with this item.
	Value	Gets or sets the value position where the associated image appears.
	ViewTag	Gets or sets a digital tag identifying this element's views.

[Top](#)

See Also

Reference

[C1GaugeValueImage Class](#)

[C1.Win.C1Gauge Namespace](#)

CustomImage Property

Gets or sets the custom image associated with this item.

Syntax

Visual Basic (Declaration)	
<pre><c("The custom image associated with this item.")> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("ValueImage")> <System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)> Public Property CustomImage As C1GaugeCustomImage</pre>	
C#	
<pre>[c("The custom image associated with this item.")]</pre>	

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.CustomImageExpandableConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")]
[h("ValueImage")]
[System.ComponentModel.RefreshPropertiesAttribute(RefreshProperties.All)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Content)]
public C1GaugeCustomImage CustomImage {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

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

Owner Property

Gets the owner Gauge element.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property Owner As System.Object</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.object Owner {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

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

PointerIndex Property

Gets or sets the index of a Pointer that gives the value associated with this item.

Syntax

Visual Basic (Declaration)	
<pre><h("ValueImage")> <c("Index of a Pointer that gives the value for this item (large index binds to the main Pointer).")> <System.ComponentModel.DefaultValueAttribute()> Public Property PointerIndex As System.Integer</pre>	
C#	
<pre>[h("ValueImage")] [c("Index of a Pointer that gives the value for this item (large index binds to the main Pointer).")] [System.ComponentModel.DefaultValueAttribute()] public System.int PointerIndex {get; set;}</pre>	

Remarks

Set to a large value to bind to the main Pointer.

Requirements

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

See Also

Reference

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

Value Property

Gets or sets the value position where the associated image appears.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Value position where the associated image appears.")> <h("ValueImage")> Public Property Value As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Value position where the associated image appears.")] [h("ValueImage")] public System.double Value {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

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

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

<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)> <System.ComponentModel.BrowsableAttribute(False)> Public Property ViewTag As System.Long	
C#	
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)] [System.ComponentModel.BrowsableAttribute(false)] public System.long ViewTag {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

[C1GaugeValueImage Class](#)

[C1GaugeValueImage Members](#)

C1GaugeViewport

Specifies the bounds of a Gauge element.

Object Model

C1GaugeViewport

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeViewport	
C#	
public class C1GaugeViewport	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeViewport

Requirements

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

See Also

Reference

[C1GaugeViewport Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview
Specifies the bounds of a Gauge element.

Object Model

C1GaugeViewport

Syntax

Visual Basic (Declaration)	
Public Class C1GaugeViewport	
C#	
public class C1GaugeViewport	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.C1GaugeViewport

Requirements

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

See Also

Reference

[C1GaugeViewport Members](#)









[C1.Win.C1Gauge Namespace](#)






Members

[Properties](#)

The following tables list the members exposed by [C1GaugeViewport](#).

Public Properties

	Name	Description
	AspectPinX	Gets or sets the relative X position that remains fixed when the viewport moves in order to maintain the aspect ration.
	AspectPinY	Gets or sets the relative Y position that remains fixed when the viewport moves in order to maintain the aspect ratio.
	AspectRatio	Gets or sets the fixed ratio of width to height of the viewport.
	Bounds	Gets the size and location of the viewport, in pixels, relative to the parent control.
	Height	Gets or sets the height of the viewport (in pixels).
	MarginX	Gets or sets the left and right margins (in pixels).
	MarginY	Gets or sets the top and bottom margins (in pixels).
	ScaleX	Scales the width of the viewport by the specified relative amount (after translation).
	ScaleY	Scales the height of the viewport by the specified relative amount (after translation).

	TranslateX	Moves the viewport by the specified relative amount along the X-axis (before scaling).
	TranslateY	Moves the viewport by the specified relative amount along the Y-axis (before scaling).
	Width	Gets or sets the width of the viewport (in pixels).
	X	Gets or sets the X-offset of the viewport (in pixels).
	Y	Gets or sets the Y-offset of the viewport (in pixels).

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See Also







Reference









[C1GaugeViewport Class](#)

[C1.Win.C1Gauge Namespace](#)

Properties

>

Name	Description
 AspectPinX	Gets or sets the relative X position that remains fixed when the viewport moves in order to maintain the aspect ration.
 AspectPinY	Gets or sets the relative Y position that remains fixed when the viewport moves in order to maintain the aspect ratio.
 AspectRatio	Gets or sets the fixed ratio of width to height of the viewport.
 Bounds	Gets the size and location of the viewport, in pixels, relative to the parent control.
 Height	Gets or sets the height of the viewport (in pixels).
 MarginX	Gets or sets the left and right margins (in pixels).

 MarginY	Gets or sets the top and bottom margins (in pixels).
 ScaleX	Scales the width of the viewport by the specified relative amount (after translation).
 ScaleY	Scales the height of the viewport by the specified relative amount (after translation).
 TranslateX	Moves the viewport by the specified relative amount along the X-axis (before scaling).
 TranslateY	Moves the viewport by the specified relative amount along the Y-axis (before scaling).
 Width	Gets or sets the width of the viewport (in pixels).
 X	Gets or sets the X-offset of the viewport (in pixels).
 Y	Gets or sets the Y-offset of the viewport (in pixels).

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See Also

Reference

[C1GaugeViewport Class](#)

[C1.Win.C1Gauge Namespace](#)

AspectPinX Property

Gets or sets the relative X position that remains fixed when the viewport moves in order to maintain the aspect ration.

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.NotifyParentPropertyAttribute(True)> <c("Specifies the relative X position that remains fixed when the viewport moves in order to maintain the aspect ratio.")> <System.ComponentModel.DefaultValueAttribute()> Public Property AspectPinX As System.Double </pre>	

C#

```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
[c("Specifies the relative X position that remains fixed when the viewport moves  
in order to maintain the aspect ratio.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double AspectPinX {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

AspectPinY Property

Gets or sets the relative Y position that remains fixed when the viewport moves in order to maintain the aspect ratio.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the relative Y position that remains fixed when the viewport moves  
in order to maintain the aspect ratio.")>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property AspectPinY As System.Double
```

C#

```
[c("Specifies the relative Y position that remains fixed when the viewport moves  
in order to maintain the aspect ratio.")]  
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double AspectPinY {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

AspectRatio Property

Gets or sets the fixed ratio of width to height of the viewport.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the fixed ratio of width to height of the viewport.")>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property AspectRatio As System.Double
```

C#

```
[c("Specifies the fixed ratio of width to height of the viewport.")]  
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double AspectRatio {get; set;}
```

Remarks

Set to Double.NaN to avoid restriction of the aspect ratio.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

Bounds Property

Gets the size and location of the viewport, in pixels, relative to the parent control.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property Bounds As System.Drawing.Rectangle</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.Drawing.Rectangle Bounds {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

Height Property

Gets or sets the height of the viewport (in pixels).

Syntax

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

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<c("Height of the viewport (in pixels). Negative height extends the viewport
backwards.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Height As System.Integer
```

C#

```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[c("Height of the viewport (in pixels). Negative height extends the viewport
backwards.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.int Height {get; set;}
```

Remarks

Zero height extends the viewport till the opposite edge of the owner element. Negative height extends the viewport backwards.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

MarginX Property

Gets or sets the left and right margins (in pixels).

Syntax

Visual Basic (Declaration)

```
<c("The left and right margins (in pixels). Negative value expands the width of
viewport.")>
<System.ComponentModel.DefaultValueAttribute()>
```

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
Public Property MarginX As System.Integer
```

C#

```
[c("The left and right margins (in pixels). Negative value expands the width of
viewport.")]
[System.ComponentModel.DefaultValueAttribute()]
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
public System.int MarginX {get; set;}
```

Remarks

Negative value expands the width of viewport.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

MarginY Property

Gets or sets the top and bottom margins (in pixels).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<c("The top and bottom margins (in pixels). Negative value expands the height of
viewport.")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property MarginY As System.Integer
```

C#

```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[c("The top and bottom margins (in pixels). Negative value expands the height of
viewport.")]
[System.ComponentModel.DefaultValueAttribute()]
public System.int MarginY {get; set;}
```

Remarks

Negative value expands the height of viewport.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

ScaleX Property

Scales the width of the viewport by the specified relative amount (after translation).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<c("Scales the width of the viewport by the specified relative amount (after
translation).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ScaleX As System.Double
```

C#

```
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[c("Scales the width of the viewport by the specified relative amount (after
translation).")]
[System.ComponentModel.DefaultValueAttribute()]
```

```
public System.double ScaleX {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

ScaleY Property

Scales the height of the viewport by the specified relative amount (after translation).

Syntax

Visual Basic (Declaration)

```
<c("Scales the height of the viewport by the specified relative amount (after translation).")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
Public Property ScaleY As System.Double
```

C#

```
[c("Scales the height of the viewport by the specified relative amount (after translation).")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
public System.double ScaleY {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

TranslateX Property

Moves the viewport by the specified relative amount along the X-axis (before scaling).

Syntax

Visual Basic (Declaration)	
<pre><c("Moves the viewport by the specified relative amount along the X-axis (before scaling).")> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.NotifyParentPropertyAttribute(True)> Public Property TranslateX As System.Double</pre>	
C#	
<pre>[c("Moves the viewport by the specified relative amount along the X-axis (before scaling).")] [System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.NotifyParentPropertyAttribute(true)] public System.double TranslateX {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

TranslateY Property

Moves the viewport by the specified relative amount along the Y-axis (before scaling).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Moves the viewport by the specified relative amount along the Y-axis (before  
scaling).")>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
Public Property TranslateY As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Moves the viewport by the specified relative amount along the Y-axis (before  
scaling).")]  
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
public System.double TranslateY {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

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

Width Property

Gets or sets the width of the viewport (in pixels).

Syntax

Visual Basic (Declaration)

```
<c("Width of the viewport (in pixels). Negative width extends the viewport  
backwards.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
Public Property Width As System.Integer
```

C#

```
[c("Width of the viewport (in pixels). Negative width extends the viewport backwards.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.NotifyParentPropertyAttribute(true)]  
public System.int Width {get; set;}
```

Remarks

Zero width extends the viewport till the opposite edge of the owner element. Negative width extends the viewport backwards.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

X Property

Gets or sets the X-offset of the viewport (in pixels).

Syntax

Visual Basic (Declaration)

```
<c("X-offset of the viewport (in pixels). Negative offset is count from the  
right edge of the owner element.")>  
<System.ComponentModel.NotifyParentPropertyAttribute(True)>  
<System.ComponentModel.DefaultValueAttribute(>  
Public Property X As System.Integer
```

C#

```
[c("X-offset of the viewport (in pixels). Negative offset is count from the
```

```
right edge of the owner element.")]
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[System.ComponentModel.DefaultValueAttribute()]
public System.int X {get; set;}
```

Remarks

Negative offset is count from the right edge of the owner element.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)

[C1GaugeViewport Members](#)

Y Property

Gets or sets the Y-offset of the viewport (in pixels).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<System.ComponentModel.NotifyParentPropertyAttribute(True)>
<c("Y-offset of the viewport (in pixels). Negative offset is count from the
bottom edge of the owner element.")>
Public Property Y As System.Integer
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[System.ComponentModel.NotifyParentPropertyAttribute(true)]
[c("Y-offset of the viewport (in pixels). Negative offset is count from the
bottom edge of the owner element.")]
public System.int Y {get; set;}
```

Remarks

Negative offset is count from the bottom edge of the owner element.

Requirements

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

See Also

Reference

[C1GaugeViewport Class](#)
[C1GaugeViewport Members](#)

C1LinearGauge
Control that shows a linear Gauge.

Object Model

C1LinearGauge

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=, ToolboxItemTypeName="")> <System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner", DesignerTypeName="C1.Win.C1Gauge.Design.LinearGaugeDesigner, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.ComponentModel.DesignTimeVisibleAttribute()> Public Class C1LinearGauge Inherits C1GaugeBase</pre>	
C#	
<pre>[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=, ToolboxItemTypeName="")]</pre>	

```
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.LinearGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.DesignTimeVisibleAttribute()]
public class C1LinearGauge : C1GaugeBase
```

Inheritance Hierarchy

```
System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      C1.Win.C1Gauge.C1GaugeBase
        C1.Win.C1Gauge.C1LinearGauge
```

Requirements

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

See Also

Reference

[C1LinearGauge Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Control that shows a linear Gauge.

Object Model

C1LinearGauge

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")>
<System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel
```

```

odel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.LinearGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91">
<System.ComponentModel.DesignTimeVisibleAttribute()>
Public Class C1LinearGauge
    Inherits C1GaugeBase

```

C#

```

[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")]
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentM
odel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.LinearGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.DesignTimeVisibleAttribute()]
public class C1LinearGauge : C1GaugeBase

```

Inheritance Hierarchy

```

System.Object
    System.MarshalByRefObject
        System.ComponentModel.Component
            C1.Win.C1Gauge.C1GaugeBase
                C1.Win.C1Gauge.C1LinearGauge

```

Requirements

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

See Also

Reference


[C1LinearGauge Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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











The following tables list the members exposed by [C1LinearGauge](#).

Public Constructors






	Name	Description
	C1LinearGauge Constructor	Initializes a new instance of a C1LinearGauge .














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Public Properties

	Name	Description
	AxisLength	Gets or sets the fraction-based length of the longitudinal axis.
	AxisLengthInPixels	Gets the length of the longitudinal axis, in pixels.
	AxisStart	Gets or sets the fraction-based position where the longitudinal axis starts.
	AxisStartCoordinate	Gets the x-coordinate (for horizontal Gauge) or y-coordinate (for vertical Gauge) of the position where the longitudinal axis starts, in pixels.
	BaseFactor	Gets or sets the fraction-based length of the transversal axis.
	BaseFactorInPixels	Gets the length of the transversal axis, in pixels.
	BaseOrigin	Gets or sets the fraction-based location where the transversal axis starts.
	BaseOriginCoordinate	Gets the y-coordinate (for horizontal Gauge) or x-coordinate (for vertical Gauge) of the location where the transversal axis starts, in pixels.
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	BoundValue	Gets or sets the bound data value associated with the main pointer.

		(Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ColorMaps	Gets the collection of templates for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFonts	Gets the collection of templates for text font and color. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataBindings	Gets a reference to the collection of data bindings for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataField	Gets or sets the field of the data source to which the main pointer is




		bound. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataSource	Gets or sets the data source object for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Decorators	Gets the collection of the Gauge decorators. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Enabled	Gets or sets whether the Gauge is enabled. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ImageMaps	Gets the collection of templates for value images. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsDisposed	Gets a value indicating whether the Gauge has already been disposed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Maximum	Maximum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	Minimum	Minimum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointers	Gets the collection of the other pointers, except the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Name	Gets or sets the unique name for this C1GaugeBase . (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OffPosition	Gets or sets the fraction-based position used when the Value is set to Double.NaN.
	Orientation	Orientation of a C1LinearGauge .
	Owner	Gets the owner control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Pointer	Gets the main Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	Value	Gets or sets the current value of the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Viewport	Specifies the bounds of the Gauge working area. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Visible	Gets or sets whether the Gauge is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBase)




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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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Public Methods













	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	Overloaded. Clean up any resources being used. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	GetLifetimeService	(Inherited from System.MarshalByRefObject)













🔗	GetValueAt	Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
🔗	Load	Overloaded. Loads a Gauge definition from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	LoadView	Overloaded. Loads a Gauge view from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	Reset	Clears all collections and resets the properties to their default values. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	Save	Overloaded. Saves a Gauge definition into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	SaveView	Overloaded. Saves a Gauge view into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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Protected Methods

	Name	Description
🔗	Finalize	(Inherited from System.ComponentModel.Component)
🔗	GetService	(Inherited from System.ComponentModel.Component)
🔗	MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)



 OnFormatLabel	Raises the FormatLabel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemClick	Raises the ItemClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemDoubleClick	Raises the ItemDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemMouseDown	Raises the ItemMouseDown event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemMouseEnter	Raises the ItemMouseEnter event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemMouseLeave	Raises the ItemMouseLeave event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemMouseMove	Raises the ItemMouseMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemMouseUp	Raises the ItemMouseUp event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnItemStateChanged	Raises the ItemStateChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnMouseClicked	Raises the MouseClicked event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 OnPointerDragBegin	Raises the PointerDragBegin event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	OnPointerDragCancel	Raises the PointerDragCancel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragEnd	Raises the PointerDragEnd event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragMove	Raises the PointerDragMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerValueChanged	Raises the PointerValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnValueChanged	Raises the ValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeColorMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonBorders	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFillings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFonts	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonGradients	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonImages	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonShadows	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)





	ShouldSerializeCommonShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCoverShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeDecorators	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeFaceShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeImageMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeMorePointers	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializePointer	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)
	FormatLabel	Occurs when C1GaugeLabels or C1GaugeSingleLabel converts a value to the string representation. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	ItemClick	Occurs when a Gauge item is clicked. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemDoubleClick	Occurs when a Gauge item is double-clicked. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a mouse button is released. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemStateChanged	Occurs when the state of a Gauge item is changed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MouseClicked	Occurs when the Gauge is clicked by the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MouseDoubleClick	Occurs when the Gauge is double clicked by the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragBegin	Occurs when the user starts dragging a Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragCancel	Occurs if the user cancels dragging a Gauge pointer by pressing the Escape key. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	PointerDragEnd	Occurs when the user ends dragging a Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragMove	Occurs when a Gauge pointer is dragged with the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerValueChanged	Occurs when the Value property changes for some Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ValueChanged	Occurs when the Value property changes for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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See Also

Reference

[C1LinearGauge Class](#)

[C1.Win.C1Gauge Namespace](#)

C1LinearGauge Constructor

Initializes a new instance of a [C1LinearGauge](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1LinearGauge()	

Requirements

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

See Also

Reference











[C1LinearGauge Class](#)

[C1LinearGauge Members](#)












Properties













For a list of all members of this type, see [C1LinearGauge members](#).





Public Properties

	Name	Description
	AxisLength	Gets or sets the fraction-based length of the longitudinal axis.
	AxisLengthInPixels	Gets the length of the longitudinal axis, in pixels.
	AxisStart	Gets or sets the fraction-based position where the longitudinal axis starts.
	AxisStartCoordinate	Gets the x-coordinate (for horizontal Gauge) or y-coordinate (for vertical Gauge) of the position where the longitudinal axis starts, in pixels.
	BaseFactor	Gets or sets the fraction-based length of the transversal axis.
	BaseFactorInPixels	Gets the length of the transversal axis, in pixels.
	BaseOrigin	Gets or sets the fraction-based location where the transversal axis starts.
	BaseOriginCoordinate	Gets the y-coordinate (for horizontal Gauge) or x-coordinate (for vertical Gauge) of the location where the transversal axis starts, in pixels.
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	BoundValue	Gets or sets the bound data value associated with the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	ColorMaps	Gets the collection of templates for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFonts	Gets the collection of templates for text font and color. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataBindings	Gets a reference to the collection of data bindings for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataField	Gets or sets the field of the data source to which the main pointer is bound. (Inherited from C1.Win.C1Gauge.C1GaugeBase)




	DataSource	Gets or sets the data source object for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Decorators	Gets the collection of the Gauge decorators. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Enabled	Gets or sets whether the Gauge is enabled. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ImageMaps	Gets the collection of templates for value images. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsDisposed	Gets a value indicating whether the Gauge has already been disposed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase . (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Maximum	Maximum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Minimum	Minimum value for the Gauge. (Inherited from

		C1.Win.C1Gauge.C1GaugeBase)
	MorePointers	Gets the collection of the other pointers, except the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Name	Gets or sets the unique name for this C1GaugeBase . (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OffPosition	Gets or sets the fraction-based position used when the Value is set to Double.NaN.
	Orientation	Orientation of a C1LinearGauge .
	Owner	Gets the owner control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Pointer	Gets the main Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	Value	Gets or sets the current value of the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Viewport	Specifies the bounds of the Gauge working area. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Visible	Gets or sets whether the Gauge is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1LinearGauge Class](#)

[C1.Win.C1Gauge Namespace](#)

AxisLength Property

Gets or sets the fraction-based length of the longitudinal axis.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the fraction-based length of the longitudinal axis. Negative value
inverts the direction of the axis.")>
<h("Behavior")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property AxisLength As System.Double
```

C#

```
[c("Specifies the fraction-based length of the longitudinal axis. Negative value
inverts the direction of the axis.")]
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
public System.Double AxisLength {get; set;}
```

Remarks

0 represents 0, and 1 represents the length of the [C1LinearGauge](#). Negative value inverts the direction of the longitudinal axis.

Requirements

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

See Also

Reference

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

AxisLengthInPixels Property

Gets the length of the longitudinal axis, in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
```


Public ReadOnly Property AxisLengthInPixels As System.Integer	
C#	
[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] public System.Int AxisLengthInPixels {get;}	

Remarks

Negative value corresponds to the inverted direction of the longitudinal axis.

Requirements

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

See Also

Reference

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

AxisStart Property

Gets or sets the fraction-based position where the longitudinal axis starts.

Syntax

Visual Basic (Declaration)	
<System.ComponentModel.DefaultValueAttribute(> <h("Behavior")> <c("Specifies the fraction-based position where the longitudinal axis starts.")> Public Property AxisStart As System.Double	
C#	
[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Specifies the fraction-based position where the longitudinal axis starts.")]	

```
public System.double AxisStart {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

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

AxisStartCoordinate Property

Gets the x-coordinate (for horizontal Gauge) or y-coordinate (for vertical Gauge) of the position where the longitudinal axis starts, in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
Public ReadOnly Property AxisStartCoordinate As System.Integer
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
public System.int AxisStartCoordinate {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

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

BaseFactor Property

Gets or sets the fraction-based length of the transversal axis.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the fraction-based length of the transversal axis. Negative value  
inverts the direction of the axis.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Behavior")>  
Public Property BaseFactor As System.Double
```

C#

```
[c("Specifies the fraction-based length of the transversal axis. Negative value  
inverts the direction of the axis.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Behavior")]  
public System.double BaseFactor {get; set;}
```

Remarks

1 represents the whole height (for a horizontal Gauge) or width (for a vertical Gauge). 0 represents 0. Negative value inverts the direction of the transversal axis.

Requirements

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

See Also

Reference

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

BaseFactorInPixels Property

Gets the length of the transversal axis, in pixels.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> Public ReadOnly Property BaseFactorInPixels As System.Integer</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] public System.int BaseFactorInPixels {get;}</pre>	

Remarks

Negative value corresponds to the inverted direction of the transversal axis.

Requirements

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

See Also

Reference

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

BaseOrigin Property

Gets or sets the fraction-based location where the transversal axis starts.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")></pre>	

```
<c("Specifies the fraction-based location where the transversal axis starts.")>
Public Property BaseOrigin As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
[h("Behavior")]
[c("Specifies the fraction-based location where the transversal axis starts.")]
public System.double BaseOrigin {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

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

BaseOriginCoordinate Property

Gets the y-coordinate (for horizontal Gauge) or x-coordinate (for vertical Gauge) of the location where the transversal axis starts, in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)>
Public ReadOnly Property BaseOriginCoordinate As System.Integer
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ
ationVisibility.Hidden)]
public System.int BaseOriginCoordinate {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

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

OffPosition Property

Gets or sets the fraction-based position used when the [Value](#) is set to Double.NaN.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>  
<c("Specifies the fraction-based position used when the Value is set to  
Double.NaN.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property OffPosition As System.Double
```

C#

```
[h("Behavior")]  
[c("Specifies the fraction-based position used when the Value is set to  
Double.NaN.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double OffPosition {get; set;}
```

Remarks

Set to Double.NaN to hide the pointer.

Requirements

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

See Also

Reference

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

Orientation Property

Orientation of a [C1LinearGauge](#).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>>  
<c("Orientation of a C1LinearGauge.")>  
<h("Appearance")>  
Public Property Orientation As C1GaugeOrientation
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Orientation of a C1LinearGauge.")]  
[h("Appearance")]  
public C1GaugeOrientation Orientation {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

[C1LinearGauge Class](#)

[C1LinearGauge Members](#)

[C1RadialGauge](#)

Control that shows a radial Gauge.

Object Model

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignTimeVisibleAttribute()>
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")>
<System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.RadialGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class C1RadialGauge
    Inherits C1GaugeBase
```

C#

```
[System.ComponentModel.DesignTimeVisibleAttribute()]
[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")]
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.RadialGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class C1RadialGauge : C1GaugeBase
```

Inheritance Hierarchy

```
System.Object
    System.MarshalByRefObject
        System.ComponentModel.Component
            C1.Win.C1Gauge.C1GaugeBase
                C1.Win.C1Gauge.C1RadialGauge
```

Requirements

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

See Also

Reference

[C1RadialGauge Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Control that shows a radial Gauge.

Object Model

C1RadialGauge

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignTimeVisibleAttribute()>
<System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")>
<System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.RadialGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class C1RadialGauge
    Inherits C1GaugeBase
```

C#

```
[System.ComponentModel.DesignTimeVisibleAttribute()]
[System.ComponentModel.ToolboxItemAttribute(ToolboxItemType=,
ToolboxItemTypeName="")]
[System.ComponentModel.DesignerAttribute(DesignerBaseTypeName="System.ComponentModel.Design.IDesigner",
DesignerTypeName="C1.Win.C1Gauge.Design.RadialGaugeDesigner,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class C1RadialGauge : C1GaugeBase
```

Inheritance Hierarchy

System.Object
System.MarshalByRefObject
System.ComponentModel.Component
[C1.Win.C1Gauge.C1GaugeBase](#)
C1.Win.C1Gauge.C1RadialGauge

Requirements

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

See Also

Reference


[C1RadialGauge Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



The following tables list the members exposed by [C1RadialGauge](#).














Public Constructors

	Name	Description
	C1RadialGauge Constructor	Initializes a new instance of a C1RadialGauge .











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Public Properties


	Name	Description
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	BoundValue	Gets or sets the bound data value associated with the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	Cap	Gets the Gauge pointer cap.
	ColorMaps	Gets the collection of templates for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFonts	Gets the collection of templates for text font and color. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonGradients	Gets the collection of templates for the C1GaugeGradient object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataBindings	Gets a reference to the collection of data bindings for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataField	Gets or sets the field of the data source to which the main pointer is

		bound. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataSource	Gets or sets the data source object for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Decorators	Gets the collection of the Gauge decorators. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Enabled	Gets or sets whether the Gauge is enabled. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ImageMaps	Gets the collection of templates for value images. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsDisposed	Gets a value indicating whether the Gauge has already been disposed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Maximum	Maximum value for the Gauge. (Inherited from




		C1.Win.C1Gauge.C1GaugeBase)
	Minimum	Minimum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointers	Gets the collection of the other pointers, except the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Name	Gets or sets the unique name for this C1GaugeBase . (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OffAngle	Gets or sets the angle of the pointer when the Value value is set to Double.NaN.
	Owner	Gets the owner control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Pointer	Gets the main Gauge pointer. (Inherited from

		C1.Win.C1Gauge.C1GaugeBase)
	PointerOriginX	Fraction-based X coordinate of the pointer origin of a C1RadialGauge .
	PointerOriginXCoordinate	Gets the x-coordinate of the pointer origin, in pixels.
	PointerOriginY	Fraction-based Y coordinate of the pointer origin of a C1RadialGauge .
	PointerOriginYCoordinate	Gets the y-coordinate of the pointer origin, in pixels.
	Radius	Gets or sets the fraction-based radius of a C1RadialGauge .
	RadiusInPixels	Gets the radius of a C1RadialGauge , in pixels.
	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	StartAngle	Start angle for the C1RadialGauge axis. 0 is the topmost point of the circumference.
	SweepAngle	Sweep angle for the C1RadialGauge values. The Maximum value will be placed at StartAngle + SweepAngle unless the scale is reversed.
	Value	Gets or sets the current value of the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Viewport	Specifies the bounds of the Gauge working area. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited

		from C1.Win.C1Gauge.C1GaugeBase)
	Visible	Gets or sets whether the Gauge is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBase)







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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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Public Methods













	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	Overloaded. Overridden. Clean up any resources being used.
	GetLifetimeService	(Inherited from System.MarshalByRefObject)
	GetValueAt	Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
	Load	Overloaded. Loads a Gauge definition from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)













🔗	LoadView	Overloaded. Loads a Gauge view from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	Reset	Clears all collections and resets the properties to their default values. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	Save	Overloaded. Saves a Gauge definition into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	SaveView	Overloaded. Saves a Gauge view into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)







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Protected Methods

	Name	Description
🔗	Finalize	(Inherited from System.ComponentModel.Component)
🔗	GetService	(Inherited from System.ComponentModel.Component)
🔗	MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
🔗	OnFormatLabel	Raises the FormatLabel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	OnItemClick	Raises the ItemClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
🔗	OnItemDoubleClick	Raises the ItemDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)





	OnItemMouseDown	Raises the ItemMouseDown event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseEnter	Raises the ItemMouseEnter event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseLeave	Raises the ItemMouseLeave event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseMove	Raises the ItemMouseMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseUp	Raises the ItemMouseUp event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemStateChanged	Raises the ItemStateChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnMouseClicked	Raises the MouseClicked event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragBegin	Raises the PointerDragBegin event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragCancel	Raises the PointerDragCancel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragEnd	Raises the PointerDragEnd event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragMove	Raises the PointerDragMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	OnPointerValueChanged	Raises the PointerValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnValueChanged	Raises the ValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCap	This member is for internal use only.
	ShouldSerializeColorMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonBorders	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFillings	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFonts	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonGradients	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonImages	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonShadows	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCoverShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)



	ShouldSerializeDecorators	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeFaceShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeImageMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeMorePointers	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializePointer	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)
	FormatLabel	Occurs when C1GaugeLabels or C1GaugeSingleLabel converts a value to the string representation. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemClick	Occurs when a Gauge item is clicked. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemDoubleClick	Occurs when a Gauge item is double-clicked. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	ItemMouseDown	Occurs when the mouse pointer is over a Gauge item and a mouse button is pressed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseEnter	Occurs when the mouse pointer enters a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseLeave	Occurs when the mouse pointer leaves a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseMove	Occurs when the mouse pointer is moved over a Gauge item. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemMouseUp	Occurs when the mouse pointer is over a Gauge item and a mouse button is released. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ItemStateChanged	Occurs when the state of a Gauge item is changed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MouseClicked	Occurs when the Gauge is clicked by the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MouseDoubleClick	Occurs when the Gauge is double clicked by the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragBegin	Occurs when the user starts dragging a Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragCancel	Occurs if the user cancels dragging a Gauge pointer by pressing the Escape key. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragEnd	Occurs when the user ends dragging a Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerDragMove	Occurs when a Gauge pointer is dragged with the mouse. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	PointerValueChanged	Occurs when the Value property changes for some Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ValueChanged	Occurs when the Value property changes for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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See Also

Reference

[C1RadialGauge Class](#)

[C1.Win.C1Gauge Namespace](#)

C1RadialGauge Constructor

Initializes a new instance of a [C1RadialGauge](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1RadialGauge()	

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

Methods












For a list of all members of this type, see [C1RadialGauge members](#).













Public Methods












	Name	Description
≡	CreateObjRef	(Inherited from System.MarshalByRefObject)
≡	Dispose	Overloaded. Overridden. Clean up any resources being used.
≡	GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡	GetValueAt	Returns the Value that corresponds to the specified mouse position: (x, y), relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡	Load	Overloaded. Loads a Gauge definition from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	LoadView	Overloaded. Loads a Gauge view from an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	Reset	Clears all collections and resets the properties to their default values. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	Save	Overloaded. Saves a Gauge definition into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	SaveView	Overloaded. Saves a Gauge view into an XML file. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
≡	ToString	Returns a string that represents the current object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)


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Protected Methods

	Name	Description
	Finalize	(Inherited from System.ComponentModel.Component)
	GetService	(Inherited from System.ComponentModel.Component)
	MemberwiseClone	Overloaded. (Inherited from System.MarshalByRefObject)
	OnFormatLabel	Raises the FormatLabel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemClick	Raises the ItemClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemDoubleClick	Raises the ItemDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseDown	Raises the ItemMouseDown event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseEnter	Raises the ItemMouseEnter event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseLeave	Raises the ItemMouseLeave event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseMove	Raises the ItemMouseMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemMouseUp	Raises the ItemMouseUp event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnItemStateChanged	Raises the ItemStateChanged event. (Inherited from

		C1.Win.C1Gauge.C1GaugeBase)
	OnMouseClicked	Raises the MouseClicked event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnMouseDoubleClick	Raises the MouseDoubleClick event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragBegin	Raises the PointerDragBegin event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragCancel	Raises the PointerDragCancel event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragEnd	Raises the PointerDragEnd event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerDragMove	Raises the PointerDragMove event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnPointerValueChanged	Raises the PointerValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OnValueChanged	Raises the ValueChanged event. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCap	This member is for internal use only.
	ShouldSerializeColorMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonBorders	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFillings	This member is for internal use only. (Inherited from

		C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonFonts	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonGradients	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonImages	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonShadows	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCommonShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeCoverShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeDecorators	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeFaceShapes	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeImageMaps	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializeMorePointers	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ShouldSerializePointer	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	ShouldSerializeViewport	This member is for internal use only. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
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See Also

Reference

[C1RadialGauge Class](#)

[C1.Win.C1Gauge Namespace](#)

Dispose Method

Clean up any resources being used.

Overload List

Overload	Description
Dispose(Boolean)	Clean up any resources being used.
Dispose()	(Inherited from System.ComponentModel.Component)

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

[Dispose\(Boolean\) Method](#)

Clean up any resources being used.

Syntax

Visual Basic (Declaration)	
<code>Protected Overloads Overrides Sub Dispose(_ ByVal disposing As System.Boolean _)</code>	
C#	
<code>protected override void Dispose(System.bool disposing)</code>	

Parameters

disposing

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)
[C1RadialGauge Members](#)
[Overload List](#)

ShouldSerializeCap Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeCap() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeCap()</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








[C1RadialGauge Class](#)









[C1RadialGauge Members](#)












Properties











For a list of all members of this type, see [C1RadialGauge members](#).









Public Properties

	Name	Description
	Bounds	Gets the size and location of the Gauge, in pixels, relative to the parent control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	BoundValue	Gets or sets the bound data value associated with the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Cap	Gets the Gauge pointer cap.
	ColorMaps	Gets the collection of templates for value colors. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonBorders	Gets the collection of templates for the C1GaugeBorder object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFillings	Gets the collection of templates for the C1GaugeFilling object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonFonts	Gets the collection of templates for text font and color. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

	CommonGradients	Gets the collection of templates for the C1GaugeGradient object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonImages	Gets the collection of templates for the C1GaugeCustomImage object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShadows	Gets the collection of templates for the C1GaugeShadow object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	CommonShapes	Gets the collection of templates for the C1GaugeCustomShape object. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Container	(Inherited from System.ComponentModel.Component)
	CoverShapes	Gets the collection of shapes in the top layer (over everything). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataBindings	Gets a reference to the collection of data bindings for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataField	Gets or sets the field of the data source to which the main pointer is bound. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	DataSource	Gets or sets the data source object for the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Decorators	Gets the collection of the Gauge decorators. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Enabled	Gets or sets whether the Gauge is enabled. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	FaceAhead	Gets or sets whether the FaceShapes should appear in front of the other Gauges. (Inherited from C1.Win.C1Gauge.C1GaugeBase)




 FaceShapes	Gets the collection of shapes in the bottom layer (between the background and the decorators). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 ImageMaps	Gets the collection of templates for value images. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 IsDisposed	Gets a value indicating whether the Gauge has already been disposed. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 IsLogarithmic	Gets or sets if it uses a logarithmic scale. When true, uses the LogarithmicBase. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 IsReversed	Gets or sets whether scale values should appear in reversed order (from Maximum to Minimum). (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 LogarithmicBase	Gets or sets the log base used when the IsLogarithmic is set to True. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 Maximum	Maximum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 Minimum	Minimum value for the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 MorePointers	Gets the collection of the other pointers, except the main pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 MorePointersValue_0	Gets or sets the bound data value associated with pointer #0 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
 MorePointersValue_1	Gets or sets the bound data value associated with pointer #1 from the MorePointers collection. (Inherited from

		C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_2	Gets or sets the bound data value associated with pointer #2 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	MorePointersValue_3	Gets or sets the bound data value associated with pointer #3 from the MorePointers collection. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Name	Gets or sets the unique name for this C1GaugeBase . (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	OffAngle	Gets or sets the angle of the pointer when the Value value is set to Double.NaN.
	Owner	Gets the owner control. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Pointer	Gets the main Gauge pointer. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	PointerOriginX	Fraction-based X coordinate of the pointer origin of a C1RadialGauge .
	PointerOriginXCoordinate	Gets the x-coordinate of the pointer origin, in pixels.
	PointerOriginY	Fraction-based Y coordinate of the pointer origin of a C1RadialGauge .
	PointerOriginYCoordinate	Gets the y-coordinate of the pointer origin, in pixels.
	Radius	Gets or sets the fraction-based radius of a C1RadialGauge .
	RadiusInPixels	Gets the radius of a C1RadialGauge , in pixels.

	Site	(Inherited from System.ComponentModel.Component)
	SlidingScale	Optimizes painting for the case if the Minimum and Maximum properties are variable. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	StartAngle	Start angle for the C1RadialGauge axis. 0 is the topmost point of the circumference.
	SweepAngle	Sweep angle for the C1RadialGauge values. The Maximum value will be placed at StartAngle + SweepAngle unless the scale is reversed.
	Value	Gets or sets the current value of the Gauge. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Viewport	Specifies the bounds of the Gauge working area. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	ViewTag	Gets or sets a digital tag identifying this element's views. (Inherited from C1.Win.C1Gauge.C1GaugeBase)
	Visible	Gets or sets whether the Gauge is visible. (Inherited from C1.Win.C1Gauge.C1GaugeBase)

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Protected Properties

	Name	Description
	CanRaiseEvents	(Inherited from System.ComponentModel.Component)
	DesignMode	(Inherited from System.ComponentModel.Component)
	Events	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[C1RadialGauge Class](#)

[C1.Win.C1Gauge Namespace](#)

Cap Property

Gets the Gauge pointer cap.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<h("Appearance")>  
<c("The Gauge pointer cap.")>  
Public ReadOnly Property Cap As C1GaugeCap
```

C#

```
[System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.GenericExpandableC  
onverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral,  
PublicKeyToken=79882d576c6336da")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[h("Appearance")]  
[c("The Gauge pointer cap.")]  
public C1GaugeCap Cap {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

OffAngle Property

Gets or sets the angle of the pointer when the [Value](#) value is set to Double.NaN.

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <System.ComponentModel.DefaultValueAttribute()> <c("Gets or sets the angle of the pointer when the C1Gauge.Value value is set to Double.NaN.")> Public Property OffAngle As System.Double</pre>	
C#	
<pre>[h("Behavior")] [System.ComponentModel.DefaultValueAttribute()] [c("Gets or sets the angle of the pointer when the C1Gauge.Value value is set to Double.NaN.")] public System.double OffAngle {get; set;}</pre>	

Remarks

Set to Double.NaN to hide the pointer.

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

PointerOriginX Property

Fraction-based X coordinate of the pointer origin of a [C1RadialGauge](#).

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>  
<System.ComponentModel.DefaultValueAttribute(>  
<c("Fraction-based X coordinate of the pointer origin of a C1RadialGauge.")>  
Public Property PointerOriginX As System.Double
```

C#

```
[h("Behavior")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Fraction-based X coordinate of the pointer origin of a C1RadialGauge.")]  
public System.double PointerOriginX {get; set;}
```

Remarks

The Point (0, 0) corresponds to the top-left corner of the Gauge's viewport and the Point (0.5, 0.5) is the center of the viewport.

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

PointerOriginXCoordinate Property

Gets the x-coordinate of the pointer origin, in pixels.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)> <System.ComponentModel.BrowsableAttribute(False)> Public ReadOnly Property PointerOriginXCoordinate As System.Integer</pre>	
C#	
<pre>[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Hidden)] [System.ComponentModel.BrowsableAttribute(false)] public System.int PointerOriginXCoordinate {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

PointerOriginY Property

Fraction-based Y coordinate of the pointer origin of a [C1RadialGauge](#).

Syntax

Visual Basic (Declaration)	
<pre><h("Behavior")> <c("Fraction-based Y coordinate of the pointer origin of a C1RadialGauge.")> <System.ComponentModel.DefaultValueAttribute()> Public Property PointerOriginY As System.Double</pre>	
C#	
<pre>[h("Behavior")] [c("Fraction-based Y coordinate of the pointer origin of a C1RadialGauge.")]</pre>	

```
[System.ComponentModel.DefaultValueAttribute()]  
public System.double PointerOriginY {get; set;}
```

Remarks

The Point (0, 0) corresponds to the top-left corner of the Gauge's viewport and the Point (0.5, 0.5) is the center of the viewport.

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

PointerOriginYCoordinate Property

Gets the y-coordinate of the pointer origin, in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.BrowsableAttribute(False)>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
Public ReadOnly Property PointerOriginYCoordinate As System.Integer
```

C#

```
[System.ComponentModel.BrowsableAttribute(false)]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
public System.int PointerOriginYCoordinate {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

Radius Property

Gets or sets the fraction-based radius of a [C1RadialGauge](#).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> <c("Specifies the fraction-based radius of a C1RadialGauge.")> Public Property Radius As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] [c("Specifies the fraction-based radius of a C1RadialGauge.")] public System.double Radius {get; set;}</pre>	

Remarks

1 represents the Min(Width, Height) of the Gauge. 0 represents 0.

Requirements

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

See Also

Reference

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

RadiusInPixels Property

Gets the radius of a [C1RadialGauge](#), in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)>  
<System.ComponentModel.BrowsableAttribute(False)>  
Public ReadOnly Property RadiusInPixels As System.Integer
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Hidden)]  
[System.ComponentModel.BrowsableAttribute(false)]  
public System.int RadiusInPixels {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

StartAngle Property

Start angle for the [C1RadialGauge](#) axis. 0 is the topmost point of the circumference.

Syntax

Visual Basic (Declaration)

```
<h("Behavior")>
```

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Start angle for the C1RadialGauge axis. 0 is the topmost point of the
circumference.")>
Public Property StartAngle As System.Double
```

C#

```
[h("Behavior")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Start angle for the C1RadialGauge axis. 0 is the topmost point of the
circumference.")]
public System.double StartAngle {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

SweepAngle Property

Sweep angle for the [C1RadialGauge](#) values. The Maximum value will be placed at StartAngle + SweepAngle unless the scale is reversed.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>
<c("Sweep angle for the C1RadialGauge values. The Maximum value will be placed
at StartAngle + SweepAngle unless the scale is reversed.")>
<h("Behavior")>
Public Property SweepAngle As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]
```



```
[c("Sweep angle for the C1RadialGauge values. The Maximum value will be placed
at StartAngle + SweepAngle unless the scale is reversed.")]]
[h("Behavior")]
public System.double SweepAngle {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

[C1RadialGauge Class](#)

[C1RadialGauge Members](#)

CapCircleCollection

Represents a collection of [C1GaugeCapCircle](#) objects.

Object Model

CapCircleCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CapCircleCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class CapCircleCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
```

```
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CapCircleCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class CapCircleCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

```
System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CapCircleCollection
```

Requirements

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

See Also

Reference

[CapCircleCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeCapCircle](#) objects.

Object Model

CapCircleCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
```

```

EditorTypeName="C1.Win.C1Gauge.Design.CapCircleCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>

```

```

Public Class CapCircleCollection
    Inherits System.Collections.CollectionBase

```

C#

```

[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CapCircleCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class CapCircleCollection : System.Collections.CollectionBase

```

Inheritance Hierarchy

```

System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CapCircleCollection

```

Requirements

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

See Also

Reference




[CapCircleCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeCapCircle at the specified position in the collection.







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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods


	Name	Description
	Add	Adds the specified C1GaugeCapCircle to the collection.
	AddRange	Adds a group of C1GaugeCapCircle objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	Contains	Determines whether this collection contains the specified C1GaugeCapCircle .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeCapCircle in the collection.

	Insert	Inserts the specified C1GaugeCapCircle into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeCapCircle from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the CapCircleCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the CapCircleCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeCapCircle into the CapCircleCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeCapCircle from the CapCircleCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeCapCircle in the CapCircleCollection instance.

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
---	----------------------------	---

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See Also

Reference










[CapCircleCollection Class](#)


[C1.Win.C1Gauge Namespace](#)

Methods

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










Public Methods

	Name	Description
	Add	Adds the specified C1GaugeCapCircle to the collection.
	AddRange	Adds a group of C1GaugeCapCircle objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	Contains	Determines whether this collection contains the specified C1GaugeCapCircle .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeCapCircle in the collection.
	Insert	Inserts the specified C1GaugeCapCircle into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeCapCircle from the collection.

	RemoveAt	(Inherited from System.Collections.CollectionBase)
---	--------------------------	--

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the CapCircleCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the CapCircleCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeCapCircle into the CapCircleCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeCapCircle from the CapCircleCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeCapCircle in the CapCircleCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[CapCircleCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeCapCircle](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As C1GaugeCapCircle _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeCapCircle item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)
[CapCircleCollection Members](#)

AddRange Method

Adds a group of [C1GaugeCapCircle](#) objects to the end of the collection.

Syntax

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


```
Public Sub AddRange( _
    ByVal items() As C1GaugeCapCircle _
)
```

C#

```
public void AddRange(
    C1GaugeCapCircle[] items
)
```

Parameters

items

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeCapCircle](#).

Syntax

Visual Basic (Declaration)

```
Public Function Contains( _
    ByVal item As C1GaugeCapCircle _
) As System.Boolean
```

C#

```
public System.bool Contains(
    C1GaugeCapCircle item
)
```

Parameters

item

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)
[CapCircleCollection Members](#)

IndexOf Method

Determines the index of a specific [C1GaugeCapCircle](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function IndexOf(_ ByVal item As C1GaugeCapCircle _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(C1GaugeCapCircle item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)
[CapCircleCollection Members](#)

Insert Method

Inserts the specified [C1GaugeCapCircle](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As C1GaugeCapCircle _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugeCapCircle item)</pre>	

Parameters

index

item

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)
[CapCircleCollection Members](#)

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _  
)
```

C#

```
public void Move(  
    System.int fromIndex,  
    System.int toIndex  
)
```

Parameters

fromIndex

toIndex

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [CapCircleCollection](#) instance.

Syntax

Visual Basic (Declaration)

Protected Overrides Sub OnClear()

C#

protected override void OnClear()

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [CapCircleCollection](#) instance.

Syntax

Visual Basic (Declaration)

Protected Overrides Sub OnClearComplete()

C#

protected override void OnClearComplete()

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeCapCircle](#) into the [CapCircleCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeCapCircle](#) from the [CapCircleCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnRemoveComplete(_ ByVal index As System.Integer, _ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnRemoveComplete(System.int index, System.object value)</pre>	

Parameters

index

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

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeCapCircle](#) in the [CapCircleCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnSetComplete(_ ByVal index As System.Integer, _</pre>	

<pre> ByVal oldValue As System.Object, _ ByVal newValue As System.Object _) </pre>	
C#	
<pre> protected override void OnSetComplete(System.int index, System.object oldValue, System.object newValue) </pre>	

Parameters

index

oldValue

newValue

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre> Protected Overrides Sub OnValidate(_ ByVal value As System.Object _) </pre>	

C#

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)

Remove Method

Removes the specified [C1GaugeCapCircle](#) from the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub Remove( _  
    ByVal item As C1GaugeCapCircle _  
)
```

C#

```
public void Remove(  
    C1GaugeCapCircle item  
)
```

Parameters

item

Requirements

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

See Also




Reference

[CapCircleCollection Class](#)

[CapCircleCollection Members](#)



Properties

>

Name	Description
 Capacity	(Inherited from System.Collections.CollectionBase)
 Count	(Inherited from System.Collections.CollectionBase)
 Item	Gets or sets the C1GaugeCapCircle at the specified position in the collection.

[Top](#)

Protected Properties

Name	Description
 InnerList	(Inherited from System.Collections.CollectionBase)
 List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[CapCircleCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeCapCircle](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Default Property Item(_ ByVal index As System.Integer _) As C1GaugeCapCircle</pre>	
C#	
<pre>public C1GaugeCapCircle this[System.int index]; {get; set;}</pre>	

Parameters

index

Requirements

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

See Also

Reference

[CapCircleCollection Class](#)
[CapCircleCollection Members](#)

ClippingCollection

Represents a collection of [C1GaugeClipping](#) objects.

Object Model

ClippingCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ClippingCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class ClippingCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ClippingCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class ClippingCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.ClippingCollection

Requirements

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

See Also

Reference

[ClippingCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeClipping](#) objects.

Object Model

ClippingCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.ListBindableAttribute(False)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ClippingCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.Reflection.DefaultMemberAttribute("Item")> Public Class ClippingCollection Inherits System.Collections.CollectionBase</pre>	
C#	
<pre>[System.ComponentModel.ListBindableAttribute(false)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ClippingCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [System.Reflection.DefaultMemberAttribute("Item")] public class ClippingCollection : System.Collections.CollectionBase</pre>	

Inheritance Hierarchy

System.Object
 System.Collections.CollectionBase
 C1.Win.C1Gauge.ClippingCollection

Requirements

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

See Also

Reference




[ClippingCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeClipping at the specified position in the collection.

[Top](#)











Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)





Public Methods






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

	Add	Adds the specified C1GaugeClipping to the collection.
	AddRange	Adds a group of C1GaugeClipping objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	Contains	Determines whether this collection contains the specified C1GaugeClipping .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeClipping in the collection.
	Insert	Inserts the specified C1GaugeClipping into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeClipping from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ClippingCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ClippingCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a

		C1GaugeClipping into the ClippingCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeClipping from the ClippingCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeClipping in the ClippingCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference





[ClippingCollection Class](#)







[C1.Win.C1Gauge Namespace](#)

Methods

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








Public Methods



	Name	Description
	Add	Adds the specified C1GaugeClipping to the collection.
	AddRange	Adds a group of C1GaugeClipping objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	Contains	Determines whether this collection contains the specified C1GaugeClipping .

	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeClipping in the collection.
	Insert	Inserts the specified C1GaugeClipping into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeClipping from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ClippingCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ClippingCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeClipping into the ClippingCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeClipping from the ClippingCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)

	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeClipping in the ClippingCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[ClippingCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeClipping](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As C1GaugeClipping _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeClipping item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[ClippingCollection Class](#)
[ClippingCollection Members](#)

AddRange Method

Adds a group of [C1GaugeClipping](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As C1GaugeClipping _)</pre>	
C#	
<pre>public void AddRange(C1GaugeClipping[] items)</pre>	

Parameters

items

Requirements

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

See Also

Reference

[ClippingCollection Class](#)
[ClippingCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeClipping](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function Contains(_ ByVal item As C1GaugeClipping _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(C1GaugeClipping item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[ClippingCollection Class](#)
[ClippingCollection Members](#)

IndexOf Method

Determines the index of a specific [C1GaugeClipping](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function IndexOf(_ ByVal item As C1GaugeClipping _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(</pre>	

```
C1GaugeClipping item
)
```

Parameters

item

Requirements

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

See Also

Reference

- [ClippingCollection Class](#)
- [ClippingCollection Members](#)

Insert Method

Inserts the specified [C1GaugeClipping](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As C1GaugeClipping _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugeClipping item)</pre>	

Parameters

index

item

Requirements

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

See Also

Reference

[ClippingCollection Class](#)
[ClippingCollection Members](#)

Move Method

Moves the item with given index (*fromIndex*) to the new position (*toIndex*).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _  
)
```

C#

```
public void Move(  
    System.int fromIndex,  
    System.int toIndex  
)
```

Parameters

fromIndex

toIndex

Requirements

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

See Also

Reference

[ClippingCollection Class](#)

[ClippingCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [ClippingCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<code>Protected Overrides Sub OnClear()</code>	
C#	
<code>protected override void OnClear()</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

[ClippingCollection Class](#)

[ClippingCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [ClippingCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<code>Protected Overrides Sub OnClearComplete()</code>	

C#	
<pre>protected override void OnClearComplete()</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

- ClippingCollection Class
- ClippingCollection Members

OnInsertComplete Method
 Performs additional custom processes after inserting a [C1GaugeClipping](#) into the [ClippingCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnInsertComplete(_ ByVal index As System.Integer, _ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnInsertComplete(System.int index, System.object value)</pre>	

Parameters

- index*
- 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

[ClippingCollection Class](#)
[ClippingCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeClipping](#) from the [ClippingCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnRemoveComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ClippingCollection Class](#)
[ClippingCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeClipping](#) in the [ClippingCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnSetComplete(_ ByVal index As System.Integer, _ ByVal oldValue As System.Object, _ ByVal newValue As System.Object _)</pre>	
C#	
<pre>protected override void OnSetComplete(System.int index, System.object oldValue, System.object newValue)</pre>	

Parameters

index

oldValue

newValue

Requirements

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

See Also

Reference

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

Remove Method

Removes the specified [C1GaugeClipping](#) from the collection.

Syntax

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

```
Public Sub Remove( _
    ByVal item As C1GaugeClipping _
)
```

C#

```
public void Remove(
    C1GaugeClipping item
)
```

Parameters

item

Requirements

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

See Also




Reference

- ClippingCollection Class
- ClippingCollection Members

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeClipping at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[ClippingCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeClipping](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Default Property Item(_ ByVal index As System.Integer _) As C1GaugeClipping</pre>	
C#	
<pre>public C1GaugeClipping this[System.int index]; {get; set;}</pre>	

Parameters

index

Requirements

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

See Also

Reference

[ClippingCollection Class](#)
[ClippingCollection Members](#)

CommonBorder

Defines a template for [C1GaugeBorder](#) to be used in multiple elements.

Object Model

CommonBorder

Syntax

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

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonBorder

Requirements

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

See Also

Reference

[CommonBorder Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeBorder](#) to be used in multiple elements.

Object Model

CommonBorder

Syntax

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

Inheritance Hierarchy

System.Object
 [C1.Win.C1Gauge.CommonItem](#)
 C1.Win.C1Gauge.CommonBorder

Requirements

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

See Also

Reference


[CommonBorder Members](#)
[C1.Win.C1Gauge Namespace](#)

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

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






Public Constructors

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

	CommonBorder Constructor	
---	--	--



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Public Properties

	Name	Description
	Color	Gets or sets the Color of the border.
	LineStyle	Gets or sets the style of lines drawn with a border.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	Thickness	Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also

Reference

[CommonBorder Class](#)
[C1.Win.C1Gauge Namespace](#)

Syntax

Visual Basic (Declaration)

```
Public Function New()
```

C#

```
public CommonBorder()
```

Requirements

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

See Also

Reference


[CommonBorder Class](#)


[CommonBorder Members](#)

Methods

>

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

 ResetColor	This member is for internal use only.
--	---------------------------------------

 ShouldSerializeColor	This member is for internal use only.
--	---------------------------------------

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See Also

Reference

[CommonBorder Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor()	
C#	
protected void ResetColor()	

Requirements

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

See Also

Reference

[CommonBorder Class](#)

[CommonBorder Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System. bool ShouldSerializeColor()	

Requirements

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

See Also

Reference






[CommonBorder Class](#)

[CommonBorder Members](#)

Properties

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

Public Properties

	Name	Description
	Color	Gets or sets the Color of the border.
	LineStyle	Gets or sets the style of lines drawn with a border.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	Thickness	Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

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See Also

Reference

[CommonBorder Class](#)

[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the Color of the border.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the Color of the border.")>
<h("Border")>
Public Property Color As System.Drawing.Color
```

C#

```
[c("Specifies the Color of the border.")]
[h("Border")]
public System.Drawing.Color Color {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

[CommonBorder Class](#)

[CommonBorder Members](#)

LineStyle Property

Gets or sets the style of lines drawn with a border.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the style of lines drawn with a border.")>
<h("Border")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property LineStyle As C1GaugeBorderStyle
```

C#

```
[c("Specifies the style of lines drawn with a border.")]
[h("Border")]
[System.ComponentModel.DefaultValueAttribute()]
public C1GaugeBorderStyle LineStyle {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

[CommonBorder Class](#)

[CommonBorder Members](#)

Thickness Property

Gets or sets the logical thickness of the border. Negative value specifies the width of the border in pixels.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Border")>  
<c("Specifies the logical thickness of the border. Negative value specifies the  
border width in pixels.")>  
Public Property Thickness As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()  
[h("Border")]  
[c("Specifies the logical thickness of the border. Negative value specifies the  
border width in pixels.")]  
public System.double Thickness {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

[CommonBorder Class](#)

[CommonBorder Members](#)

[CommonBorderCollection](#)

Represents a collection of [CommonBorder](#) objects.

Object Model

[CommonBorderCollection](#)

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonBorderCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonBorderCollection
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonBorderCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonBorderCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonBorderCollection

Requirements

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

See Also

Reference

[CommonBorderCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonBorder](#) objects.

Object Model

CommonBorderCollection

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonBorderCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonBorderCollection
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
```

```
EditorTypeName="C1.Win.C1Gauge.Design.CommonBorderCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]]  
public class CommonBorderCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonBorderCollection

Requirements

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

See Also

Reference

[CommonBorderCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonBorder at the specified position in the collection.










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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods


	Name	Description
	Add	Adds the specified CommonBorder to the collection.
	AddRange	Adds a group of CommonBorder objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Contains	Overloaded. Determines whether this collection contains the specified CommonBorder .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific CommonBorder in the collection.
	Insert	Inserts the specified CommonBorder into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	Remove	Removes the specified CommonBorder from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
---	----------------------------	---

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See Also












Reference

[CommonBorderCollection Class](#)

[C1.Win.C1Gauge Namespace](#)










Methods

>

Name	Description
 Add	Adds the specified CommonBorder to the collection.
 AddRange	Adds a group of CommonBorder objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Contains	Overloaded. Determines whether this collection contains the specified CommonBorder .
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Overloaded. Determines the index of a specific CommonBorder in the collection.
 Insert	Inserts the specified CommonBorder into this collection at the given index.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Remove	Removes the specified CommonBorder from the collection.
 RemoveAt	(Inherited from System.Collections.CollectionBase)

[Top](#)

Protected Methods

Name	Description
 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[CommonBorderCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonBorder](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonBorder _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonBorder item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)
[CommonBorderCollection Members](#)

AddRange Method

Adds a group of [CommonBorder](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonBorder _)</pre>	
C#	

```
public void AddRange(  
    CommonBorder[] items  
)
```

Parameters

items

Requirements

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

See Also

Reference

- [CommonBorderCollection Class](#)
- [CommonBorderCollection Members](#)

Contains Method
Determines whether this collection contains the specified [CommonBorder](#).

Overload List

Overload	Description
Contains(CommonBorder)	Determines whether this collection contains the specified CommonBorder .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

[Contains\(CommonBorder\) Method](#)

Determines whether this collection contains the specified [CommonBorder](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonBorder _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(CommonBorder item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

[Overload List](#)

IndexOf Method

Determines the index of a specific [CommonBorder](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonBorder)	Determines the index of a specific CommonBorder in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

[IndexOf\(CommonBorder\) Method](#)

Determines the index of a specific [CommonBorder](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonBorder _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonBorder item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method

Inserts the specified [CommonBorder](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonBorder _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonBorder item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.object value)</pre>	

Parameters

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

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

Remove Method

Removes the specified [CommonBorder](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As CommonBorder _)</pre>	
C#	
<pre>public void Remove(CommonBorder item)</pre>	

Parameters

item

Requirements

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

See Also




Reference

[CommonBorderCollection Class](#)
[CommonBorderCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonBorder at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[CommonBorderCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonBorder](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonBorder at the specified position in the collection.
Item(String)	Gets the first CommonBorder with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonBorderCollection Class](#)

[CommonBorderCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonBorder](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Property Item( _  
    ByVal index As System.Integer _  
) As CommonBorder
```

C#

```
public CommonBorder Item(  
    System.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

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

Item(String) Property

Gets the first [CommonBorder](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _
```

<pre> ByVal name As System.String _) As CommonBorder </pre>	
C#	
<pre> public CommonBorder Item(System.string name) {get;} </pre>	

Parameters

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

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

CommonColorMap

Defines a template for [ValueCollection](#) to be used in multiple elements.

Object Model

CommonColorMap

Syntax

Visual Basic (Declaration)	
<pre> Public Class CommonColorMap Inherits CommonItem </pre>	
C#	

```
public class CommonColorMap : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonColorMap

Requirements

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

See Also

Reference

[CommonColorMap Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [ValueColorCollection](#) to be used in multiple elements.

Object Model

CommonColorMap

Syntax

Visual Basic (Declaration)

```
Public Class CommonColorMap  
    Inherits CommonItem
```

C#

```
public class CommonColorMap : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonColorMap

Requirements

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

See Also

Reference

[CommonColorMap Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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





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


Public Constructors

	Name	Description
	CommonColorMap Constructor	Initializes a new instance of the CommonColorMap .

[Top](#)


Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ValueColorFalloff	Gets or sets the blending mode for value colors.
	ValueColors	Gets the collection of values with their associated colors.

	ViewTag	Gets or sets a digital tag identifying this element's views.
---	-------------------------	--

[Top](#)

Protected Methods

	Name	Description
	ShouldSerializeValueColors	This member is for internal use only.

[Top](#)

See Also

Reference

[CommonColorMap Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonColorMap Constructor

Initializes a new instance of the [CommonColorMap](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public CommonColorMap()	

Requirements

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

See Also


Reference

[CommonColorMap Class](#)
[CommonColorMap Members](#)

Methods

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

Protected Methods

	Name	Description
	ShouldSerializeValueColors	This member is for internal use only.

[Top](#)

See Also

Reference

[CommonColorMap Class](#)
[C1.Win.C1Gauge Namespace](#)

ShouldSerializeValueColors Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeValueColors() As System.Boolean	
C#	
protected System. bool ShouldSerializeValueColors()	

Requirements

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






See Also

Reference

Properties

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

Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ValueColorFalloff	Gets or sets the blending mode for value colors.
	ValueColors	Gets the collection of values with their associated colors.
	ViewTag	Gets or sets a digital tag identifying this element's views.

[Top](#)

See Also

Reference

ValueColorFalloff Property

Gets or sets the blending mode for value colors.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute(>> <c("Specifies the blending mode for value colors.")> <h("ColorMap")></pre>	

```
Public Property ValueColorFalloff As C1GaugeValueColorFalloff
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the blending mode for value colors.")]  
[h("ColorMap")]  
public C1GaugeValueColorFalloff ValueColorFalloff {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

[CommonColorMap Class](#)

[CommonColorMap Members](#)

ValueColors Property

Gets the collection of values with their associated colors.

Syntax

Visual Basic (Declaration)

```
<h("ColorMap")>  
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)>  
<c("Collection of values with their associated colors.")>  
Public ReadOnly Property ValueColors As ValueColorCollection
```

C#

```
[h("ColorMap")]  
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Content)]  
[c("Collection of values with their associated colors.")]  
public ValueColorCollection ValueColors {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

[CommonColorMap Class](#)

[CommonColorMap Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Visible)>  
<System.ComponentModel.BrowsableAttribute(False)>  
Public Property ViewTag As System.Long
```

C#

```
[System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ  
ationVisibility.Visible)]  
[System.ComponentModel.BrowsableAttribute(false)]  
public System.long ViewTag {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

[CommonColorMap Class](#)
[CommonColorMap Members](#)

[CommonColorMapCollection](#)
Represents a collection of [CommonColorMap](#) objects.

Object Model

[CommonColorMapCollection](#)

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonColorMapCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class CommonColorMapCollection
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonColorMapCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class CommonColorMapCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object
 System.Collections.CollectionBase
 [C1.Win.C1Gauge.CommonItemCollection](#)
 C1.Win.C1Gauge.CommonColorMapCollection

Requirements

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

See Also

Reference

[CommonColorMapCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonColorMap](#) objects.

Object Model

CommonColorMapCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonColorMapCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class CommonColorMapCollection
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonColorMapCollectionEditor,
```

```
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]  
[System.Reflection.DefaultMemberAttribute("Item")]  
public class CommonColorMapCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object
 System.Collections.CollectionBase
 C1.Win.C1Gauge.CommonItemCollection
 C1.Win.C1Gauge.CommonColorMapCollection

Requirements

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

See Also

Reference




[CommonColorMapCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonColorMap at the specified position in the collection.










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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods


	Name	Description
	Add	Adds the specified CommonColorMap to the collection.
	AddRange	Adds a group of CommonColorMap objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Contains	Overloaded. Determines whether this collection contains the specified CommonColorMap .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific CommonColorMap in the collection.
	Insert	Inserts the specified CommonColorMap into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	Remove	Removes the specified CommonColorMap from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
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See Also












Reference

[CommonColorMapCollection Class](#)

[C1.Win.C1Gauge Namespace](#)










Methods

>

Name	Description
 Add	Adds the specified CommonColorMap to the collection.
 AddRange	Adds a group of CommonColorMap objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Contains	Overloaded. Determines whether this collection contains the specified CommonColorMap .
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Overloaded. Determines the index of a specific CommonColorMap in the collection.
 Insert	Inserts the specified CommonColorMap into this collection at the given index.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Remove	Removes the specified CommonColorMap from the collection.
 RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonColorMapCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonColorMap](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonColorMap _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonColorMap item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonColorMapCollection Class](#)
[CommonColorMapCollection Members](#)

AddRange Method

Adds a group of [CommonColorMap](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonColorMap _</pre>	

)	
C#	
<pre>public void AddRange(CommonColorMap[] items)</pre>	

Parameters

items

Requirements

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

See Also

Reference

- [CommonColorMapCollection Class](#)
- [CommonColorMapCollection Members](#)

Contains Method

Determines whether this collection contains the specified [CommonColorMap](#).

Overload List

Overload	Description
Contains(CommonColorMap)	Determines whether this collection contains the specified CommonColorMap .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonColorMapCollection Class](#)
[CommonColorMapCollection Members](#)

Contains(CommonColorMap) Method
Determines whether this collection contains the specified [CommonColorMap](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonColorMap _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(CommonColorMap item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

IndexOf Method

Determines the index of a specific [CommonColorMap](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonColorMap)	Determines the index of a specific CommonColorMap in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonColorMapCollection Class](#)
[CommonColorMapCollection Members](#)

[IndexOf\(CommonColorMap\) Method](#)
Determines the index of a specific [CommonColorMap](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonColorMap _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(</pre>	


```
CommonColorMap item
)
```

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method

Inserts the specified [CommonColorMap](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As CommonColorMap _)</pre>	
C#	
<pre>public void Insert(System.int index, CommonColorMap item)</pre>	

Parameters

index

item

Requirements

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

See Also

Reference

[CommonColorMapCollection Class](#)
[CommonColorMapCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnValidate( _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

Remove Method

Removes the specified [CommonColorMap](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As CommonColorMap _)</pre>	
C#	
<pre>public void Remove(CommonColorMap item)</pre>	

Parameters

item

Requirements

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

See Also




Reference

Properties

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



Public Properties

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

	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonColorMap at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonColorMapCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonColorMap](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonColorMap at the specified position in the collection.
Item(String)	Gets the first CommonColorMap with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonColorMapCollection Class](#)
[CommonColorMapCollection Members](#)

Item(Int32) Property
Gets or sets the [CommonColorMap](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As CommonColorMap</pre>	
C#	
<pre>public CommonColorMap Item(System.int index) {get; set;}</pre>	

Parameters

index

Requirements

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

See Also

Reference

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

Item(String) Property

Gets the first [CommonColorMap](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _  
    ByVal name As System.String _  
) As CommonColorMap
```

C#

```
public CommonColorMap Item(  
    System.string name  
) {get;}
```

Parameters

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

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

CommonFilling

Defines a template for [C1GaugeFilling](#) to be used in multiple elements.

Object Model

CommonFilling

Syntax

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

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonFilling

Requirements

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

See Also

Reference

[CommonFilling Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeFilling](#) to be used in multiple elements.

Object Model

CommonFilling

Syntax

Visual Basic (Declaration)	
<pre>Public Class CommonFilling Inherits CommonItem</pre>	

C#

```
public class CommonFilling : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonFilling

Requirements

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

See Also

Reference

[CommonFilling Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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


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











Public Constructors

	Name	Description
	CommonFilling Constructor	

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Public Properties


	Name	Description
	BrushType	Gets or sets the type of brush that is used to fill the element.

	Color	Gets or sets the Color used to fill the element.
	Color2	Gets or sets the second Color that can be used in a gradient or hatch brush.
	HatchStyle	Gets or sets the style of a hatch brush.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Opacity	Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).
	Opacity2	Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	SwapColors	Gets or sets whether the Color should be used instead of Color2 and vice versa.
	TextureImage	Gets or sets the Image in texture brush.
	WrapMode	Gets or sets the wrap mode for the texture brush.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ResetColor2	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

	ShouldSerializeColor2	This member is for internal use only.
---	---------------------------------------	---------------------------------------

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See Also

Reference

[CommonFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonFilling Constructor

Syntax

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

[CommonFilling Class](#)





[CommonFilling Members](#)

Methods

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

Protected Methods

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

	ResetColor	This member is for internal use only.
	ResetColor2	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.
	ShouldSerializeColor2	This member is for internal use only.

[Top](#)

See Also

Reference

[CommonFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetColor()</code>	
C#	
<code>protected void ResetColor()</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

[CommonFilling Class](#)

[CommonFilling Members](#)

ResetColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Sub ResetColor2()	
C#	
protected void ResetColor2()	

Requirements

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

See Also

Reference

[CommonFilling Class](#)

[CommonFilling Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor() As System.Boolean	
C#	
protected System. bool ShouldSerializeColor()	

Requirements

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

See Also

Reference

[CommonFilling Class](#)

[CommonFilling Members](#)

ShouldSerializeColor2 Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeColor2() As System.Boolean	
C#	
protected System. bool ShouldSerializeColor2()	

Requirements

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

See Also

Reference


[CommonFilling Class](#)











[CommonFilling Members](#)

Properties

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

Public Properties

	Name	Description
	BrushType	Gets or sets the type of brush that is used to fill the element.

	Color	Gets or sets the Color used to fill the element.
	Color2	Gets or sets the second Color that can be used in a gradient or hatch brush.
	HatchStyle	Gets or sets the style of a hatch brush.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Opacity	Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).
	Opacity2	Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	SwapColors	Gets or sets whether the Color should be used instead of Color2 and vice versa.
	TextureImage	Gets or sets the Image in texture brush.
	WrapMode	Gets or sets the wrap mode for the texture brush.

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See Also

Reference

[CommonFilling Class](#)

[C1.Win.C1Gauge Namespace](#)

BrushType Property

Gets or sets the type of brush that is used to fill the element.

Syntax

Visual Basic (Declaration)	
<pre><h("Filling")> <c("Specifies the type of brush that is used to fill the element.")> <System.ComponentModel.DefaultValueAttribute()> Public Property BrushType As C1GaugeBrushType</pre>	
C#	
<pre>[h("Filling")] [c("Specifies the type of brush that is used to fill the element.")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeBrushType BrushType {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

[CommonFilling Class](#)

[CommonFilling Members](#)

Color Property

Gets or sets the Color used to fill the element.

Syntax

Visual Basic (Declaration)	
<pre><h("Filling")> <c("Specifies the Color used to fill the element.")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[h("Filling")] [c("Specifies the Color used to fill the element.")] public System.Drawing.Color Color {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

[CommonFilling Class](#)

[CommonFilling Members](#)

Color2 Property

Gets or sets the second Color that can be used in a gradient or hatch brush.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the second Color that can be used in a gradient or hatch brush.")>  
<h("Filling")>  
Public Property Color2 As System.Drawing.Color
```

C#

```
[c("Specifies the second Color that can be used in a gradient or hatch brush.")]  
[h("Filling")]  
public System.Drawing.Color Color2 {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

[CommonFilling Class](#)

[CommonFilling Members](#)

HatchStyle Property

Gets or sets the style of a hatch brush.

Syntax

Visual Basic (Declaration)

```
<h("Filling")>  
<c("Specifies the style of a hatch brush.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design,  
Version=4.0.20131.91")>  
Public Property HatchStyle As C1GaugeHatchStyle
```

C#

```
[h("Filling")]  
[c("Specifies the style of a hatch brush.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.HatchStyleEditor, C1.Win.C1Gauge.4.Design,  
Version=4.0.20131.91")]  
public C1GaugeHatchStyle HatchStyle {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

[CommonFilling Class](#)

[CommonFilling Members](#)

Opacity Property

Gets or sets the opacity of the first color between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the opacity of the first color between 0.0 (completely  
transparent) and 1.0 (opaque).")>  
<h("Filling")>  
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Opacity As System.Double
```

C#

```
[c("Specifies the opacity of the first color between 0.0 (completely  
transparent) and 1.0 (opaque).")]  
[h("Filling")]  
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Opacity {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

[CommonFilling Class](#)

[CommonFilling Members](#)

Opacity2 Property

Gets or sets the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")>
<h("Filling")>
<c("Specifies the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Opacity2 As System.Double
```

C#

```
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConverter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089")]
[h("Filling")]
[c("Specifies the opacity of the second color between 0.0 (completely transparent) and 1.0 (opaque).")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Opacity2 {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

[CommonFilling Class](#)

[CommonFilling Members](#)

SwapColors Property

Gets or sets whether the [Color](#) should be used instead of [Color2](#) and vice versa.

Syntax

Visual Basic (Declaration)	
<pre><h("Filling")> <c("Indicates if the Color should be used instead of Color2 and vice versa.")> <System.ComponentModel.DefaultValueAttribute()> Public Property SwapColors As System.Boolean</pre>	
C#	
<pre>[h("Filling")] [c("Indicates if the Color should be used instead of Color2 and vice versa.")] [System.ComponentModel.DefaultValueAttribute()] public System.bool SwapColors {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

[CommonFilling Class](#)

[CommonFilling Members](#)

TextureImage Property

Gets or sets the Image in texture brush.

Syntax

Visual Basic (Declaration)	
<pre><c("The Image in texture brush.")> <h("Filling")> <System.ComponentModel.DefaultValueAttribute()> Public Property TextureImage As System.Drawing.Image</pre>	
C#	
<pre>[c("The Image in texture brush.")] [h("Filling")]</pre>	

```
[System.ComponentModel.DefaultValueAttribute()]  
public System.Drawing.Image TextureImage {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

[CommonFilling Class](#)

[CommonFilling Members](#)

WrapMode Property

Gets or sets the wrap mode for the texture brush.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute(>  
<h("Filling")>  
<c("Specifies the wrap mode for the texture brush.")>  
Public Property WrapMode As System.Drawing.Drawing2D.WrapMode
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[h("Filling")]  
[c("Specifies the wrap mode for the texture brush.")]  
public System.Drawing.Drawing2D.WrapMode WrapMode {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

[CommonFilling Class](#)

[CommonFilling Members](#)

[CommonFillingCollection](#)

Represents a collection of [CommonFilling](#) objects.

Object Model

CommonFillingCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFillingCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class CommonFillingCollection
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFillingCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class CommonFillingCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)
C1.Win.C1Gauge.CommonFillingCollection

Requirements

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

See Also

Reference

[CommonFillingCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonFilling](#) objects.

Object Model

CommonFillingCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonFillingCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>  
<System.Reflection.DefaultMemberAttribute("Item")>  
Public Class CommonFillingCollection  
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
```

```

PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFillingCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]
[System.Reflection.DefaultMemberAttribute("Item")]
public class CommonFillingCollection : CommonItemCollection

```

Inheritance Hierarchy

```

System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CommonItemCollection
            C1.Win.C1Gauge.CommonFillingCollection

```

Requirements

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

See Also

Reference




[CommonFillingCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonFilling at the specified position in the collection.










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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods


	Name	Description
	Add	Adds the specified CommonFilling to the collection.
	AddRange	Adds a group of CommonFilling objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Contains	Overloaded. Determines whether this collection contains the specified CommonFilling .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific CommonFilling in the collection.
	Insert	Inserts the specified CommonFilling into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	Remove	Removes the specified CommonFilling from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
---	----------------------------	---

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See Also












Reference

[CommonFillingCollection Class](#)

[C1.Win.C1Gauge Namespace](#)










Methods

>

Name	Description
 Add	Adds the specified CommonFilling to the collection.
 AddRange	Adds a group of CommonFilling objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Contains	Overloaded. Determines whether this collection contains the specified CommonFilling .
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Overloaded. Determines the index of a specific CommonFilling in the collection.
 Insert	Inserts the specified CommonFilling into this collection at the given index.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Remove	Removes the specified CommonFilling from the collection.
 RemoveAt	(Inherited from System.Collections.CollectionBase)

[Top](#)

Protected Methods

Name	Description
 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[CommonFillingCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonFilling](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonFilling _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonFilling item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)
[CommonFillingCollection Members](#)

AddRange Method

Adds a group of [CommonFilling](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonFilling _)</pre>	
C#	

```
public void AddRange(  
    CommonFilling[] items  
)
```

Parameters

items

Requirements

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

See Also

Reference

- [CommonFillingCollection Class](#)
- [CommonFillingCollection Members](#)

Contains Method
Determines whether this collection contains the specified [CommonFilling](#).

Overload List

Overload	Description
Contains(CommonFilling)	Determines whether this collection contains the specified CommonFilling .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)

[CommonFillingCollection Members](#)

[Contains\(CommonFilling\) Method](#)

Determines whether this collection contains the specified [CommonFilling](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonFilling _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(CommonFilling item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)

[CommonFillingCollection Members](#)

[Overload List](#)

IndexOf Method

Determines the index of a specific [CommonFilling](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonFilling)	Determines the index of a specific CommonFilling in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)
[CommonFillingCollection Members](#)

[IndexOf\(CommonFilling\) Method](#)
Determines the index of a specific [CommonFilling](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonFilling _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonFilling item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method

Inserts the specified [CommonFilling](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonFilling _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonFilling item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)

[CommonFillingCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

[CommonFillingCollection Class](#)

[CommonFillingCollection Members](#)

Remove Method

Removes the specified [CommonFilling](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As CommonFilling _)</pre>	
C#	
<pre>public void Remove(CommonFilling item)</pre>	

Parameters

item

Requirements

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

See Also




Reference

[CommonFillingCollection Class](#)
[CommonFillingCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonFilling at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonFillingCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonFilling](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonFilling at the specified position in the collection.
Item(String)	Gets the first CommonFilling with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonFillingCollection Class](#)

[CommonFillingCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonFilling](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Property Item( _  
    ByVal index As System.Integer _  
) As CommonFilling
```

C#

```
public CommonFilling Item(  
    System.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

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

Item(String) Property

Gets the first [CommonFilling](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _
```

<pre> ByVal name As System.String _) As CommonFilling </pre>	
C#	
<pre> public CommonFilling Item(System.string name) {get;} </pre>	

Parameters

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

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

CommonFont

Defines a template for text font and color to be used in multiple elements.

Object Model

CommonFont

Syntax

Visual Basic (Declaration)	
<pre> Public Class CommonFont Inherits CommonItem </pre>	
C#	

```
public class CommonFont : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonFont

Requirements

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

See Also

Reference

[CommonFont Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for text font and color to be used in multiple elements.

Object Model

CommonFont

Syntax

Visual Basic (Declaration)

```
Public Class CommonFont  
    Inherits CommonItem
```

C#

```
public class CommonFont : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonFont

Requirements

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

See Also

Reference

[CommonFont Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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






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

Public Constructors

	Name	Description
	CommonFont Constructor	

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Public Properties

	Name	Description
	Color	Gets or sets the Color used to display text label.
	Font	Gets or sets the font used to display text label.
	FontSize	Logical value representing the scalable font size.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from

		C1.Win.C1Gauge.CommonItem)
--	--	---

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also

Reference

[CommonFont Class](#)
[C1.Win.C1Gauge Namespace](#)

CommonFont Constructor

Syntax

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

[CommonFont Class](#)
[CommonFont Members](#)

Methods

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

Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

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See Also

Reference

[CommonFont Class](#)
[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetColor()</code>	
C#	
<code>protected void ResetColor()</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

[CommonFont Class](#)

[CommonFont Members](#)

ShouldSerializeColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)

```
Protected Function ShouldSerializeColor() As System.Boolean
```

C#

```
protected System.bool ShouldSerializeColor()
```

Requirements

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

See Also

Reference



[CommonFont Class](#)




[CommonFont Members](#)

Properties

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

Public Properties

	Name	Description
	Color	Gets or sets the Color used to display text label.
	Font	Gets or sets the font used to display text label.

	FontSize	Logical value representing the scalable font size.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)

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See Also

Reference

[CommonFont Class](#)

[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the Color used to display text label.

Syntax

Visual Basic (Declaration)	
<pre><h("Font")> <c("Specifies the Color used to display text labels.")> Public Property Color As System.Drawing.Color</pre>	
C#	
<pre>[h("Font")] [c("Specifies the Color used to display text labels.")] public System.Drawing.Color Color {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

[CommonFont Class](#)

[CommonFont Members](#)

Font Property

Gets or sets the font used to display text label.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <c("Specifies the font used to display text labels.")> <System.ComponentModel.LocalizableAttribute(True)> <h("Font")> Public Property Font As System.Drawing.Font</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [c("Specifies the font used to display text labels.")] [System.ComponentModel.LocalizableAttribute(true)] [h("Font")] public System.Drawing.Font Font {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

[CommonFont Class](#)

[CommonFont Members](#)

FontSize Property

Logical value representing the scalable font size.

Syntax

Visual Basic (Declaration)	
<pre><c("Logical value representing the scalable font size.")> <System.ComponentModel.DefaultValueAttribute()> <h("Font")> Public Property FontSize As System.Double</pre>	
C#	
<pre>[c("Logical value representing the scalable font size.")] [System.ComponentModel.DefaultValueAttribute()] [h("Font")] public System.double FontSize {get; set;}</pre>	

Remarks

Set to Double.NaN to use the fixed font 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

[CommonFont Class](#)

[CommonFont Members](#)

[CommonFontCollection](#)

Represents a collection of [CommonFont](#) objects.

Object Model

[CommonFontCollection](#)

Syntax

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

```

<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonFontCollection
    Inherits CommonItemCollection

```

C#

```

[System.ComponentModel.ListBindableAttribute(false)]
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonFontCollection : CommonItemCollection

```

Inheritance Hierarchy

```

System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CommonItemCollection
            C1.Win.C1Gauge.CommonFontCollection

```

Requirements

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

See Also

Reference

[CommonFontCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonFont](#) objects.

Object Model

CommonFontCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonFontCollection
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonFontCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonFontCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.CommonItemCollection

C1.Win.C1Gauge.CommonFontCollection

Requirements

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

See Also

Reference

[CommonFontCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonFont at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods




	Name	Description
	Add	Adds the specified CommonFont to the collection.

	AddRange	Adds a group of CommonFont objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Contains	Overloaded. Determines whether this collection contains the specified CommonFont .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific CommonFont in the collection.
	Insert	Inserts the specified CommonFont into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Remove	Removes the specified CommonFont from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from

		C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also


Reference

[CommonFontCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

>






Name	Description
 Add	Adds the specified CommonFont to the collection.

⇒ AddRange	Adds a group of CommonFont objects to the end of the collection.
⇒ Clear	(Inherited from System.Collections.CollectionBase)
⇒ ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Contains	Overloaded. Determines whether this collection contains the specified CommonFont .
⇒ GetEnumerator	(Inherited from System.Collections.CollectionBase)
⇒ IndexOf	Overloaded. Determines the index of a specific CommonFont in the collection.
⇒ Insert	Inserts the specified CommonFont into this collection at the given index.
⇒ Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Remove	Removes the specified CommonFont from the collection.
⇒ RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
🔒 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnInsert	(Inherited from System.Collections.CollectionBase)
🔒 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonFontCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonFont](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonFont _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonFont item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonFontCollection Class](#)
[CommonFontCollection Members](#)

AddRange Method

Adds a group of [CommonFont](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub AddRange( _  
    ByVal items() As CommonFont _  
)
```

C#

```
public void AddRange(  
    CommonFont[] items  
)
```

Parameters

items

Requirements

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

See Also

Reference

Contains Method

Determines whether this collection contains the specified [CommonFont](#).

Overload List

Overload	Description
Contains(CommonFont)	Determines whether this collection contains the specified CommonFont .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

Contains(CommonFont) Method

Determines whether this collection contains the specified [CommonFont](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonFont _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(</pre>	

```
CommonFont item
)
```

Parameters

item

Requirements

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

See Also

Reference

- CommonFontCollection Class
- CommonFontCollection Members
- Overload List

IndexOf Method
Determines the index of a specific [CommonFont](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonFont)	Determines the index of a specific CommonFont in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonFontCollection Class](#)

[CommonFontCollection Members](#)

IndexOf(CommonFont) Method

Determines the index of a specific [CommonFont](#) in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Function IndexOf( _  
    ByVal item As CommonFont _  
) As System.Integer
```

C#

```
public System.int IndexOf(  
    CommonFont item  
)
```

Parameters

item

Requirements

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

See Also

Reference

[CommonFontCollection Class](#)

[CommonFontCollection Members](#)

[Overload List](#)

Insert Method

Inserts the specified [CommonFont](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonFont _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonFont item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonFontCollection Class](#)

[CommonFontCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnValidate( _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

[CommonFontCollection Class](#)

[CommonFontCollection Members](#)

Remove Method

Removes the specified [CommonFont](#) from the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub Remove( _  
    ByVal item As CommonFont _  
)
```

C#

```
public void Remove(  
    CommonFont item  
)
```

Parameters

item

Requirements

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

See Also

Reference




[CommonFontCollection Class](#)

[CommonFontCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonFont at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonFontCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonFont](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonFont at the specified position in the collection.
Item(String)	Gets the first CommonFont with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonFontCollection Class](#)
[CommonFontCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonFont](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As CommonFont</pre>	
C#	
<pre>public CommonFont Item(</pre>	

```
System.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

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

Item(String) Property

Gets the first [CommonFont](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal <i>name</i> As System.String _) As CommonFont</pre>	
C#	
<pre>public CommonFont Item(System.string <i>name</i>) {get;}</pre>	

Parameters

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

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

CommonGradient

Defines a template for [C1GaugeGradient](#) to be used in multiple elements.

Object Model

CommonGradient

Syntax

Visual Basic (Declaration)

```
Public Class CommonGradient  
    Inherits CommonItem
```

C#

```
public class CommonGradient : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonGradient

Requirements

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

See Also

Reference

[CommonGradient Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeGradient](#) to be used in multiple elements.

Object Model

CommonGradient

Syntax

Visual Basic (Declaration)

```
Public Class CommonGradient  
    Inherits CommonItem
```

C#

```
public class CommonGradient : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonGradient

Requirements

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

See Also

Reference

[CommonGradient Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#)










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





Public Constructors

	Name	Description
	CommonGradient Constructor	

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Public Properties

	Name	Description
	CenterPointX	Fraction-based X coordinate of the radial gradient center.
	CenterPointY	Fraction-based Y coordinate of the radial gradient center.
	Direction	Gets or sets the direction of a gradient brush.
	Falloff	Gets or sets the type of a gradient falloff.
	Focus	A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.
	FocusScaleX	Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.
	FocusScaleY	Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)

	ScaleX	Scales the width of the gradient area by the specified amount (after translation).
	ScaleY	Scales the height of the gradient area by the specified amount (after translation).
	TranslateX	Moves the gradient area by the specified relative amount along the X-axis (before scaling).
	TranslateY	Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

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See Also

Reference

[CommonGradient Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonGradient Constructor

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public CommonGradient()	

Requirements

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

See Also












Reference



CommonGradient Class
CommonGradient Members

Properties

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

Public Properties

	Name	Description
	CenterPointX	Fraction-based X coordinate of the radial gradient center.
	CenterPointY	Fraction-based Y coordinate of the radial gradient center.
	Direction	Gets or sets the direction of a gradient brush.
	Falloff	Gets or sets the type of a gradient falloff.
	Focus	A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.
	FocusScaleX	Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.
	FocusScaleY	Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ScaleX	Scales the width of the gradient area by the specified amount (after translation).
	ScaleY	Scales the height of the gradient area by the specified amount (after

		translation).
	TranslateX	Moves the gradient area by the specified relative amount along the X-axis (before scaling).
	TranslateY	Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

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See Also

Reference

[CommonGradient Class](#)

[C1.Win.C1Gauge Namespace](#)

CenterPointX Property

Fraction-based X coordinate of the radial gradient center.

Syntax

Visual Basic (Declaration)	
<pre><h("Gradient")> <c("Fraction-based X coordinate of the radial gradient center.")> <System.ComponentModel.DefaultValueAttribute()> Public Property CenterPointX As System.Double</pre>	
C#	
<pre>[h("Gradient")] [c("Fraction-based X coordinate of the radial gradient center.")] [System.ComponentModel.DefaultValueAttribute()] public System.double CenterPointX {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

[CommonGradient Class](#)

[CommonGradient Members](#)

CenterPointY Property

Fraction-based Y coordinate of the radial gradient center.

Syntax

Visual Basic (Declaration)

```
<h("Gradient")>  
<c("Fraction-based Y coordinate of the radial gradient center.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property CenterPointY As System.Double
```

C#

```
[h("Gradient")]  
[c("Fraction-based Y coordinate of the radial gradient center.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double CenterPointY {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

[CommonGradient Class](#)

[CommonGradient Members](#)

Direction Property

Gets or sets the direction of a gradient brush.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the direction of a gradient brush.")> <System.ComponentModel.DefaultValueAttribute()> <h("Gradient")> Public Property Direction As C1GaugeGradientDirection</pre>	
C#	
<pre>[c("Specifies the direction of a gradient brush.")] [System.ComponentModel.DefaultValueAttribute()] [h("Gradient")] public C1GaugeGradientDirection Direction {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

[CommonGradient Class](#)

[CommonGradient Members](#)

Falloff Property

Gets or sets the type of a gradient falloff.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the type of a gradient falloff.")> <h("Gradient")> <System.ComponentModel.DefaultValueAttribute()> Public Property Falloff As C1GaugeGradientFalloff</pre>	
C#	
<pre>[c("Specifies the type of a gradient falloff.")] [h("Gradient")]</pre>	

```
[System.ComponentModel.DefaultValueAttribute()]  
public C1GaugeGradientFalloff Falloff {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

[CommonGradient Class](#)

[CommonGradient Members](#)

Focus Property

A value from 0 through 1 that specifies the point where the gradient is composed of only the ending color.

Syntax

Visual Basic (Declaration)

```
<c("A value from 0 through 1 that specifies the point where the gradient is  
composed of only the ending color.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Gradient")>  
Public Property Focus As System.Double
```

C#

```
[c("A value from 0 through 1 that specifies the point where the gradient is  
composed of only the ending color.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Gradient")]  
public System.double Focus {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

[CommonGradient Class](#)

[CommonGradient Members](#)

FocusScaleX Property

Specifies the focus point X coordinate (between 0 and 1) for the radial gradient falloff.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the focus point X coordinate (between 0 and 1) for the radial  
gradient falloff.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Gradient")>  
Public Property FocusScaleX As System.Double
```

C#

```
[c("Specifies the focus point X coordinate (between 0 and 1) for the radial  
gradient falloff.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Gradient")]  
public System.double FocusScaleX {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

[CommonGradient Class](#)

[CommonGradient Members](#)

FocusScaleY Property

Specifies the focus point Y coordinate (between 0 and 1) for the radial gradient falloff.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the focus point Y coordinate (between 0 and 1) for the radial  
gradient falloff.")>  
<h("Gradient")>  
Public Property FocusScaleY As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the focus point Y coordinate (between 0 and 1) for the radial  
gradient falloff.")]  
[h("Gradient")]  
public System.double FocusScaleY {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

[CommonGradient Class](#)

[CommonGradient Members](#)

ScaleX Property

Scales the width of the gradient area by the specified amount (after translation).

Syntax

Visual Basic (Declaration)

```
<c("Scales the width of the gradient area by the specified amount (after  
translation).")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Gradient")>
```

Public Property ScaleX As System.Double

C#

<pre>[c("Scales the width of the gradient area by the specified amount (after translation).")] [System.ComponentModel.DefaultValueAttribute()] [h("Gradient")] public System.double ScaleX {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

[CommonGradient Class](#)

[CommonGradient Members](#)

ScaleY Property

Scales the height of the gradient area by the specified amount (after translation).

Syntax

Visual Basic (Declaration)

<pre><c("Scales the height of the gradient area by the specified amount (after translation).")> <System.ComponentModel.DefaultValueAttribute(> <h("Gradient")> Public Property ScaleY As System.Double</pre>
--

C#

<pre>[c("Scales the height of the gradient area by the specified amount (after translation).")] [System.ComponentModel.DefaultValueAttribute()] [h("Gradient")]</pre>

```
public System.double ScaleY {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

[CommonGradient Class](#)

[CommonGradient Members](#)

TranslateX Property

Moves the gradient area by the specified relative amount along the X-axis (before scaling).

Syntax

Visual Basic (Declaration)

```
<h("Gradient")>  
<c("Moves the gradient area by the specified relative amount along the X-axis  
(before scaling).")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property TranslateX As System.Double
```

C#

```
[h("Gradient")]  
[c("Moves the gradient area by the specified relative amount along the X-axis  
(before scaling).")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double TranslateX {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

[CommonGradient Class](#)

[CommonGradient Members](#)

TranslateY Property

Moves the gradient area by the specified relative amount along the Y-axis (before scaling).

Syntax

Visual Basic (Declaration)	
<pre><c("Moves the gradient area by the specified relative amount along the Y-axis (before scaling).")> <System.ComponentModel.DefaultValueAttribute() <h("Gradient")> Public Property TranslateY As System.Double</pre>	
C#	
<pre>[c("Moves the gradient area by the specified relative amount along the Y-axis (before scaling).")] [System.ComponentModel.DefaultValueAttribute()] [h("Gradient")] public System.double TranslateY {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

[CommonGradient Class](#)

[CommonGradient Members](#)

[CommonGradientCollection](#)

Represents a collection of [CommonGradient](#) objects.

Object Model

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonGradientCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonGradientCollection
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonGradientCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonGradientCollection : CommonItemCollection
```

Inheritance Hierarchy

```
System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CommonItemCollection
            C1.Win.C1Gauge.CommonGradientCollection
```

Requirements

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

See Also

Reference

[CommonGradientCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonGradient](#) objects.

Object Model

CommonGradientCollection

Syntax

Visual Basic (Declaration)	
<pre><System.Reflection.DefaultMemberAttribute("Item")> <System.ComponentModel.ListBindableAttribute(False)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonGradientCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> Public Class CommonGradientCollection Inherits CommonItemCollection</pre>	
C#	
<pre>[System.Reflection.DefaultMemberAttribute("Item")] [System.ComponentModel.ListBindableAttribute(false)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonGradientCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] public class CommonGradientCollection : CommonItemCollection</pre>	

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonGradientCollection

Requirements

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

See Also

Reference

[CommonGradientCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonGradient at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)









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Public Methods

	Name	Description
≡	Add	Adds the specified CommonGradient to the collection.
≡	AddRange	Adds a group of CommonGradient objects to the end of the collection.
≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Contains	Overloaded. Determines whether this collection contains the specified CommonGradient .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific CommonGradient in the collection.
≡	Insert	Inserts the specified CommonGradient into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Remove	Removes the specified CommonGradient from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also












Reference

CommonGradientCollection Class

C1.Win.C1Gauge Namespace


Methods









>

Name	Description
 Add	Adds the specified CommonGradient to the collection.
 AddRange	Adds a group of CommonGradient objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Contains	Overloaded. Determines whether this collection contains the specified CommonGradient .
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Overloaded. Determines the index of a specific CommonGradient in the collection.
 Insert	Inserts the specified CommonGradient into this collection at the given index.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 Remove	Removes the specified CommonGradient from the collection.
 RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonGradientCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonGradient](#) to the collection.

Syntax

Visual Basic (Declaration)

```
Public Function Add( _  
    ByVal item As CommonGradient _
```

```
) As System.Integer
```

C#

```
public System.int Add(  
    CommonGradient item  
)
```

Parameters

item

Requirements

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

See Also

Reference

[CommonGradientCollection Class](#)

[CommonGradientCollection Members](#)

AddRange Method

Adds a group of [CommonGradient](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub AddRange( _  
    ByVal items() As CommonGradient _  
)
```

C#

```
public void AddRange(  
    CommonGradient[] items  
)
```

Parameters

items

Requirements

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

See Also

Reference

[CommonGradientCollection Class](#)
[CommonGradientCollection Members](#)

Contains Method

Determines whether this collection contains the specified [CommonGradient](#).

Overload List

Overload	Description
Contains(CommonGradient)	Determines whether this collection contains the specified CommonGradient .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonGradientCollection Class](#)
[CommonGradientCollection Members](#)

Contains(CommonGradient) Method

Determines whether this collection contains the specified [CommonGradient](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonGradient _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(CommonGradient item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

IndexOf Method

Determines the index of a specific [CommonGradient](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonGradient)	Determines the index of a specific CommonGradient in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in

	the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
--	---

Requirements

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

See Also

Reference

[CommonGradientCollection Class](#)
[CommonGradientCollection Members](#)

IndexOf(CommonGradient) Method
Determines the index of a specific [CommonGradient](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonGradient _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonGradient item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method

Inserts the specified [CommonGradient](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As CommonGradient _)</pre>	
C#	
<pre>public void Insert(System.int index, CommonGradient item)</pre>	

Parameters

index

item

Requirements

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

See Also

Reference

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

Remove Method

Removes the specified [CommonGradient](#) from the collection.

Syntax

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

```
Public Sub Remove( _  
    ByVal item As CommonGradient _  
)
```

C#

```
public void Remove(  
    CommonGradient item  
)
```

Parameters

item

Requirements

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

See Also




Reference

- [CommonGradientCollection Class](#)
- [CommonGradientCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonGradient at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[CommonGradientCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonGradient](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonGradient at the specified position in the collection.
Item(String)	Gets the first CommonGradient with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonGradientCollection Class](#)

[CommonGradientCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonGradient](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Property Item( _  
    ByVal index As System.Integer _  
) As CommonGradient
```

C#

```
public CommonGradient Item(  
    System.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

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

Item(String) Property

Gets the first [CommonGradient](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _
```

<pre> ByVal name As System.String _) As CommonGradient </pre>	
C#	
<pre> public CommonGradient Item(System.string name) {get;} </pre>	

Parameters

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

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

CommonImage

Defines a template for [C1GaugeCustomImage](#) to be used in multiple elements.

Object Model

CommonImage

Syntax

Visual Basic (Declaration)	
<pre> Public Class CommonImage Inherits CommonItem </pre>	
C#	

```
public class CommonImage : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonImage

Requirements

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

See Also

Reference

[CommonImage Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeCustomImage](#) to be used in multiple elements.

Object Model

CommonImage

Syntax

Visual Basic (Declaration)

```
Public Class CommonImage  
    Inherits CommonItem
```

C#

```
public class CommonImage : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonImage

Requirements

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

See Also


Reference

[CommonImage Members](#)
[C1.Win.C1Gauge Namespace](#)

Members
[Properties](#)






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








Public Constructors

	Name	Description
	CommonImage Constructor	Initializes a new instance of the CommonImage .

[Top](#)

Public Properties

	Name	Description
	Height	Gets or sets the logical value representing the height of the image.
	Hue	Allows to modify the image hue by the specified amount (between -180 and 180).
	Image	Gets or sets the original image.
	KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
	KeepSize	Gets or sets whether the predefined size of the image should not changed.

	Lightness	Allows to modify the image lightness by the specified amount (between -100 and 100).
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	RotateFlipType	Gets or sets the direction of an image's rotation and the axis used to flip the image.
	Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
	Width	Gets or sets the logical value representing the width of the image.

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See Also

Reference

[CommonImage Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonImage Constructor

Initializes a new instance of the [CommonImage](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	


```
public CommonImage()
```

Requirements

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

See Also

Reference








[CommonImage Class](#)






[CommonImage Members](#)

Properties

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

Public Properties

	Name	Description
	Height	Gets or sets the logical value representing the height of the image.
	Hue	Allows to modify the image hue by the specified amount (between -180 and 180).
	Image	Gets or sets the original image.
	KeepAspectRatio	Gets or sets whether the image aspect ratio should be maintained.
	KeepSize	Gets or sets whether the predefined size of the image should not changed.
	Lightness	Allows to modify the image lightness by the specified amount (between -100 and 100).
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)

	Opacity	Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	RotateFlipType	Gets or sets the direction of an image's rotation and the axis used to flip the image.
	Saturation	Allows to modify the image saturation by the specified amount (between -100 and 100).
	Width	Gets or sets the logical value representing the width of the image.

[Top](#)

See Also

Reference

[CommonImage Class](#)

[C1.Win.C1Gauge Namespace](#)

Height Property

Gets or sets the logical value representing the height of the image.

Syntax

Visual Basic (Declaration)	
<pre><h("Image")> <System.ComponentModel.DefaultValueAttribute()> <c("Logical value representing the height of the image.")> Public Property Height As System.Double</pre>	
C#	
<pre>[h("Image")] [System.ComponentModel.DefaultValueAttribute()] [c("Logical value representing the height of the image.")]</pre>	

```
public System.double Height {get; set;}
```

Remarks

Can be set to double.NaN (default value) to avoid scaling the image in the Y-axis 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

[CommonImage Class](#)

[CommonImage Members](#)

Hue Property

Allows to modify the image hue by the specified amount (between -180 and 180).

Syntax

Visual Basic (Declaration)

```
<c("Allows to modify the image hue by the specified amount (between -180 and 180).")>  
<System.ComponentModel.DefaultValueAttribute(>  
<h("Image")>  
Public Property Hue As System.Double
```

C#

```
[c("Allows to modify the image hue by the specified amount (between -180 and 180).")]  
[System.ComponentModel.DefaultValueAttribute(>  
[h("Image")]  
public System.double Hue {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

[CommonImage Class](#)

[CommonImage Members](#)

Image Property

Gets or sets the original image.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Image")> <c("The original image.")> Public Property Image As System.Drawing.Image</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Image")] [c("The original image.")] public System.Drawing.Image Image {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

[CommonImage Class](#)

[CommonImage Members](#)

KeepAspectRatio Property

Gets or sets whether the image aspect ratio should be maintained.

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether the image aspect ratio should be maintained.")> <h("Image")> <System.ComponentModel.DefaultValueAttribute()> Public Property KeepAspectRatio As System.Boolean</pre>	
C#	
<pre>[c("Indicates whether the image aspect ratio should be maintained.")] [h("Image")] [System.ComponentModel.DefaultValueAttribute()] public System.bool KeepAspectRatio {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

[CommonImage Class](#)

[CommonImage Members](#)

KeepSize Property

Gets or sets whether the predefined size of the image should not changed.

Syntax

Visual Basic (Declaration)	
<pre><c("Indicates whether the predefined size of the image should not changed.")> <System.ComponentModel.DefaultValueAttribute()> <h("Image")></pre>	

```
Public Property KeepSize As System.Boolean
```

C#

```
[c("Indicates whether the predefined size of the image should not changed.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Image")]  
public System.bool KeepSize {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

[CommonImage Class](#)

[CommonImage Members](#)

Lightness Property

Allows to modify the image lightness by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)

```
<c("Allows to modify the image lightness by the specified amount (between -100  
and 100).")>  
<h("Image")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property Lightness As System.Double
```

C#

```
[c("Allows to modify the image lightness by the specified amount (between -100  
and 100).")]  
[h("Image")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double Lightness {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

[CommonImage Class](#)

[CommonImage Members](#)

Opacity Property

Gets or sets the opacity of the image between 0.0 (completely invisible) and 1.0 (opaque).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the opacity of the image between 0.0 (completely invisible) and  
1.0 (opaque).")>  
<h("Image")>  
<System.ComponentModel.DefaultValueAttribute()>  
<System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")>  
Public Property Opacity As System.Double
```

C#

```
[c("Specifies the opacity of the image between 0.0 (completely invisible) and  
1.0 (opaque).")]  
[h("Image")]  
[System.ComponentModel.DefaultValueAttribute()]  
[System.ComponentModel.TypeConverterAttribute("System.Windows.Forms.OpacityConve  
rter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b77a5c561934e089")]  
public System.double Opacity {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

[CommonImage Class](#)

[CommonImage Members](#)

RotateFlipType Property

Gets or sets the direction of an image's rotation and the axis used to flip the image.

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the direction of an image's rotation and the axis used to flip the image.")> <h("Image")> <System.ComponentModel.DefaultValueAttribute()> Public Property RotateFlipType As C1GaugeRotateFlipType</pre>	
C#	
<pre>[c("Specifies the direction of an image's rotation and the axis used to flip the image.")] [h("Image")] [System.ComponentModel.DefaultValueAttribute()] public C1GaugeRotateFlipType RotateFlipType {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

[CommonImage Class](#)

[CommonImage Members](#)

Saturation Property

Allows to modify the image saturation by the specified amount (between -100 and 100).

Syntax

Visual Basic (Declaration)	
<pre><h("Image")> <c("Allows to modify the image saturation by the specified amount (between -100 and 100).")> <System.ComponentModel.DefaultValueAttribute()> Public Property Saturation As System.Double</pre>	
C#	
<pre>[h("Image")] [c("Allows to modify the image saturation by the specified amount (between -100 and 100).")] [System.ComponentModel.DefaultValueAttribute()] public System.double Saturation {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

[CommonImage Class](#)

[CommonImage Members](#)

Width Property

Gets or sets the logical value representing the width of the image.

Syntax

Visual Basic (Declaration)	
<pre><c("Logical value representing the width of the image.")></pre>	

```
<h("Image")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property Width As System.Double
```

C#

```
[c("Logical value representing the width of the image.")]
[h("Image")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double Width {get; set;}
```

Remarks

Can be set to double.NaN (default value) to avoid scaling the image in the X-axis 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

[CommonImage Class](#)

[CommonImage Members](#)

[CommonImageCollection](#)

Represents a collection of [CommonImage](#) objects.

Object Model

CommonImageCollection

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
```

```
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
```

```
Public Class CommonImageCollection  
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]  
[System.ComponentModel.ListBindableAttribute(false)]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]  
public class CommonImageCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonImageCollection

Requirements

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

See Also

Reference

[CommonImageCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonImage](#) objects.

Object Model

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonImageCollection
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonImageCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonImageCollection

Requirements

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

See Also

Reference

[CommonImageCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonImage at the specified position in the collection.



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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods








	Name	Description
	Add	Adds the specified CommonImage to the collection.
	AddRange	Adds a group of CommonImage objects to the end of the collection.

	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Contains	Overloaded. Determines whether this collection contains the specified CommonImage .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific CommonImage in the collection.
	Insert	Inserts the specified CommonImage into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	Remove	Removes the specified CommonImage from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also



Reference

[CommonImageCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

>





Name	Description
 Add	Adds the specified CommonImage to the collection.
 AddRange	Adds a group of CommonImage objects to the end of the collection.

⇒💎 Clear	(Inherited from System.Collections.CollectionBase)
⇒💎 ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒💎 Contains	Overloaded. Determines whether this collection contains the specified CommonImage .
⇒💎 GetEnumerator	(Inherited from System.Collections.CollectionBase)
⇒💎 IndexOf	Overloaded. Determines the index of a specific CommonImage in the collection.
⇒💎 Insert	Inserts the specified CommonImage into this collection at the given index.
⇒💎 Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒💎 Remove	Removes the specified CommonImage from the collection.
⇒💎 RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
🔒💎 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒💎 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒💎 OnInsert	(Inherited from System.Collections.CollectionBase)
🔒💎 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒💎 OnRemove	(Inherited from System.Collections.CollectionBase)

 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonImageCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonImage](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonImage _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonImage item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)
[CommonImageCollection Members](#)

AddRange Method

Adds a group of [CommonImage](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonImage _)</pre>	
C#	
<pre>public void AddRange(CommonImage[] items)</pre>	

Parameters

items

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)
[CommonImageCollection Members](#)

Contains Method

Determines whether this collection contains the specified [CommonImage](#).

Overload List

Overload	Description
Contains(CommonImage)	Determines whether this collection contains the specified CommonImage .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)
[CommonImageCollection Members](#)

[Contains\(CommonImage\) Method](#)
Determines whether this collection contains the specified [CommonImage](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonImage _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(</pre>	

```
CommonImage item
)
```

Parameters

item

Requirements

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

See Also

Reference

- CommonImageCollection Class
- CommonImageCollection Members
- Overload List

IndexOf Method
Determines the index of a specific [CommonImage](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonImage)	Determines the index of a specific CommonImage in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)

[CommonImageCollection Members](#)

IndexOf(CommonImage) Method

Determines the index of a specific [CommonImage](#) in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Function IndexOf( _  
    ByVal item As CommonImage _  
) As System.Integer
```

C#

```
public System.int IndexOf(  
    CommonImage item  
)
```

Parameters

item

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)

[CommonImageCollection Members](#)

[Overload List](#)

Insert Method

Inserts the specified [CommonImage](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonImage _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonImage item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)

[CommonImageCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnValidate( _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

[CommonImageCollection Class](#)

[CommonImageCollection Members](#)

Remove Method

Removes the specified [CommonImage](#) from the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub Remove( _  
    ByVal item As CommonImage _  
)
```

C#

```
public void Remove(  
    CommonImage item  
)
```

Parameters

item

Requirements

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

See Also

Reference




[CommonImageCollection Class](#)

[CommonImageCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonImage at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonImageCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonImage](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonImage at the specified position in the collection.
Item(String)	Gets the first CommonImage with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonImageCollection Class](#)
[CommonImageCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonImage](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As CommonImage</pre>	
C#	
<pre>public CommonImage Item(</pre>	

```
System.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

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

Item(String) Property

Gets the first [CommonImage](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal <i>name</i> As System.String _) As CommonImage</pre>	
C#	
<pre>public CommonImage Item(System.string <i>name</i>) {get;}</pre>	

Parameters

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

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

CommonImageMap

Defines a template for [ValueImageCollection](#) to be used in multiple elements.

Object Model

CommonImageMap

Syntax

Visual Basic (Declaration)

```
Public Class CommonImageMap  
    Inherits CommonItem
```

C#

```
public class CommonImageMap : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonImageMap

Requirements

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

See Also

Reference

[CommonImageMap Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [ValueImageCollection](#) to be used in multiple elements.

Object Model

CommonImageMap

Syntax

Visual Basic (Declaration)

```
Public Class CommonImageMap
    Inherits CommonItem
```

C#

```
public class CommonImageMap : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonImageMap

Requirements

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

See Also

Reference

[CommonImageMap Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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





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

Public Constructors

	Name	Description
	CommonImageMap Constructor	Initializes a new instance of the CommonImageMap .


[Top](#)

Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ValueImages	Gets the collection of values with their associated images.
	ViewTag	Gets or sets a digital tag identifying this element's views.

[Top](#)

Protected Methods

	Name	Description
	ShouldSerializeValueImages	This member is for internal use only.

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See Also

Reference

[CommonImageMap Class](#)
[C1.Win.C1Gauge Namespace](#)

CommonImageMap Constructor
Initializes a new instance of the [CommonImageMap](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public CommonImageMap()	

Requirements


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

See Also

Reference

[CommonImageMap Class](#)
[CommonImageMap Members](#)

Methods
>

Name	Description
 ShouldSerializeValueImages	This member is for internal use only.

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See Also

Reference

[CommonImageMap Class](#)
[C1.Win.C1Gauge Namespace](#)

ShouldSerializeValueImages Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
Protected Function ShouldSerializeValueImages() As System.Boolean	
C#	
protected System. bool ShouldSerializeValueImages()	

Requirements

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

See Also

Reference





[CommonImageMap Class](#)

[CommonImageMap Members](#)

Properties

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

Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ValueImages	Gets the collection of values with their associated images.
	ViewTag	Gets or sets a digital tag identifying this element's views.

[Top](#)

See Also

Reference

[CommonImageMap Class](#)

[C1.Win.C1Gauge Namespace](#)

ValueImages Property

Gets the collection of values with their associated images.

Syntax

Visual Basic (Declaration)	
<pre><h("ImageMap")> <c("Collection of values with their associated images.")> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)> Public ReadOnly Property ValueImages As ValueImageCollection</pre>	
C#	
<pre>[h("ImageMap")] [c("Collection of values with their associated images.")] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializ ationVisibility.Content)] public ValueImageCollection ValueImages {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

[CommonImageMap Class](#)

[CommonImageMap Members](#)

ViewTag Property

Gets or sets a digital tag identifying this element's views.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)> Public Property ViewTag As System.Long</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)] public System.long ViewTag {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

[CommonImageMap Class](#)

[CommonImageMap Members](#)

[CommonImageMapCollection](#)

Represents a collection of [CommonImageMap](#) objects.

Object Model

CommonImageMapCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,</pre>	

```

PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageMapCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
Public Class CommonImageMapCollection
    Inherits CommonItemCollection

```

C#

```

[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonImageMapCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
public class CommonImageMapCollection : CommonItemCollection

```

Inheritance Hierarchy

```

System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.CommonItemCollection
            C1.Win.C1Gauge.CommonImageMapCollection

```

Requirements

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

See Also

Reference

[CommonImageMapCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonImageMap](#) objects.

Object Model

Syntax

Visual Basic (Declaration)	
<pre> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonImageMapCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.Reflection.DefaultMemberAttribute("Item")> <System.ComponentModel.ListBindableAttribute(False)> Public Class CommonImageMapCollection Inherits CommonItemCollection </pre>	
C#	
<pre> [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonImageMapCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [System.Reflection.DefaultMemberAttribute("Item")] [System.ComponentModel.ListBindableAttribute(false)] public class CommonImageMapCollection : CommonItemCollection </pre>	

Inheritance Hierarchy

System.Object
 System.Collections.CollectionBase
 C1.Win.C1Gauge.CommonItemCollection
 C1.Win.C1Gauge.CommonImageMapCollection

Requirements

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

See Also

Reference

CommonImageMapCollection Members




C1.Win.C1Gauge Namespace

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonImageMap at the specified position in the collection.



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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods








	Name	Description
	Add	Adds the specified CommonImageMap to the collection.
	AddRange	Adds a group of CommonImageMap objects to the end of the collection.

≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Contains	Overloaded. Determines whether this collection contains the specified CommonImageMap .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific CommonImageMap in the collection.
≡	Insert	Inserts the specified CommonImageMap into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Remove	Removes the specified CommonImageMap from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
🔒	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also



Reference

[CommonImageMapCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

>






Name	Description
 Add	Adds the specified CommonImageMap to the collection.
 AddRange	Adds a group of CommonImageMap objects to the end of the collection.

⇒ Clear	(Inherited from System.Collections.CollectionBase)
⇒ ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Contains	Overloaded. Determines whether this collection contains the specified CommonImageMap .
⇒ GetEnumerator	(Inherited from System.Collections.CollectionBase)
⇒ IndexOf	Overloaded. Determines the index of a specific CommonImageMap in the collection.
⇒ Insert	Inserts the specified CommonImageMap into this collection at the given index.
⇒ Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Remove	Removes the specified CommonImageMap from the collection.
⇒ RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
🔒 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnInsert	(Inherited from System.Collections.CollectionBase)
🔒 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonImageMapCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonImageMap](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonImageMap _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonImageMap item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonImageMapCollection Class](#)

[CommonImageMapCollection Members](#)

AddRange Method

Adds a group of [CommonImageMap](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub AddRange( _  
    ByVal items() As CommonImageMap _  
)
```

C#

```
public void AddRange(  
    CommonImageMap[] items  
)
```

Parameters

items

Requirements

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

See Also

Reference

Contains Method

Determines whether this collection contains the specified [CommonImageMap](#).

Overload List

Overload	Description
Contains(CommonImageMap)	Determines whether this collection contains the specified CommonImageMap .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonImageMapCollection Class](#)
[CommonImageMapCollection Members](#)

[Contains\(CommonImageMap\) Method](#)

Determines whether this collection contains the specified [CommonImageMap](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonImageMap _) As System.Boolean</pre>	

C#

```
public System.bool Contains(  
    CommonImageMap item  
)
```

Parameters

item

Requirements

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

See Also

Reference

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

IndexOf Method

Determines the index of a specific [CommonImageMap](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonImageMap)	Determines the index of a specific CommonImageMap in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonImageMapCollection Class](#)
[CommonImageMapCollection Members](#)

IndexOf(CommonImageMap) Method
Determines the index of a specific [CommonImageMap](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonImageMap _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonImageMap item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method

Inserts the specified [CommonImageMap](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonImageMap _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonImageMap item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonImageMapCollection Class](#)

[CommonImageMapCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.object value)</pre>	

Parameters

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

[CommonImageMapCollection Class](#)
[CommonImageMapCollection Members](#)

Remove Method

Removes the specified [CommonImageMap](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As CommonImageMap _)</pre>	
C#	
<pre>public void Remove(</pre>	

```
CommonImageMap item
)
```

Parameters

item

Requirements

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

See Also




Reference

- [CommonImageMapCollection Class](#)
- [CommonImageMapCollection Members](#)

Properties


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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonImageMap at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)

 List	(Inherited from System.Collections.CollectionBase)
--	---

[Top](#)

See Also

Reference

[CommonImageMapCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonImageMap](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonImageMap at the specified position in the collection.
Item(String)	Gets the first CommonImageMap with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonImageMapCollection Class](#)

[CommonImageMapCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonImageMap](#) at the specified position in the collection.

Syntax

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


```
Public Overloads Property Item( _
    ByVal index As System.Integer _
) As CommonImageMap
```

C#

```
public CommonImageMap Item(
    System.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

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

Item(String) Property

Gets the first [CommonImageMap](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _
    ByVal name As System.String _
) As CommonImageMap
```

C#

```
public CommonImageMap Item(
    System.string name
```

```
) {get;}
```

Parameters

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

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

CommonItem

Defines a common template for various items to be used in multiple elements.

Object Model

CommonItem

Syntax

Visual Basic (Declaration)

```
Public MustInherit Class CommonItem
```

C#

```
public abstract class CommonItem
```

Inheritance Hierarchy

System.Object

C1.Win.C1Gauge.CommonItem

[C1.Win.C1Gauge.CommonBorder](#)

[C1.Win.C1Gauge.CommonColorMap](#)

[C1.Win.C1Gauge.CommonFilling](#)

C1.Win.C1Gauge.CommonFont
C1.Win.C1Gauge.CommonGradient
C1.Win.C1Gauge.CommonImage
C1.Win.C1Gauge.CommonImageMap
C1.Win.C1Gauge.CommonShadow
C1.Win.C1Gauge.CommonShape

Requirements

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

See Also

Reference

[CommonItem Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Defines a common template for various items to be used in multiple elements.

Object Model

CommonItem

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class CommonItem</code>	
C#	
<code>public abstract class CommonItem</code>	

Inheritance Hierarchy

System.Object
C1.Win.C1Gauge.CommonItem
 C1.Win.C1Gauge.CommonBorder
 C1.Win.C1Gauge.CommonColorMap

[C1.Win.C1Gauge.CommonFilling](#)
[C1.Win.C1Gauge.CommonFont](#)
[C1.Win.C1Gauge.CommonGradient](#)
[C1.Win.C1Gauge.CommonImage](#)
[C1.Win.C1Gauge.CommonImageMap](#)
[C1.Win.C1Gauge.CommonShadow](#)
[C1.Win.C1Gauge.CommonShape](#)

Requirements

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

See Also



Reference

[CommonItem Members](#)
[C1.Win.C1Gauge Namespace](#)

Members
[Properties](#)

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

Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item.
	Owner	Gets the owner Gauge element.

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See Also



Reference

[CommonItem Class](#)
[C1.Win.C1Gauge Namespace](#)

Properties

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

Public Properties

	Name	Description
	Name	Gets or sets a name associated with the common item.
	Owner	Gets the owner Gauge element.

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See Also

Reference

[CommonItem Class](#)

[C1.Win.C1Gauge Namespace](#)

Name Property

Gets or sets a name associated with the common item.

Syntax

Visual Basic (Declaration)	
<pre><c("Name associated with the common item.")> <System.ComponentModel.DefaultValueAttribute()> <h("Behavior")> Public Property Name As System.String</pre>	
C#	
<pre>[c("Name associated with the common item.")] [System.ComponentModel.DefaultValueAttribute()] [h("Behavior")] public System.string Name {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

[CommonItem Class](#)

[CommonItem Members](#)

Owner Property

Gets the owner Gauge element.

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.BrowsableAttribute(False)> <System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)> Public ReadOnly Property Owner As System.Object</pre>	
C#	
<pre>[System.ComponentModel.BrowsableAttribute(false)] [System.ComponentModel.DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)] public System.Object Owner {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

[CommonItem Class](#)

[CommonItem Members](#)

CommonItemCollection

Represents a collection of [CommonItem](#) objects.

Object Model

CommonItemCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.ListBindableAttribute(False)> Public Class CommonItemCollection Inherits System.Collections.CollectionBase</pre>	
C#	
<pre>[System.ComponentModel.ListBindableAttribute(false)] public class CommonItemCollection : System.Collections.CollectionBase</pre>	

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.CommonItemCollection

[C1.Win.C1Gauge.CommonBorderCollection](#)

[C1.Win.C1Gauge.CommonColorMapCollection](#)

[C1.Win.C1Gauge.CommonFillingCollection](#)

[C1.Win.C1Gauge.CommonFontCollection](#)

[C1.Win.C1Gauge.CommonGradientCollection](#)

[C1.Win.C1Gauge.CommonImageCollection](#)

[C1.Win.C1Gauge.CommonImageMapCollection](#)

[C1.Win.C1Gauge.CommonShadowCollection](#)

[C1.Win.C1Gauge.CommonShapeCollection](#)

Requirements

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

See Also

Reference

[CommonItemCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonItem](#) objects.

Object Model

CommonItemCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>  
Public Class CommonItemCollection  
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]  
public class CommonItemCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.CommonItemCollection

[C1.Win.C1Gauge.CommonBorderCollection](#)

[C1.Win.C1Gauge.CommonColorMapCollection](#)

[C1.Win.C1Gauge.CommonFillingCollection](#)

[C1.Win.C1Gauge.CommonFontCollection](#)

[C1.Win.C1Gauge.CommonGradientCollection](#)

[C1.Win.C1Gauge.CommonImageCollection](#)

[C1.Win.C1Gauge.CommonImageMapCollection](#)

[C1.Win.C1Gauge.CommonShadowCollection](#)

[C1.Win.C1Gauge.CommonShapeCollection](#)

Requirements

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

See Also

Reference



[CommonItemCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)


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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods




	Name	Description
	Clear	(Inherited from System.Collections.CollectionBase)

	ClearAndDispose	Removes all common items from the collection, then disposes the items.
	Contains	Determines whether this collection contains a CommonItem with the specified name.
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines index of the first CommonItem with the specified name in the collection.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the CommonItemCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the CommonItemCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance.

	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance.
	OnValidate	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonItemCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Methods










>

Name	Description
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all common items from the collection, then disposes the items.
 Contains	Determines whether this collection contains a CommonItem with the specified name.
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Determines index of the first CommonItem with the specified name in the collection.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex).
 RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

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

 OnClear	Overridden. Performs additional custom processes when clearing the contents of the CommonItemCollection instance.
 OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the CommonItemCollection instance.
 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Overridden. Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance.
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Overridden. Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance.
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Overridden. Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance.
 OnValidate	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonItemCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

ClearAndDispose Method

Removes all common items from the collection, then disposes the items.

Syntax

Visual Basic (Declaration)	
Public Sub ClearAndDispose()	
C#	
public void ClearAndDispose()	

Requirements

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

See Also

Reference

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

Contains Method

Determines whether this collection contains a [CommonItem](#) with the specified name.

Syntax

Visual Basic (Declaration)

```
Public Function Contains( _  
    ByVal name As System.String _  
) As System.Boolean
```

C#

```
public System.bool Contains(  
    System.string name  
)
```

Parameters

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

IndexOf Method

Determines index of the first [CommonItem](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function IndexOf(_ ByVal name As System.String _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(System.string name)</pre>	

Parameters

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

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

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

```
Public Sub Move( _
    ByVal fromIndex As System.Integer, _
    ByVal toIndex As System.Integer _
)
```

C#

```
public void Move(
    System.int fromIndex,
    System.int toIndex
)
```

Parameters

fromIndex

toIndex

Requirements

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

See Also

Reference

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [CommonItemCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnClear()
```

C#

```
protected override void OnClear()
```

Requirements

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

See Also

Reference

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [CommonItemCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClearComplete()	
C#	
protected override void OnClearComplete()	

Requirements

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

See Also

Reference

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [CommonItem](#) into the [CommonItemCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [CommonItem](#) from the [CommonItemCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _
    ByVal index As System.Integer, _
    ByVal value As System.Object _
)
```

C#

```
protected override void OnRemoveComplete(
    System.int index,
    System.object value
)
```

Parameters

index

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

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [CommonItem](#) in the [CommonItemCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnSetComplete( _
    ByVal index As System.Integer, _
    ByVal oldValue As System.Object, _
    ByVal newValue As System.Object _
)
```

```
)
```

C#

```
protected override void OnSetComplete(  
    System.int index,  
    System.object oldValue,  
    System.object newValue  
)
```

Parameters

index

oldValue

newValue

Requirements

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

See Also

Reference

[CommonItemCollection Class](#)

[CommonItemCollection Members](#)

CommonShadow

Defines a template for [C1GaugeShadow](#) to be used in multiple elements.

Object Model

CommonShadow

Syntax

Visual Basic (Declaration)

```
Public Class CommonShadow  
    Inherits CommonItem
```

C#

```
public class CommonShadow : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonShadow

Requirements

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

See Also

Reference

[CommonShadow Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeShadow](#) to be used in multiple elements.

Object Model

CommonShadow

Syntax

Visual Basic (Declaration)

```
Public Class CommonShadow  
    Inherits CommonItem
```

C#

```
public class CommonShadow : CommonItem
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonShadow

Requirements

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

See Also

Reference

[CommonShadow Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

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




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





Public Constructors

	Name	Description
	CommonShadow Constructor	

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Public Properties

	Name	Description
	Color	Gets or sets the color of the shadow.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	OffsetX	Gets or sets the logical X offset of the shadow.

	OffsetY	Gets or sets the logical Y offset of the shadow.
	Opacity	Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	Visible	Gets or sets whether the shadow is visible.

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Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

[Top](#)

See Also

Reference

[CommonShadow Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonShadow Constructor

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public CommonShadow()	

Requirements

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

See Also



Reference

[CommonShadow Class](#)
[CommonShadow Members](#)

Methods

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

Protected Methods

	Name	Description
	ResetColor	This member is for internal use only.
	ShouldSerializeColor	This member is for internal use only.

[Top](#)

See Also

Reference

[CommonShadow Class](#)
[C1.Win.C1Gauge Namespace](#)

ResetColor Method

This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Sub ResetColor()</code>	
C#	
<code>protected void ResetColor()</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

[CommonShadow Class](#)
[CommonShadow Members](#)

ShouldSerializeColor Method
This member is for internal use only.

Syntax

Visual Basic (Declaration)	
<code>Protected Function ShouldSerializeColor() As System.Boolean</code>	
C#	
<code>protected System.bool ShouldSerializeColor()</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

[CommonShadow Class](#)
[CommonShadow Members](#)

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

Public Properties

	Name	Description
	Color	Gets or sets the color of the shadow.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	OffsetX	Gets or sets the logical X offset of the shadow.
	OffsetY	Gets or sets the logical Y offset of the shadow.
	Opacity	Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	Visible	Gets or sets whether the shadow is visible.

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See Also

Reference

[CommonShadow Class](#)

[C1.Win.C1Gauge Namespace](#)

Color Property

Gets or sets the color of the shadow.

Syntax

Visual Basic (Declaration)
<pre> <h("Shadow")> <c("Specifies the Color of the shadow.")> Public Property Color As System.Drawing.Color </pre>

C#

```
[h("Shadow")]  
[c("Specifies the Color of the shadow.")]  
public System.Drawing.Color Color {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

[CommonShadow Class](#)

[CommonShadow Members](#)

OffsetX Property

Gets or sets the logical X offset of the shadow.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical X offset of the shadow.")>  
<h("Shadow")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property OffsetX As System.Double
```

C#

```
[c("Specifies the logical X offset of the shadow.")]  
[h("Shadow")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double OffsetX {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

[CommonShadow Class](#)

[CommonShadow Members](#)

OffsetY Property

Gets or sets the logical Y offset of the shadow.

Syntax

Visual Basic (Declaration)

```
<h("Shadow")>  
<c("Specifies the logical Y offset of the shadow.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property OffsetY As System.Double
```

C#

```
[h("Shadow")]  
[c("Specifies the logical Y offset of the shadow.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double OffsetY {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

[CommonShadow Class](#)

[CommonShadow Members](#)

Opacity Property

Gets or sets the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).

Syntax

Visual Basic (Declaration)	
<pre><c("Specifies the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).")> <System.ComponentModel.DefaultValueAttribute()> <System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.OpacityWithNaNConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")> <h("Shadow")> Public Property Opacity As System.Double</pre>	
C#	
<pre>[c("Specifies the opacity of the shadow between 0.0 (transparent) and 1.0 (dark).")] [System.ComponentModel.DefaultValueAttribute()] [System.ComponentModel.TypeConverterAttribute("C1.Win.C1Gauge.OpacityWithNaNConverter, C1.Win.C1Gauge.4, Version=4.0.20131.91, Culture=neutral, PublicKeyToken=79882d576c6336da")] [h("Shadow")] public System.double Opacity {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

[CommonShadow Class](#)

[CommonShadow Members](#)

Visible Property

Gets or sets whether the shadow is visible.

Syntax

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

```
<h("Shadow")>
<System.ComponentModel.DefaultValueAttribute()>
<c("Indicates whether the shadow is visible.")>
Public Property Visible As System.Boolean
```

C#

```
[h("Shadow")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Indicates whether the shadow is visible.")]
public System.bool Visible {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

[CommonShadow Class](#)

[CommonShadow Members](#)

CommonShadowCollection

Represents a collection of [CommonShadow](#) objects.

Object Model

CommonShadowCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonShadowCollectionEditor,
```

```
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91">
```

```
Public Class CommonShadowCollection  
    Inherits CommonItemCollection
```

```
C#
```

```
[System.ComponentModel.ListBindableAttribute(false)]  
[System.Reflection.DefaultMemberAttribute("Item")]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.CommonShadowCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]  
public class CommonShadowCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonShadowCollection

Requirements

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

See Also

Reference

[CommonShadowCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonShadow](#) objects.

Object Model

CommonShadowCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonShadowCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonShadowCollection
    Inherits CommonItemCollection
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonShadowCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonShadowCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonShadowCollection

Requirements

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

See Also

Reference

[CommonShadowCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonShadow at the specified position in the collection.




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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods







	Name	Description
	Add	Adds the specified CommonShadow to the collection.
	AddRange	Adds a group of CommonShadow objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)

🔗	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔗	Contains	Overloaded. Determines whether this collection contains the specified CommonShadow .
🔗	GetEnumerator	(Inherited from System.Collections.CollectionBase)
🔗	IndexOf	Overloaded. Determines the index of a specific CommonShadow in the collection.
🔗	Insert	Inserts the specified CommonShadow into this collection at the given index.
🔗	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔗	Remove	Removes the specified CommonShadow from the collection.
🔗	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
🔗	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔗	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔗	OnInsert	(Inherited from System.Collections.CollectionBase)

	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also




Reference

[CommonShadowCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

>





Name	Description
 Add	Adds the specified CommonShadow to the collection.
 AddRange	Adds a group of CommonShadow objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)

⇒ ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Contains	Overloaded. Determines whether this collection contains the specified CommonShadow .
⇒ GetEnumerator	(Inherited from System.Collections.CollectionBase)
⇒ IndexOf	Overloaded. Determines the index of a specific CommonShadow in the collection.
⇒ Insert	Inserts the specified CommonShadow into this collection at the given index.
⇒ Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Remove	Removes the specified CommonShadow from the collection.
⇒ RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
🔒 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnInsert	(Inherited from System.Collections.CollectionBase)
🔒 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
🔒 OnRemove	(Inherited from System.Collections.CollectionBase)

 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[CommonShadowCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonShadow](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonShadow _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonShadow item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

AddRange Method

Adds a group of [CommonShadow](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonShadow _)</pre>	
C#	
<pre>public void AddRange(CommonShadow[] items)</pre>	

Parameters

items

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

Contains Method

Determines whether this collection contains the specified [CommonShadow](#).

Overload List

Overload	Description
Contains(CommonShadow)	Determines whether this collection contains the specified CommonShadow .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

[Contains\(CommonShadow\) Method](#)

Determines whether this collection contains the specified [CommonShadow](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As CommonShadow _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(</pre>	

```
CommonShadow item
)
```

Parameters

item

Requirements

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

See Also

Reference

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

IndexOf Method
Determines the index of a specific [CommonShadow](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonShadow)	Determines the index of a specific CommonShadow in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)
[CommonShadowCollection Members](#)

IndexOf(CommonShadow) Method
Determines the index of a specific [CommonShadow](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonShadow _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonShadow item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

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

Insert Method
Inserts the specified [CommonShadow](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As CommonShadow _)</pre>	
C#	
<pre>public void Insert(System.int index, CommonShadow item)</pre>	

Parameters

index

item

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	

C#

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

Remove Method

Removes the specified [CommonShadow](#) from the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub Remove( _  
    ByVal item As CommonShadow _  
)
```

C#

```
public void Remove(  
    CommonShadow item  
)
```

Parameters

item

Requirements

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

See Also

Reference




[CommonShadowCollection Class](#)

[CommonShadowCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonShadow at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[CommonShadowCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonShadow](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonShadow at the specified position in the collection.
Item(String)	Gets the first CommonShadow with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonShadowCollection Class](#)
[CommonShadowCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonShadow](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As CommonShadow</pre>	
C#	
<pre>public CommonShadow Item(</pre>	

```
System.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

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

Item(String) Property

Gets the first [CommonShadow](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal <i>name</i> As System.String _) As CommonShadow</pre>	
C#	
<pre>public CommonShadow Item(System.string <i>name</i>) {get;}</pre>	

Parameters

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

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

CommonShape
Defines a template for [C1GaugeCustomShape](#) to be used in multiple elements.

Object Model

CommonShape

Syntax

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

Inheritance Hierarchy

System.Object
[C1.Win.C1Gauge.CommonItem](#)
C1.Win.C1Gauge.CommonShape

Requirements

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

See Also

Reference

[CommonShape Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Defines a template for [C1GaugeCustomShape](#) to be used in multiple elements.

Object Model

CommonShape

Syntax

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

Inheritance Hierarchy

System.Object

[C1.Win.C1Gauge.CommonItem](#)

C1.Win.C1Gauge.CommonShape

Requirements

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

See Also

Reference

[CommonShape Members](#)


[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#)












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






Public Constructors

	Name	Description
	CommonShape Constructor	

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Public Properties

	Name	Description
	EndAngle	Gets or sets the angle of the end cap (between -90 and 90).
	EndRadius	Gets or sets the logical radius of the end cap.
	EndSwellAngle	Gets or sets the angle of the swell on the end cap (between -90 and 90).
	EndSwellLength	Gets or sets the logical length of the swell on the end cap.
	EndSwellWidth	Gets or sets the logical width of the swell on the end cap.
	EndWidth	Gets or sets the logical width of the end cap.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ScaleEndRadius	Gets or sets whether the value of the EndRadius property should be scaled.
	ScaleStartRadius	Gets or sets whether the value of the StartRadius property should be scaled.
	StartAngle	Gets or sets the angle of the start cap (between -90 and 90).

	StartRadius	Gets or sets the logical radius of the start cap.
	StartSwellAngle	Gets or sets the angle of the swell on the start cap (between -90 and 90).
	StartSwellLength	Gets or sets the logical length of the swell on the start cap.
	StartSwellWidth	Gets or sets the logical width of the swell on the start cap.
	StartWidth	Gets or sets the logical width of the start cap.

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See Also

Reference

[CommonShape Class](#)

[C1.Win.C1Gauge Namespace](#)

CommonShape Constructor

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public CommonShape()	

Requirements

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

See Also

Reference















[CommonShape Class](#)



[CommonShape Members](#)

Properties

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

Public Properties

	Name	Description
	EndAngle	Gets or sets the angle of the end cap (between -90 and 90).
	EndRadius	Gets or sets the logical radius of the end cap.
	EndSwellAngle	Gets or sets the angle of the swell on the end cap (between -90 and 90).
	EndSwellLength	Gets or sets the logical length of the swell on the end cap.
	EndSwellWidth	Gets or sets the logical width of the swell on the end cap.
	EndWidth	Gets or sets the logical width of the end cap.
	Name	Gets or sets a name associated with the common item. (Inherited from C1.Win.C1Gauge.CommonItem)
	Owner	Gets the owner Gauge element. (Inherited from C1.Win.C1Gauge.CommonItem)
	ScaleEndRadius	Gets or sets whether the value of the EndRadius property should be scaled.
	ScaleStartRadius	Gets or sets whether the value of the StartRadius property should be scaled.
	StartAngle	Gets or sets the angle of the start cap (between -90 and 90).
	StartRadius	Gets or sets the logical radius of the start cap.
	StartSwellAngle	Gets or sets the angle of the swell on the start cap (between -90 and 90).
	StartSwellLength	Gets or sets the logical length of the swell on the start cap.

	StartSwellWidth	Gets or sets the logical width of the swell on the start cap.
	StartWidth	Gets or sets the logical width of the start cap.

[Top](#)

See Also

Reference

[CommonShape Class](#)

[C1.Win.C1Gauge Namespace](#)

EndAngle Property

Gets or sets the angle of the end cap (between -90 and 90).

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.DefaultValueAttribute()> <h("Shape")> <c("Specifies the angle of the end cap (between -90 and 90).")> Public Property EndAngle As System.Double</pre>	
C#	
<pre>[System.ComponentModel.DefaultValueAttribute()] [h("Shape")] [c("Specifies the angle of the end cap (between -90 and 90).")] public System.double EndAngle {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

[CommonShape Class](#)

[CommonShape Members](#)

EndRadius Property

Gets or sets the logical radius of the end cap.

Syntax

Visual Basic (Declaration)

```
<h("Shape")>  
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the logical radius of the end cap.")>  
Public Property EndRadius As System.Double
```

C#

```
[h("Shape")]  
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the logical radius of the end cap.")]  
public System.double EndRadius {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

[CommonShape Class](#)

[CommonShape Members](#)

EndSwellAngle Property

Gets or sets the angle of the swell on the end cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the angle of the swell on the end cap (between -90 and 90).")>
```

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Shape")>
Public Property EndSwellAngle As System.Double
```

C#

```
[c("Specifies the angle of the swell on the end cap (between -90 and 90).")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Shape")]
public System.double EndSwellAngle {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

[CommonShape Class](#)

[CommonShape Members](#)

EndSwellLength Property

Gets or sets the logical length of the swell on the end cap.

Syntax

Visual Basic (Declaration)

```
<h("Shape")>
<System.ComponentModel.DefaultValueAttribute()>
<c("Specifies the logical length of the swell on the end cap.")>
Public Property EndSwellLength As System.Double
```

C#

```
[h("Shape")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the logical length of the swell on the end cap.")]
public System.double EndSwellLength {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

[CommonShape Class](#)

[CommonShape Members](#)

EndSwellWidth Property

Gets or sets the logical width of the swell on the end cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical width of the swell on the end cap.")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Shape")>  
Public Property EndSwellWidth As System.Double
```

C#

```
[c("Specifies the logical width of the swell on the end cap.")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Shape")]  
public System.double EndSwellWidth {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

[CommonShape Class](#)

[CommonShape Members](#)

EndWidth Property

Gets or sets the logical width of the end cap.

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.DefaultValueAttribute()>  
<c("Specifies the logical width of the end cap.")>  
<h("Shape")>  
Public Property EndWidth As System.Double
```

C#

```
[System.ComponentModel.DefaultValueAttribute()]  
[c("Specifies the logical width of the end cap.")]  
[h("Shape")]  
public System.double EndWidth {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

[CommonShape Class](#)

[CommonShape Members](#)

ScaleEndRadius Property

Gets or sets whether the value of the [EndRadius](#) property should be scaled.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the value of the EndRadius property should be scaled.")>
```

```
<System.ComponentModel.DefaultValueAttribute()>
<h("Shape")>
Public Property ScaleEndRadius As System.Boolean
```

C#

```
[c("Indicates whether the value of the EndRadius property should be scaled.")]
[System.ComponentModel.DefaultValueAttribute()]
[h("Shape")]
public System.bool ScaleEndRadius {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

[CommonShape Class](#)

[CommonShape Members](#)

ScaleStartRadius Property

Gets or sets whether the value of the [StartRadius](#) property should be scaled.

Syntax

Visual Basic (Declaration)

```
<c("Indicates whether the value of the StartRadius property should be scaled.")>
<h("Shape")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property ScaleStartRadius As System.Boolean
```

C#

```
[c("Indicates whether the value of the StartRadius property should be scaled.")]
[h("Shape")]
[System.ComponentModel.DefaultValueAttribute()]
public System.bool ScaleStartRadius {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

[CommonShape Class](#)

[CommonShape Members](#)

StartAngle Property

Gets or sets the angle of the start cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<c("Specifies the angle of the start cap (between -90 and 90).")>  
<System.ComponentModel.DefaultValueAttribute()>  
<h("Shape")>  
Public Property StartAngle As System.Double
```

C#

```
[c("Specifies the angle of the start cap (between -90 and 90).")]  
[System.ComponentModel.DefaultValueAttribute()]  
[h("Shape")]  
public System.double StartAngle {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

[CommonShape Class](#)

[CommonShape Members](#)

StartRadius Property

Gets or sets the logical radius of the start cap.

Syntax

Visual Basic (Declaration)

```
<h("Shape")>  
<c("Specifies the logical radius of the start cap.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property StartRadius As System.Double
```

C#

```
[h("Shape")]  
[c("Specifies the logical radius of the start cap.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double StartRadius {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

[CommonShape Class](#)

[CommonShape Members](#)

StartSwellAngle Property

Gets or sets the angle of the swell on the start cap (between -90 and 90).

Syntax

Visual Basic (Declaration)

```
<h("Shape")>
```

```
<c("Specifies the angle of the swell on the start cap (between -90 and 90).")>
<System.ComponentModel.DefaultValueAttribute()>
Public Property StartSwellAngle As System.Double
```

C#

```
[h("Shape")]
[c("Specifies the angle of the swell on the start cap (between -90 and 90).")]
[System.ComponentModel.DefaultValueAttribute()]
public System.double StartSwellAngle {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

[CommonShape Class](#)

[CommonShape Members](#)

StartSwellLength Property

Gets or sets the logical length of the swell on the start cap.

Syntax

Visual Basic (Declaration)

```
<h("Shape")>
<System.ComponentModel.DefaultValueAttribute()>
<c("Specifies the logical length of the swell on the start cap.")>
Public Property StartSwellLength As System.Double
```

C#

```
[h("Shape")]
[System.ComponentModel.DefaultValueAttribute()]
[c("Specifies the logical length of the swell on the start cap.")]
public System.double StartSwellLength {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

[CommonShape Class](#)

[CommonShape Members](#)

StartSwellWidth Property

Gets or sets the logical width of the swell on the start cap.

Syntax

Visual Basic (Declaration)

```
<h("Shape")>  
<c("Specifies the logical width of the swell on the start cap.")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property StartSwellWidth As System.Double
```

C#

```
[h("Shape")]  
[c("Specifies the logical width of the swell on the start cap.")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double StartSwellWidth {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

[CommonShape Class](#)

[CommonShape Members](#)

StartWidth Property

Gets or sets the logical width of the start cap.

Syntax

Visual Basic (Declaration)

```
<c("Specifies the logical width of the start cap.")>  
<h("Shape")>  
<System.ComponentModel.DefaultValueAttribute()>  
Public Property StartWidth As System.Double
```

C#

```
[c("Specifies the logical width of the start cap.")]  
[h("Shape")]  
[System.ComponentModel.DefaultValueAttribute()]  
public System.double StartWidth {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

[CommonShape Class](#)

[CommonShape Members](#)

[CommonShapeCollection](#)

Represents a collection of [CommonShape](#) objects.

Object Model

[CommonShapeCollection](#)

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonShapeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
Public Class CommonShapeCollection
    Inherits CommonItemCollection
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.CommonShapeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
public class CommonShapeCollection : CommonItemCollection
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

[C1.Win.C1Gauge.CommonItemCollection](#)

C1.Win.C1Gauge.CommonShapeCollection

Requirements

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

See Also

Reference

[CommonShapeCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [CommonShape](#) objects.

Object Model

CommonShapeCollection

Syntax

Visual Basic (Declaration)	
<pre><System.Reflection.DefaultMemberAttribute("Item")> <System.ComponentModel.ListBindableAttribute(False)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonShapeCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> Public Class CommonShapeCollection Inherits CommonItemCollection</pre>	
C#	
<pre>[System.Reflection.DefaultMemberAttribute("Item")] [System.ComponentModel.ListBindableAttribute(false)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.CommonShapeCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] public class CommonShapeCollection : CommonItemCollection</pre>	

Inheritance Hierarchy

System.Object
System.Collections.CollectionBase
 [C1.Win.C1Gauge.CommonItemCollection](#)
 C1.Win.C1Gauge.CommonShapeCollection

Requirements

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

See Also

Reference




[CommonShapeCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonShape at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods

	Name	Description
≡	Add	Adds the specified CommonShape to the collection.
≡	AddRange	Adds a group of CommonShape objects to the end of the collection.
≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Contains	Overloaded. Determines whether this collection contains the specified CommonShape .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific CommonShape in the collection.
≡	Insert	Inserts the specified CommonShape into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
≡	Remove	Removes the specified CommonShape from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
🔒	OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from

		C1.Win.C1Gauge.CommonItemCollection)
	OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[CommonShapeCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods







>

Name	Description
⇒ Add	Adds the specified CommonShape to the collection.
⇒ AddRange	Adds a group of CommonShape objects to the end of the collection.
⇒ Clear	(Inherited from System.Collections.CollectionBase)
⇒ ClearAndDispose	Removes all common items from the collection, then disposes the items. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Contains	Overloaded. Determines whether this collection contains the specified CommonShape .
⇒ GetEnumerator	(Inherited from System.Collections.CollectionBase)
⇒ IndexOf	Overloaded. Determines the index of a specific CommonShape in the collection.
⇒ Insert	Inserts the specified CommonShape into this collection at the given index.
⇒ Move	Moves the item with given index (fromIndex) to the new position (toIndex). (Inherited from C1.Win.C1Gauge.CommonItemCollection)
⇒ Remove	Removes the specified CommonShape from the collection.
⇒ RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
👉 OnClear	Performs additional custom processes when clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
👉 OnClearComplete	Performs additional custom processes after clearing the contents of the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
👉 OnInsert	(Inherited from System.Collections.CollectionBase)

 OnInsertComplete	Performs additional custom processes after inserting a CommonItem into the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Performs additional custom processes after removing a CommonItem from the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Performs additional custom processes after setting a CommonItem in the CommonItemCollection instance. (Inherited from C1.Win.C1Gauge.CommonItemCollection)
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

[Top](#)

See Also

Reference

[CommonShapeCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [CommonShape](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As CommonShape _) As System.Integer</pre>	
C#	
<pre>public System.int Add(CommonShape item</pre>	

)

Parameters

item

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

AddRange Method

Adds a group of [CommonShape](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As CommonShape _)</pre>	
C#	
<pre>public void AddRange(CommonShape[] items)</pre>	

Parameters

items

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

Contains Method

Determines whether this collection contains the specified [CommonShape](#).

Overload List

Overload	Description
Contains(CommonShape)	Determines whether this collection contains the specified CommonShape .
Contains	Determines whether this collection contains a CommonItem with the specified name. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

Contains(CommonShape) Method

Determines whether this collection contains the specified [CommonShape](#).

Syntax

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

```
Public Overloads Function Contains( _  
    ByVal item As CommonShape _  
) As System.Boolean
```

C#

```
public System.bool Contains(  
    CommonShape item  
)
```

Parameters

item

Requirements

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

See Also

Reference

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

IndexOf Method

Determines the index of a specific [CommonShape](#) in the collection.

Overload List

Overload	Description
IndexOf(CommonShape)	Determines the index of a specific CommonShape in the collection.
IndexOf	Determines index of the first CommonItem with the specified name in the collection. (Inherited from C1.Win.C1Gauge.CommonItemCollection)

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

IndexOf(CommonShape) Method

Determines the index of a specific [CommonShape](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As CommonShape _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(CommonShape item)</pre>	

Parameters

item

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

[Overload List](#)

Insert Method

Inserts the specified [CommonShape](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal item As CommonShape _  
)
```

C#

```
public void Insert(  
    System.int index,  
    CommonShape item  
)
```

Parameters

index

item

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.object value)</pre>	

Parameters

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

[CommonShapeCollection Class](#)
[CommonShapeCollection Members](#)

Remove Method

Removes the specified [CommonShape](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As CommonShape _)</pre>	
C#	
<pre>public void Remove(</pre>	

```
CommonShape item
)
```

Parameters

item

Requirements

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

See Also

Reference




[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

Properties


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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the CommonShape at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)

 List	(Inherited from System.Collections.CollectionBase)
--	---

[Top](#)

See Also

Reference

[CommonShapeCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [CommonShape](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the CommonShape at the specified position in the collection.
Item(String)	Gets the first CommonShape with the specified name in the collection.

Requirements

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

See Also

Reference

[CommonShapeCollection Class](#)

[CommonShapeCollection Members](#)

Item(Int32) Property

Gets or sets the [CommonShape](#) at the specified position in the collection.

Syntax

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

```
Public Overloads Property Item( _
    ByVal index As System.Integer _
) As CommonShape
```

C#

```
public CommonShape Item(
    System.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

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

Item(String) Property

Gets the first [CommonShape](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads ReadOnly Property Item( _
    ByVal name As System.String _
) As CommonShape
```

C#

```
public CommonShape Item(
    System.string name
```

```
) {get;}
```

Parameters

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

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

DecoratorCollection

Represents a collection of [C1GaugeDecorator](#) objects.

Object Model

DecoratorCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.DecoratorCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>  
<System.Reflection.DefaultMemberAttribute("Item")>  
Public Class DecoratorCollection  
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.DecoratorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class DecoratorCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

```
System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.DecoratorCollection
```

Requirements

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

See Also

Reference

[DecoratorCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeDecorator](#) objects.

Object Model

DecoratorCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
```

```

PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.DecoratorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91">
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class DecoratorCollection
    Inherits System.Collections.CollectionBase

```

C#

```

[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.DecoratorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class DecoratorCollection : System.Collections.CollectionBase

```

Inheritance Hierarchy

```

System.Object
    System.Collections.CollectionBase
        C1.Win.C1Gauge.DecoratorCollection

```

Requirements

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

See Also




Reference

[DecoratorCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeDecorator at the specified position in the collection.







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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods



	Name	Description
	Add	Adds the specified C1GaugeDecorator to the collection.
	AddRange	Adds a group of C1GaugeDecorator objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all decorators from the collection, then disposes the decorators.
	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeDecorator .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)

≡💎	IndexOf	Overloaded. Determines the index of a specific C1GaugeDecorator in the collection.
≡💎	Insert	Inserts the specified C1GaugeDecorator into this collection at the given index.
≡💎	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
≡💎	Remove	Removes the specified C1GaugeDecorator from the collection.
≡💎	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
👑💎	OnClear	Overridden. Performs additional custom processes when clearing the contents of the DecoratorCollection instance.
👑💎	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the DecoratorCollection instance.
👑💎	OnInsert	(Inherited from System.Collections.CollectionBase)
👑💎	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeDecorator into the DecoratorCollection instance.
👑💎	OnRemove	(Inherited from System.Collections.CollectionBase)
👑💎	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeDecorator from the DecoratorCollection instance.
👑💎	OnSet	(Inherited from System.Collections.CollectionBase)

	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeDecorator in the DecoratorCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference








[DecoratorCollection Class](#)





[C1.Win.C1Gauge Namespace](#)

Methods

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








Public Methods


	Name	Description
	Add	Adds the specified C1GaugeDecorator to the collection.
	AddRange	Adds a group of C1GaugeDecorator objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all decorators from the collection, then disposes the decorators.
	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeDecorator .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific C1GaugeDecorator in the collection.

	Insert	Inserts the specified C1GaugeDecorator into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeDecorator from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the DecoratorCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the DecoratorCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeDecorator into the DecoratorCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeDecorator from the DecoratorCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeDecorator in the DecoratorCollection instance.

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
---	----------------------------	---

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See Also

Reference

[DecoratorCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeDecorator](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal decorator As C1GaugeDecorator _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeDecorator decorator)</pre>	

Parameters

decorator

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)
[DecoratorCollection Members](#)

AddRange Method

Adds a group of [C1GaugeDecorator](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal decorators() As C1GaugeDecorator _)</pre>	
C#	
<pre>public void AddRange(C1GaugeDecorator[] decorators)</pre>	

Parameters

decorators

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)
[DecoratorCollection Members](#)

ClearAndDispose Method

Removes all decorators from the collection, then disposes the decorators.

Syntax

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

```
Public Sub ClearAndDispose()
```

```
C#
```

```
public void ClearAndDispose()
```

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeDecorator](#).

Overload List

Overload	Description
Contains(C1GaugeDecorator)	Determines whether this collection contains the specified C1GaugeDecorator .
Contains(String)	Determines whether this collection contains a C1GaugeDecorator with the specified 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

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

Contains(C1GaugeDecorator) Method

Determines whether this collection contains the specified [C1GaugeDecorator](#).

Syntax

Visual Basic (Declaration)

```
Public Overloads Function Contains( _  
    ByVal decorator As C1GaugeDecorator _  
) As System.Boolean
```

C#

```
public System.bool Contains(  
    C1GaugeDecorator decorator  
)
```

Parameters

decorator

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

[Overload List](#)

Contains(String) Method

Determines whether this collection contains a [C1GaugeDecorator](#) with the specified name.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal name As System.String _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(System.string name)</pre>	

Parameters

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

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

IndexOf Method

Determines the index of a specific [C1GaugeDecorator](#) in the collection.

Overload List

Overload	Description
IndexOf(C1GaugeDecorator)	Determines the index of a specific C1GaugeDecorator in the collection.
IndexOf(String)	Determines index of the first C1GaugeDecorator with the specified name in the collection.

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

IndexOf(C1GaugeDecorator) Method

Determines the index of a specific [C1GaugeDecorator](#) in the collection.

Syntax

Visual Basic (Declaration)

```
Public Overloads Function IndexOf( _  
    ByVal decorator As C1GaugeDecorator _  
) As System.Integer
```

C#

```
public System.int IndexOf(  
    C1GaugeDecorator decorator  
)
```

Parameters

decorator

Requirements

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

See Also

Reference

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

IndexOf(String) Method

Determines index of the first [C1GaugeDecorator](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal name As System.String _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(System.string name)</pre>	

Parameters

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

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

Insert Method

Inserts the specified [C1GaugeDecorator](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)

```
Public Sub Insert( _  
    ByVal index As System.Integer, _  
    ByVal decorator As C1GaugeDecorator _  
)
```

C#

```
public void Insert(  
    System.int index,  
    C1GaugeDecorator decorator  
)
```

Parameters

index

decorator

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _
```

)	
C#	
<pre>public void Move(System.int fromIndex, System.int toIndex)</pre>	

Parameters

fromIndex

toIndex

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [DecoratorCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnClear()</pre>	
C#	
<pre>protected override void OnClear()</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

[DecoratorCollection Class](#)
[DecoratorCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [DecoratorCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<code>Protected Overrides Sub OnClearComplete()</code>	
C#	
<code>protected override void OnClearComplete()</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

[DecoratorCollection Class](#)
[DecoratorCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeDecorator](#) into the [DecoratorCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeDecorator](#) from the [DecoratorCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _
```

<pre> ByVal value As System.Object _) </pre>	
C#	
<pre> protected override void OnRemoveComplete(System.int index, System.object value) </pre>	

Parameters

index

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

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeDecorator](#) in the [DecoratorCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre> Protected Overrides Sub OnSetComplete(_ ByVal index As System.Integer, _ ByVal oldValue As System.Object, _ ByVal newValue As System.Object _) </pre>	

C#

```
protected override void OnSetComplete(  
    System.int index,  
    System.object oldValue,  
    System.object newValue  
)
```

Parameters

index

oldValue

newValue

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnValidate( _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnValidate(  
    System.object value
```

)

Parameters

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

[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

Remove Method

Removes the specified [C1GaugeDecorator](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal decorator As C1GaugeDecorator _)</pre>	
C#	
<pre>public void Remove(C1GaugeDecorator decorator)</pre>	

Parameters

decorator

Requirements

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

See Also

Reference




[DecoratorCollection Class](#)

[DecoratorCollection Members](#)

Properties



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeDecorator at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[DecoratorCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeDecorator](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the C1GaugeDecorator at the specified position in the collection.
Item(String)	Gets the first C1GaugeDecorator with the specified name in the collection.

Requirements

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

See Also

Reference

[DecoratorCollection Class](#)
[DecoratorCollection Members](#)

Item(Int32) Property
Gets or sets the [C1GaugeDecorator](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As C1GaugeDecorator</pre>	
C#	
<pre>public C1GaugeDecorator Item(System.int index) {get; set;}</pre>	

Parameters

index

Requirements

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

See Also

Reference

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

Item(String) Property

Gets the first [C1GaugeDecorator](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal name As System.String _) As C1GaugeDecorator</pre>	
C#	
<pre>public C1GaugeDecorator Item(System.string name) {get;}</pre>	

Parameters

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

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

DrawFocusEventArgs
Provides data for the DrawFocus event.

Object Model

DrawFocusEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class DrawFocusEventArgs Inherits System.EventArgs</pre>	
C#	
<pre>public class DrawFocusEventArgs : System.EventArgs</pre>	

Inheritance Hierarchy

System.Object
 System.EventArgs
 C1.Win.C1Gauge.DrawFocusEventArgs

Requirements

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

See Also

Reference

[DrawFocusEventArgs Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Provides data for the DrawFocus event.

Object Model

DrawFocusEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class DrawFocusEventArgs Inherits System.EventArgs</pre>	
C#	
<pre>public class DrawFocusEventArgs : System.EventArgs</pre>	

Inheritance Hierarchy

System.Object
 System.EventArgs
 C1.Win.C1Gauge.DrawFocusEventArgs

Requirements

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

See Also

Reference




[DrawFocusEventArgs Members](#)
[C1.Win.C1Gauge Namespace](#)

Members
[Properties](#)

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

Public Properties

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

	FocusRectangle	Gets or sets the bounds of the focus rectangle.
	Graphics	Gets the graphics used to paint the focus rectangle.
	Handled	Gets or sets whether the focus rectangle was drawn from user code.

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See Also

Reference




[DrawFocusEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Properties

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

Public Properties

	Name	Description
	FocusRectangle	Gets or sets the bounds of the focus rectangle.
	Graphics	Gets the graphics used to paint the focus rectangle.
	Handled	Gets or sets whether the focus rectangle was drawn from user code.

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See Also

Reference

[DrawFocusEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

FocusRectangle Property

Gets or sets the bounds of the focus rectangle.

Syntax

Visual Basic (Declaration)	
Public Property FocusRectangle As System.Drawing.Rectangle	
C#	
public System.Drawing.Rectangle FocusRectangle { 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

[DrawFocusEventArgs Class](#)

[DrawFocusEventArgs Members](#)

Graphics Property

Gets the graphics used to paint the focus rectangle.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Graphics As System.Drawing.Graphics	
C#	
public System.Drawing.Graphics Graphics { 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

[DrawFocusEventArgs Class](#)
[DrawFocusEventArgs Members](#)

Handled Property

Gets or sets whether the focus rectangle was drawn from user code.

Syntax

Visual Basic (Declaration)

```
Public Property Handled As System.Boolean
```

C#

```
public System.bool Handled {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

[DrawFocusEventArgs Class](#)
[DrawFocusEventArgs Members](#)

FormatLabelEventArgs

Provides data for the FormatLabel event.

Object Model

FormatLabelEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class FormatLabelEventArgs  
    Inherits System.EventArgs
```

C#

```
public class FormatLabelEventArgs : System.EventArgs
```

Inheritance Hierarchy

System.Object

System.EventArgs

C1.Win.C1Gauge.FormatLabelEventArgs

Requirements

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

See Also

Reference

[FormatLabelEventArgs Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Provides data for the FormatLabel event.

Object Model

FormatLabelEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class FormatLabelEventArgs  
    Inherits System.EventArgs
```

C#

```
public class FormatLabelEventArgs : System.EventArgs
```

Inheritance Hierarchy

System.Object

System.EventArgs

C1.Win.C1Gauge.FormatLabelEventArgs

Requirements

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

See Also

Reference

[FormatLabelEventArgs Members](#)





[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#)

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

Public Properties

	Name	Description
	Decorator	Gets the C1GaugeDecorator object.
	ScaledValue	Gets the source value scaled by the ValueFactor and ValueOffset.
	Text	Gets or sets the text displayed in the label.
	Value	Gets the source value displayed in the label.

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See Also

Reference





[FormatLabelEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Properties

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

Public Properties

	Name	Description
	Decorator	Gets the C1GaugeDecorator object.
	ScaledValue	Gets the source value scaled by the ValueFactor and ValueOffset.
	Text	Gets or sets the text displayed in the label.
	Value	Gets the source value displayed in the label.

[Top](#)

See Also

Reference

[FormatLabelEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Decorator Property

Gets the [C1GaugeDecorator](#) object.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Decorator As C1GaugeDecorator	
C#	
public C1GaugeDecorator Decorator { 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

[FormatLabelEventArgs Class](#)
[FormatLabelEventArgs Members](#)

ScaledValue Property
Gets the source value scaled by the ValueFactor and ValueOffset.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property ScaledValue As System.Double</code>	
C#	
<code>public System.double ScaledValue {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

[FormatLabelEventArgs Class](#)
[FormatLabelEventArgs Members](#)

Text Property
Gets or sets the text displayed in the label.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text As System.String</code>	
C#	

```
public System.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

[FormatLabelEventArgs Class](#)

[FormatLabelEventArgs Members](#)

Value Property

Gets the source value displayed in the label.

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property Value As System.Double</pre>	
C#	
<pre>public System.double Value {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

[FormatLabelEventArgs Class](#)

[FormatLabelEventArgs Members](#)

GaugeCollection

Represents a collection of [C1GaugeBase](#) objects.

Object Model

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.GaugeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.ListBindableAttribute(False)>
Public Class GaugeCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.GaugeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.ListBindableAttribute(false)]
public class GaugeCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.GaugeCollection

Requirements

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

See Also

Reference

[GaugeCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeBase](#) objects.

Object Model

GaugeCollection

Syntax

Visual Basic (Declaration)

```
<System.Reflection.DefaultMemberAttribute("Item")>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.GaugeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.ListBindableAttribute(False)>
Public Class GaugeCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.Reflection.DefaultMemberAttribute("Item")]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.GaugeCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.ListBindableAttribute(false)]
public class GaugeCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.GaugeCollection

Requirements

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

See Also

Reference




[GaugeCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

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



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

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeBase at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods

	Name	Description
≡	Add	Adds the specified C1GaugeBase to the collection.
≡	AddRange	Adds a group of C1GaugeBase objects to the end of the collection.
≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all Gauges from the collection, then disposes the Gauges.
≡	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeBase .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific C1GaugeBase in the collection.
≡	Insert	Inserts the specified C1GaugeBase into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
≡	Remove	Removes the specified C1GaugeBase from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
🔒	OnClear	Overridden. Performs additional custom processes when clearing the contents of the GaugeCollection instance.

	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the GaugeCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeBase into the GaugeCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeBase from the GaugeCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeBase in the GaugeCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference


[GaugeCollection Class](#)











[C1.Win.C1Gauge Namespace](#)

Methods

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




Public Methods







	Name	Description
	Add	Adds the specified C1GaugeBase to the collection.

≡ 	AddRange	Adds a group of C1GaugeBase objects to the end of the collection.
≡ 	Clear	(Inherited from System.Collections.CollectionBase)
≡ 	ClearAndDispose	Removes all Gauges from the collection, then disposes the Gauges.
≡ 	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeBase .
≡ 	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡ 	IndexOf	Overloaded. Determines the index of a specific C1GaugeBase in the collection.
≡ 	Insert	Inserts the specified C1GaugeBase into this collection at the given index.
≡ 	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
≡ 	Remove	Removes the specified C1GaugeBase from the collection.
≡ 	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the GaugeCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the GaugeCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)

	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeBase into the GaugeCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeBase from the GaugeCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeBase in the GaugeCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[GaugeCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeBase](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal gauge As C1GaugeBase _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeBase gauge</pre>	

)

Parameters

gauge

Requirements

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

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

AddRange Method

Adds a group of [C1GaugeBase](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal gauges() As C1GaugeBase _)</pre>	
C#	
<pre>public void AddRange(C1GaugeBase[] gauges)</pre>	

Parameters

gauges

Requirements

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

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

ClearAndDispose Method

Removes all Gauges from the collection, then disposes the Gauges.

Syntax

Visual Basic (Declaration)	
Public Sub ClearAndDispose()	
C#	
public void ClearAndDispose()	

Requirements

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

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeBase](#).

Overload List

Overload	Description
Contains(C1GaugeBase)	Determines whether this collection contains the specified C1GaugeBase .

Contains(String)	Determines whether this collection contains a C1GaugeBase with the specified 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

[GaugeCollection Class](#)
[GaugeCollection Members](#)

[Contains\(C1GaugeBase\) Method](#)
Determines whether this collection contains the specified [C1GaugeBase](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal gauge As C1GaugeBase _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(C1GaugeBase gauge)</pre>	

Parameters

gauge

Requirements

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

See Also

Reference

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

[Contains\(String\) Method](#)

Determines whether this collection contains a [C1GaugeBase](#) with the specified name.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal name As System.String _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(System.string name)</pre>	

Parameters

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

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

IndexOf Method

Determines the index of a specific [C1GaugeBase](#) in the collection.

Overload List

Overload	Description
IndexOf(C1GaugeBase)	Determines the index of a specific C1GaugeBase in the collection.
IndexOf(String)	Determines index of the first C1GaugeBase with the specified name in the collection.

Requirements

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

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

[IndexOf\(C1GaugeBase\) Method](#)

Determines the index of a specific [C1GaugeBase](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal gauge As C1GaugeBase _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(C1GaugeBase gauge)</pre>	

Parameters

gauge

Requirements

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

See Also

Reference

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

IndexOf(String) Method

Determines index of the first [C1GaugeBase](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal name As System.String _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(System.string name)</pre>	

Parameters

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

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

Insert Method

Inserts the specified [C1GaugeBase](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal gauge As C1GaugeBase _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugeBase gauge)</pre>	

Parameters

index

gauge

Requirements

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

See Also

Reference

[GaugeCollection Class](#)
[GaugeCollection Members](#)

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _  
)
```

C#

```
public void Move(  
    System.int fromIndex,  
    System.int toIndex  
)
```

Parameters

fromIndex

toIndex

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [GaugeCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnClear()
```

C#	
----	--

<code>protected override void OnClear()</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

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [GaugeCollection](#) instance.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Protected Overrides Sub OnClearComplete()</code>	
--	--

C#	
----	--

<code>protected override void OnClearComplete()</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

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeBase](#) into the [GaugeCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnInsertComplete(_ ByVal index As System.Integer, _ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnInsertComplete(System.int index, System.object value)</pre>	

Parameters

index

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

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeBase](#) from the [GaugeCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnRemoveComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeBase](#) in the [GaugeCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnSetComplete( _  
    ByVal index As System.Integer, _  
    ByVal oldValue As System.Object, _
```

<pre> ByVal newValue As System.Object _) </pre>	
C#	
<pre> protected override void OnSetComplete(System.int index, System.object oldValue, System.object newValue) </pre>	

Parameters

index

oldValue

newValue

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[GaugeCollection Class](#)

[GaugeCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre> Protected Overrides Sub OnValidate(_ ByVal value As System.Object _) </pre>	
C#	

```
protected override void OnValidate(  
    System.object value  
)
```

Parameters

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

[GaugeCollection Class](#)

[GaugeCollection Members](#)

Remove Method

Removes the specified [C1GaugeBase](#) from the collection.

Syntax

Visual Basic (Declaration)

```
Public Sub Remove( _  
    ByVal gauge As C1GaugeBase _  
)
```

C#

```
public void Remove(  
    C1GaugeBase gauge  
)
```

Parameters

gauge

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also




Reference

[GaugeCollection Class](#)
[GaugeCollection Members](#)

Properties



For a list of all members of this type, see [GaugeCollection members](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeBase at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[GaugeCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeBase](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the C1GaugeBase at the specified position in the collection.
Item(String)	Gets the first C1GaugeBase with the specified name in the collection.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[GaugeCollection Class](#)
[GaugeCollection Members](#)

Item(Int32) Property

Gets or sets the [C1GaugeBase](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As C1GaugeBase</pre>	
C#	
<pre>public C1GaugeBase Item(System.int index</pre>	

```
) {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

[GaugeCollection Class](#)
[GaugeCollection Members](#)
[Overload List](#)

Item(String) Property

Gets the first [C1GaugeBase](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal name As System.String _) As C1GaugeBase</pre>	
C#	
<pre>public C1GaugeBase Item(System.string name) {get;}</pre>	

Parameters

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

[GaugeCollection Class](#)
[GaugeCollection Members](#)
[Overload List](#)

ItemEventArgs

Provides data for events occurring for the Gauge items, such as [C1GaugePointer](#), [C1GaugeDecorator](#), and others.

Object Model

ItemEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class ItemEventArgs Inherits System.EventArgs</pre>	
C#	
<pre>public class ItemEventArgs : System.EventArgs</pre>	

Inheritance Hierarchy

System.Object
System.EventArgs
 C1.Win.C1Gauge.ItemEventArgs
 [C1.Win.C1Gauge.ItemMouseEventArgs](#)

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ItemEventArgs Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Provides data for events occurring for the Gauge items, such as [C1GaugePointer](#), [C1GaugeDecorator](#), and others.

Object Model

ItemEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class ItemEventArgs Inherits System.EventArgs</pre>	
C#	
<pre>public class ItemEventArgs : System.EventArgs</pre>	

Inheritance Hierarchy

System.Object
 System.EventArgs
 C1.Win.C1Gauge.ItemEventArgs
 [C1.Win.C1Gauge.ItemMouseEventArgs](#)

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also







Reference

Members

[Properties](#)

The following tables list the members exposed by [ItemEventArgs](#).

Public Properties

	Name	Description
	Container	Gets the owner C1Gauge control.
	Gauge	Gets the owner C1GaugeBase for the item causing the event.
	Item	Gets the item causing the event.
	ItemEnabled	Indicates whether the item can be hit-tested.
	ItemHot	Indicates whether the mouse pointer stays over the item.
	ItemPressed	Indicates whether the item is in 'pressed' state.

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See Also







Reference

Properties

For a list of all members of this type, see [ItemEventArgs members](#).

Public Properties

	Name	Description
--	------	-------------

	Container	Gets the owner C1Gauge control.
	Gauge	Gets the owner C1GaugeBase for the item causing the event.
	Item	Gets the item causing the event.
	ItemEnabled	Indicates whether the item can be hit-tested.
	ItemHot	Indicates whether the mouse pointer stays over the item.
	ItemPressed	Indicates whether the item is in 'pressed' state.

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See Also

Reference

[ItemEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Container Property

Gets the owner [C1Gauge](#) control.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Container As C1Gauge</code>	
C#	
<code>public C1Gauge Container {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

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

Gauge Property

Gets the owner [C1GaugeBase](#) for the item causing the event.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Gauge As C1GaugeBase</code>	
C#	
<code>public C1GaugeBase Gauge {get;}</code>	

Remarks

It is null (Nothing in VB) for shapes which belong to the main [C1Gauge](#) control.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

Item Property

Gets the item causing the event.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Item As System.Object</code>	

C#	
<pre>public System.object Item {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

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

ItemEnabled Property

Indicates whether the item can be hit-tested.

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property ItemEnabled As System.Boolean</pre>	
C#	
<pre>public System.bool ItemEnabled {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

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

ItemHot Property

Indicates whether the mouse pointer stays over the item.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property ItemHot As System.Boolean</code>	
C#	
<code>public System.bool ItemHot {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

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

ItemPressed Property

Indicates whether the item is in 'pressed' state.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property ItemPressed As System.Boolean</code>	
C#	
<code>public System.bool ItemPressed {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

[ItemEventArgs Class](#)

[ItemEventArgs Members](#)

[ItemMouseEventArgs](#)

Provides data for mouse events occurring for the Gauge items.

Object Model

[ItemMouseEventArgs](#)

Syntax

Visual Basic (Declaration)	
<pre>Public Class ItemMouseEventArgs Inherits ItemEventArgs</pre>	
C#	
<pre>public class ItemMouseEventArgs : ItemEventArgs</pre>	

Inheritance Hierarchy

System.Object

System.EventArgs

[C1.Win.C1Gauge.ItemEventArgs](#)

C1.Win.C1Gauge.ItemMouseEventArgs

[C1.Win.C1Gauge.PointerDragEventArgs](#)

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ItemMouseEventArgs Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Provides data for mouse events occurring for the Gauge items.

Object Model

ItemMouseEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class ItemMouseEventArgs Inherits ItemEventArgs</pre>	
C#	
<pre>public class ItemMouseEventArgs : ItemEventArgs</pre>	

Inheritance Hierarchy

System.Object
System.EventArgs
C1.Win.C1Gauge.ItemEventArgs
C1.Win.C1Gauge.ItemMouseEventArgs
C1.Win.C1Gauge.PointerDragEventArgs

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also












Reference

ItemMouseEventArgs Members
C1.Win.C1Gauge Namespace

Members
Properties

The following tables list the members exposed by ItemMouseEventArgs.

Public Properties

	Name	Description
	Button	Gets which mouse button was pressed.
	Clicks	Gets the number of times the mouse button was pressed or released.
	Container	Gets the owner C1Gauge control. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Gauge	Gets the owner C1GaugeBase for the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Item	Gets the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemEnabled	Indicates whether the item can be hit-tested. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemHot	Indicates whether the mouse pointer stays over the item. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemPressed	Indicates whether the item is in 'pressed' state. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Location	Gets the location of the mouse during the generating mouse event.
	X	Gets the x-coordinate of the mouse, in pixels.
	Y	Gets the y-coordinate of the mouse, in pixels.

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See Also

Reference












ItemMouseEventArgs Class

C1.Win.C1Gauge Namespace

Properties

For a list of all members of this type, see [ItemMouseEventArgs members](#).

Public Properties

	Name	Description
	Button	Gets which mouse button was pressed.
	Clicks	Gets the number of times the mouse button was pressed or released.
	Container	Gets the owner C1Gauge control. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Gauge	Gets the owner C1GaugeBase for the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Item	Gets the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemEnabled	Indicates whether the item can be hit-tested. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemHot	Indicates whether the mouse pointer stays over the item. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemPressed	Indicates whether the item is in 'pressed' state. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Location	Gets the location of the mouse during the generating mouse event.
	X	Gets the x-coordinate of the mouse, in pixels.
	Y	Gets the y-coordinate of the mouse, in pixels.

[Top](#)

See Also

Reference

[ItemMouseEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Button Property

Gets which mouse button was pressed.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Button As System.Windows.Forms.MouseButtons</code>	
C#	
<code>public System.Windows.Forms.MouseButtons Button {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

[ItemMouseEventArgs Class](#)

[ItemMouseEventArgs Members](#)

Clicks Property

Gets the number of times the mouse button was pressed or released.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Clicks As System.Integer</code>	

C#	
----	--

<code>public System.Int Clicks {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

[ItemMouseEventArgs Class](#)

[ItemMouseEventArgs Members](#)

Location Property

Gets the location of the mouse during the generating mouse event.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public ReadOnly Property Location As System.Drawing.Point</code>	
--	--

C#	
----	--

<code>public System.Drawing.Point Location {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

[ItemMouseEventArgs Class](#)

[ItemMouseEventArgs Members](#)

X Property

Gets the x-coordinate of the mouse, in pixels.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property X As System.Integer</code>	
C#	
<code>public System.int X {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

[ItemMouseEventArgs Class](#)

[ItemMouseEventArgs Members](#)

Y Property

Gets the y-coordinate of the mouse, in pixels.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Y As System.Integer</code>	
C#	
<code>public System.int Y {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

[ItemMouseEventArgs Class](#)

[ItemMouseEventArgs Members](#)

PointerCollection

Represents a collection of [C1GaugePointer](#) objects.

Object Model

PointerCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.PointerCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.ComponentModel.ListBindableAttribute(False)> <System.Reflection.DefaultMemberAttribute("Item")> Public Class PointerCollection Inherits System.Collections.CollectionBase</pre>	
C#	
<pre>[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.PointerCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [System.ComponentModel.ListBindableAttribute(false)] [System.Reflection.DefaultMemberAttribute("Item")] public class PointerCollection : System.Collections.CollectionBase</pre>	

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.PointerCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugePointer](#) objects.

Object Model

PointerCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.PointerCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class PointerCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.PointerCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
```

```
[System.ComponentModel.ListBindableAttribute(false)]  
[System.Reflection.DefaultMemberAttribute("Item")]  
public class PointerCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.PointerCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#) [Methods](#)



The following tables list the members exposed by [PointerCollection](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugePointer at the specified position in the collection.












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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)










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Public Methods

	Name	Description
	Add	Adds the specified C1GaugePointer to the collection.
	AddRange	Adds a group of C1GaugePointer objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all pointers from the collection, then disposes the pointers.
	Contains	Overloaded. Determines whether this collection contains the specified C1GaugePointer .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific C1GaugePointer in the collection.
	Insert	Inserts the specified C1GaugePointer into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugePointer from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the PointerCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the PointerCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugePointer into the PointerCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugePointer from the PointerCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugePointer in the PointerCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[PointerCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [PointerCollection members](#).

Public Methods

	Name	Description
≡	Add	Adds the specified C1GaugePointer to the collection.
≡	AddRange	Adds a group of C1GaugePointer objects to the end of the collection.
≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all pointers from the collection, then disposes the pointers.
≡	Contains	Overloaded. Determines whether this collection contains the specified C1GaugePointer .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific C1GaugePointer in the collection.
≡	Insert	Inserts the specified C1GaugePointer into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
≡	Remove	Removes the specified C1GaugePointer from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
--	------	-------------

	OnClear	Overridden. Performs additional custom processes when clearing the contents of the PointerCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the PointerCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugePointer into the PointerCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugePointer from the PointerCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugePointer in the PointerCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[PointerCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugePointer](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal pointer As C1GaugePointer _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugePointer pointer)</pre>	

Parameters

pointer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)

AddRange Method

Adds a group of [C1GaugePointer](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal pointers() As C1GaugePointer _)</pre>	
C#	
<pre>public void AddRange(</pre>	

```
C1GaugePointer[] pointers
)
```

Parameters

pointers

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)

ClearAndDispose Method

Removes all pointers from the collection, then disposes the pointers.

Syntax

Visual Basic (Declaration)	
<code>Public Sub ClearAndDispose()</code>	
C#	
<code>public void ClearAndDispose()</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

[PointerCollection Class](#)
[PointerCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugePointer](#).

Overload List

Overload	Description
Contains(C1GaugePointer)	Determines whether this collection contains the specified C1GaugePointer .
Contains(String)	Determines whether this collection contains a C1GaugePointer with the specified 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

[PointerCollection Class](#)

[PointerCollection Members](#)

[Contains\(C1GaugePointer\) Method](#)

Determines whether this collection contains the specified [C1GaugePointer](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal pointer As C1GaugePointer _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(C1GaugePointer pointer</pre>	

)

Parameters

pointer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)
[Overload List](#)

Contains(String) Method

Determines whether this collection contains a [C1GaugePointer](#) with the specified name.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal name As System.String _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(System.string name)</pre>	

Parameters

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

[PointerCollection Class](#)
[PointerCollection Members](#)
[Overload List](#)

IndexOf Method

Determines the index of a specific [C1GaugePointer](#) in the collection.

Overload List

Overload	Description
IndexOf(C1GaugePointer)	Determines the index of a specific C1GaugePointer in the collection.
IndexOf(String)	Determines index of the first C1GaugePointer with the specified name in the collection.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)

IndexOf(C1GaugePointer) Method

Determines the index of a specific [C1GaugePointer](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal pointer As C1GaugePointer _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(C1GaugePointer pointer)</pre>	

Parameters

pointer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)
[Overload List](#)

IndexOf(String) Method

Determines index of the first [C1GaugePointer](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal name As System.String _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(</pre>	

```
System.string name
)
```

Parameters

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

- [PointerCollection Class](#)
- [PointerCollection Members](#)
- [Overload List](#)

Insert Method

Inserts the specified [C1GaugePointer](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal pointer As C1GaugePointer _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugePointer pointer)</pre>	

Parameters

index

pointer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)

[PointerCollection Members](#)

Move Method

Moves the item with given index (*fromIndex*) to the new position (*toIndex*).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _  
)
```

C#

```
public void Move(  
    System.int fromIndex,  
    System.int toIndex  
)
```

Parameters

fromIndex

toIndex

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)

[PointerCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [PointerCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<code>Protected Overrides Sub OnClear()</code>	
C#	
<code>protected override void OnClear()</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

[PointerCollection Class](#)

[PointerCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [PointerCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<code>Protected Overrides Sub OnClearComplete()</code>	
C#	

```
protected override void OnClearComplete()
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)

[PointerCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugePointer](#) into the [PointerCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[PointerCollection Class](#)
[PointerCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugePointer](#) from the [PointerCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnRemoveComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[PointerCollection Class](#)

[PointerCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugePointer](#) in the [PointerCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnSetComplete(_ ByVal index As System.Integer, _ ByVal oldValue As System.Object, _ ByVal newValue As System.Object _)</pre>	
C#	
<pre>protected override void OnSetComplete(System.int index, System.object oldValue, System.object newValue)</pre>	

Parameters

index

oldValue

newValue

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

Remove Method

Removes the specified [C1GaugePointer](#) from the collection.

Syntax

Visual Basic (Declaration)	
----------------------------	--


```
Public Sub Remove( _
    ByVal pointer As C1GaugePointer _
)
```

C#

```
public void Remove(
    C1GaugePointer pointer
)
```

Parameters

pointer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also




Reference

[PointerCollection Class](#)

[PointerCollection Members](#)

Properties


>


Name	Description
 Capacity	(Inherited from System.Collections.CollectionBase)
 Count	(Inherited from System.Collections.CollectionBase)
 Item	Overloaded. Gets or sets the C1GaugePointer at the specified position in the collection.

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Protected Properties

Name	Description
------	-------------

 [InnerList](#) (Inherited from System.Collections.CollectionBase)

 [List](#) (Inherited from System.Collections.CollectionBase)

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See Also

Reference

[PointerCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugePointer](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the C1GaugePointer at the specified position in the collection.
Item(String)	Gets the first C1GaugePointer with the specified name in the collection.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)

[PointerCollection Members](#)

Item(Int32) Property

Gets or sets the [C1GaugePointer](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As C1GaugePointer</pre>	
C#	
<pre>public C1GaugePointer Item(System.int index) {get; set;}</pre>	

Parameters

index

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerCollection Class](#)
[PointerCollection Members](#)
[Overload List](#)

Item(String) Property

Gets the first [C1GaugePointer](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_ ByVal name As System.String _) As C1GaugePointer</pre>	
C#	
<pre>public C1GaugePointer Item(</pre>	

```
System.string name  
) {get;}
```

Parameters

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

[PointerCollection Class](#)
[PointerCollection Members](#)
[Overload List](#)

PointerDragEventArgs

Provides data for events occurring while the Gauge pointer is dragged.

Object Model

PointerDragEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class PointerDragEventArgs  
    Inherits ItemMouseEventArgs
```

C#

```
public class PointerDragEventArgs : ItemMouseEventArgs
```

Inheritance Hierarchy

System.Object

System.EventArgs

C1.Win.C1Gauge.ItemEventArgs

[C1.Win.C1Gauge.ItemMouseEventArgs](#)

C1.Win.C1Gauge.PointerDragEventArgs

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerDragEventArgs Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Provides data for events occurring while the Gauge pointer is dragged.

Object Model

PointerDragEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class PointerDragEventArgs  
    Inherits ItemMouseEventArgs
```

C#

```
public class PointerDragEventArgs : ItemMouseEventArgs
```

Inheritance Hierarchy

System.Object

System.EventArgs

[C1.Win.C1Gauge.ItemEventArgs](#)

[C1.Win.C1Gauge.ItemMouseEventArgs](#)

C1.Win.C1Gauge.PointerDragEventArgs

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerDragEventArgs Members](#)








[C1.Win.C1Gauge Namespace](#)







Members

[Properties](#)

The following tables list the members exposed by [PointerDragEventArgs](#).

Public Properties

	Name	Description
	Button	Gets which mouse button was pressed. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
	Clicks	Gets the number of times the mouse button was pressed or released. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
	Container	Gets the owner C1Gauge control. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Gauge	Gets the owner C1GaugeBase for the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Item	Gets the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemEnabled	Indicates whether the item can be hit-tested. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	ItemHot	Indicates whether the mouse pointer stays over the item. (Inherited from

		C1.Win.C1Gauge.ItemEventArgs)
	ItemPressed	Indicates whether the item is in 'pressed' state. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
	Location	Gets the location of the mouse during the generating mouse event. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
	NewValue	Gets the suggested new value for the pointer.
	Pointer	Gets the Gauge pointer being dragged.
	X	Gets the x-coordinate of the mouse, in pixels. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
	Y	Gets the y-coordinate of the mouse, in pixels. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)

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See Also




Reference











[PointerDragEventArgs Class](#)

[C1.Win.C1Gauge Namespace](#)

Properties

>

Name	Description
 Button	Gets which mouse button was pressed. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
 Clicks	Gets the number of times the mouse button was pressed or released. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
 Container	Gets the owner C1Gauge control. (Inherited from C1.Win.C1Gauge.ItemEventArgs)

 Gauge	Gets the owner C1GaugeBase for the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
 Item	Gets the item causing the event. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
 ItemEnabled	Indicates whether the item can be hit-tested. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
 ItemHot	Indicates whether the mouse pointer stays over the item. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
 ItemPressed	Indicates whether the item is in 'pressed' state. (Inherited from C1.Win.C1Gauge.ItemEventArgs)
 Location	Gets the location of the mouse during the generating mouse event. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
 NewValue	Gets the suggested new value for the pointer.
 Pointer	Gets the Gauge pointer being dragged.
 X	Gets the x-coordinate of the mouse, in pixels. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)
 Y	Gets the y-coordinate of the mouse, in pixels. (Inherited from C1.Win.C1Gauge.ItemMouseEventArgs)

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See Also

Reference

[PointerDragEventArgs Class](#)
[C1.Win.C1Gauge Namespace](#)

NewValue Property

Gets the suggested new value for the pointer.

Syntax

Visual Basic (Declaration)

Public ReadOnly Property NewValue As System.Double
--

C#

public System.double NewValue {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

[PointerDragEventArgs Class](#)

[PointerDragEventArgs Members](#)

Pointer Property

Gets the Gauge pointer being dragged.

Syntax

Visual Basic (Declaration)

Public ReadOnly Property Pointer As C1GaugePointer
--

C#

public C1GaugePointer Pointer {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

[PointerDragEventArgs Class](#)

[PointerDragEventArgs Members](#)

PointerValueChangedEventArgs
Provides data for the PointerValueChanged event.

Object Model

PointerValueChangedEventArgs

Syntax

Visual Basic (Declaration)	
<pre>Public Class PointerValueChangedEventArgs Inherits System.EventArgs</pre>	
C#	
<pre>public class PointerValueChangedEventArgs : System.EventArgs</pre>	

Inheritance Hierarchy

System.Object
 System.EventArgs
 C1.Win.C1Gauge.PointerValueChangedEventArgs

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerValueChangedEventArgs Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview
Provides data for the PointerValueChanged event.

Object Model

PointerValueChangedEventArgs

Syntax

Visual Basic (Declaration)	
Public Class PointerValueChangedEventArgs Inherits System.EventArgs	
C#	
public class PointerValueChangedEventArgs : System.EventArgs	

Inheritance Hierarchy

System.Object
 System.EventArgs
 C1.Win.C1Gauge.PointerValueChangedEventArgs

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[PointerValueChangedEventArgs Members](#)
[C1.Win.C1Gauge Namespace](#)

Members
[Properties](#)

The following tables list the members exposed by [PointerValueChangedEventArgs](#).

Public Properties

	Name	Description
	Pointer	Gets the Gauge pointer which value has been changed.

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See Also

Reference

[PointerValueChangedEventArgs Class](#)
[C1.Win.C1Gauge Namespace](#)

Properties

>

Name	Description
 Pointer	Gets the Gauge pointer which value has been changed.

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See Also

Reference

[PointerValueChangedEventArgs Class](#)
[C1.Win.C1Gauge Namespace](#)

Pointer Property

Gets the Gauge pointer which value has been changed.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Pointer As C1GaugePointer	
C#	
public C1GaugePointer Pointer { 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

[PointerValueChangedEventArgs Class](#)
[PointerValueChangedEventArgs Members](#)

ShapeCollection

Represents a collection of [C1GaugeBaseShape](#) objects.

Object Model

ShapeCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>  
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.ShapeCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>  
<System.Reflection.DefaultMemberAttribute("Item")>  
Public Class ShapeCollection  
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]  
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design  
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,  
PublicKeyToken=b03f5f7f11d50a3a",  
EditorTypeName="C1.Win.C1Gauge.Design.ShapeCollectionEditor,  
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]  
[System.Reflection.DefaultMemberAttribute("Item")]  
public class ShapeCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.ShapeCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeBaseShape](#) objects.

Object Model

ShapeCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.ListBindableAttribute(False)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ShapeCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.Reflection.DefaultMemberAttribute("Item")> Public Class ShapeCollection Inherits System.Collections.CollectionBase</pre>	
C#	
<pre>[System.ComponentModel.ListBindableAttribute(false)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ShapeCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")] [System.Reflection.DefaultMemberAttribute("Item")]</pre>	

```
public class ShapeCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.ShapeCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#) [Methods](#)



The following tables list the members exposed by [ShapeCollection](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeBaseShape at the specified position in the collection.












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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)









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Public Methods

	Name	Description
	Add	Adds the specified C1GaugeBaseShape to the collection.
	AddRange	Adds a group of C1GaugeBaseShape objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all shapes from the collection, then disposes the shapes.
	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeBaseShape .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Overloaded. Determines the index of a specific C1GaugeBaseShape in the collection.
	Insert	Inserts the specified C1GaugeBaseShape into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeBaseShape from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ShapeCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ShapeCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeBaseShape into the ShapeCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeBaseShape from the ShapeCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeBaseShape in the ShapeCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[ShapeCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [ShapeCollection members](#).










Public Methods

	Name	Description
≡	Add	Adds the specified C1GaugeBaseShape to the collection.
≡	AddRange	Adds a group of C1GaugeBaseShape objects to the end of the collection.
≡	Clear	(Inherited from System.Collections.CollectionBase)
≡	ClearAndDispose	Removes all shapes from the collection, then disposes the shapes.
≡	Contains	Overloaded. Determines whether this collection contains the specified C1GaugeBaseShape .
≡	GetEnumerator	(Inherited from System.Collections.CollectionBase)
≡	IndexOf	Overloaded. Determines the index of a specific C1GaugeBaseShape in the collection.
≡	Insert	Inserts the specified C1GaugeBaseShape into this collection at the given index.
≡	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
≡	Remove	Removes the specified C1GaugeBaseShape from the collection.
≡	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
--	------	-------------

	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ShapeCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ShapeCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeBaseShape into the ShapeCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeBaseShape from the ShapeCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeBaseShape in the ShapeCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[ShapeCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeBaseShape](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As C1GaugeBaseShape _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeBaseShape item)</pre>	

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)
[ShapeCollection Members](#)

AddRange Method

Adds a group of [C1GaugeBaseShape](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As C1GaugeBaseShape _)</pre>	
C#	
<pre>public void AddRange(</pre>	

```
C1GaugeBaseShape[] items
)
```

Parameters

items

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

ClearAndDispose Method

Removes all shapes from the collection, then disposes the shapes.

Syntax

Visual Basic (Declaration)	
Public Sub ClearAndDispose()	
C#	
public void ClearAndDispose()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeBaseShape](#).

Overload List

Overload	Description
Contains(C1GaugeBaseShape)	Determines whether this collection contains the specified C1GaugeBaseShape .
Contains(String)	Determines whether this collection contains a C1GaugeBaseShape with the specified 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

[ShapeCollection Class](#)

[ShapeCollection Members](#)

[Contains\(C1GaugeBaseShape\) Method](#)

Determines whether this collection contains the specified [C1GaugeBaseShape](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal item As C1GaugeBaseShape _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(C1GaugeBaseShape item</pre>	

)

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)
[ShapeCollection Members](#)
[Overload List](#)

Contains(String) Method

Determines whether this collection contains a [C1GaugeBaseShape](#) with the specified name.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function Contains(_ ByVal name As System.String _) As System.Boolean</pre>	
C#	
<pre>public System.bool Contains(System.string name)</pre>	

Parameters

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

[ShapeCollection Class](#)
[ShapeCollection Members](#)
[Overload List](#)

IndexOf Method

Determines the index of a specific [C1GaugeBaseShape](#) in the collection.

Overload List

Overload	Description
IndexOf(C1GaugeBaseShape)	Determines the index of a specific C1GaugeBaseShape in the collection.
IndexOf(String)	Determines index of the first C1GaugeBaseShape with the specified name in the collection.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)
[ShapeCollection Members](#)

IndexOf(C1GaugeBaseShape) Method

Determines the index of a specific [C1GaugeBaseShape](#) in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal item As C1GaugeBaseShape _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(C1GaugeBaseShape item)</pre>	

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)
[ShapeCollection Members](#)
[Overload List](#)

IndexOf(String) Method

Determines index of the first [C1GaugeBaseShape](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Function IndexOf(_ ByVal name As System.String _) As System.Integer</pre>	
C#	
<pre>public System.int IndexOf(</pre>	

```
System.string name
)
```

Parameters

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

[ShapeCollection Class](#)
[ShapeCollection Members](#)
[Overload List](#)

Insert Method

Inserts the specified [C1GaugeBaseShape](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal <i>index</i> As System.Integer, _ ByVal <i>item</i> As C1GaugeBaseShape _)</pre>	
C#	
<pre>public void Insert(System.int <i>index</i>, C1GaugeBaseShape <i>item</i>)</pre>	

Parameters

index

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

Visual Basic (Declaration)

```
Public Sub Move( _  
    ByVal fromIndex As System.Integer, _  
    ByVal toIndex As System.Integer _  
)
```

C#

```
public void Move(  
    System.int fromIndex,  
    System.int toIndex  
)
```

Parameters

fromIndex

toIndex

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [ShapeCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClear()	
C#	
protected override void OnClear()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [ShapeCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClearComplete()	
C#	

```
protected override void OnClearComplete()
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeBaseShape](#) into the [ShapeCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ShapeCollection Class](#)
[ShapeCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeBaseShape](#) from the [ShapeCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnRemoveComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ShapeCollection Class](#)

[ShapeCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeBaseShape](#) in the [ShapeCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnSetComplete(_ ByVal index As System.Integer, _ ByVal oldValue As System.Object, _ ByVal newValue As System.Object _)</pre>	
C#	
<pre>protected override void OnSetComplete(System.int index, System.object oldValue, System.object newValue)</pre>	

Parameters

index

oldValue

newValue

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

Remove Method

Removes the specified [C1GaugeBaseShape](#) from the collection.

Syntax

Visual Basic (Declaration)	
----------------------------	--


```
Public Sub Remove( _  
    ByVal item As C1GaugeBaseShape _  
)
```

C#

```
public void Remove(  
    C1GaugeBaseShape item  
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also




Reference

- [ShapeCollection Class](#)
- [ShapeCollection Members](#)

Properties



For a list of all members of this type, see [ShapeCollection members](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Overloaded. Gets or sets the C1GaugeBaseShape at the specified position in the collection.

[Top](#)

Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[ShapeCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeBaseShape](#) at the specified position in the collection.

Overload List

Overload	Description
Item(Int32)	Gets or sets the C1GaugeBaseShape at the specified position in the collection.
Item(String)	Gets the first C1GaugeBaseShape with the specified name in the collection.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ShapeCollection Class](#)

[ShapeCollection Members](#)

Item(Int32) Property
Gets or sets the [C1GaugeBaseShape](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Property Item(_ ByVal index As System.Integer _) As C1GaugeBaseShape</pre>	
C#	
<pre>public C1GaugeBaseShape Item(System.int index) {get; set;}</pre>	

Parameters

index

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [ShapeCollection Class](#)
- [ShapeCollection Members](#)
- [Overload List](#)

Item(String) Property
Gets the first [C1GaugeBaseShape](#) with the specified name in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads ReadOnly Property Item(_</pre>	

```

    ByVal name As System.String _
) As C1GaugeBaseShape

```

C#

```

public C1GaugeBaseShape Item(
    System.string name
) {get;}

```

Parameters

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

[ShapeCollection Class](#)
[ShapeCollection Members](#)
[Overload List](#)

ValueCollection

Represents a collection of [C1GaugeValueColor](#) objects.

Object Model

ValueCollection

Syntax

Visual Basic (Declaration)

```

<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueColorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>

```

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class ValueColorCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueColorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.Reflection.DefaultMemberAttribute("Item")]
public class ValueColorCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.ValueColorCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueColorCollection Members](#)

[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeValueColor](#) objects.

Object Model

ValueColorCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueColorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.ComponentModel.ListBindableAttribute(False)>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class ValueColorCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueColorCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.ComponentModel.ListBindableAttribute(false)]
[System.Reflection.DefaultMemberAttribute("Item")]
public class ValueColorCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object

System.Collections.CollectionBase

C1.Win.C1Gauge.ValueColorCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueColorCollection Members](#)




[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#) [Methods](#)



The following tables list the members exposed by [ValueColorCollection](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeValueColor at the specified position in the collection.




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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods




	Name	Description
	Add	Adds the specified C1GaugeValueColor to the collection.
	AddRange	Adds a group of C1GaugeValueColor objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)

	Contains	Determines whether this collection contains the specified C1GaugeValueColor .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeValueColor in the collection.
	Insert	Inserts the specified C1GaugeValueColor into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeValueColor from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ValueColorCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ValueColorCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeValueColor into the ValueColorCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a

		C1GaugeValueColor from the ValueColorCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeValueColor in the ValueColorCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference







[ValueColorCollection Class](#)





[C1.Win.C1Gauge Namespace](#)

Methods

For a list of all members of this type, see [ValueColorCollection members](#).









Public Methods


	Name	Description
	Add	Adds the specified C1GaugeValueColor to the collection.
	AddRange	Adds a group of C1GaugeValueColor objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	Contains	Determines whether this collection contains the specified C1GaugeValueColor .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeValueColor in the collection.

	Insert	Inserts the specified C1GaugeValueColor into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeValueColor from the collection.
	RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ValueColorCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ValueColorCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeValueColor into the ValueColorCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeValueColor from the ValueColorCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeValueColor in the ValueColorCollection instance.

	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.
---	----------------------------	---

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See Also

Reference

[ValueColorCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeValueColor](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As C1GaugeValueColor _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeValueColor item)</pre>	

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

AddRange Method

Adds a group of [C1GaugeValueColor](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As C1GaugeValueColor _)</pre>	
C#	
<pre>public void AddRange(C1GaugeValueColor[] items)</pre>	

Parameters

items

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

Contains Method

Determines whether this collection contains the specified [C1GaugeValueColor](#).

Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Function Contains( _
    ByVal item As C1GaugeValueColor _
) As System.Boolean
```

C#

```
public System.bool Contains(
    C1GaugeValueColor item
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueColorCollection Class](#)

[ValueColorCollection Members](#)

IndexOf Method

Determines the index of a specific [C1GaugeValueColor](#) in the collection.

Syntax

Visual Basic (Declaration)

```
Public Function IndexOf( _
    ByVal item As C1GaugeValueColor _
) As System.Integer
```

C#

```
public System.int IndexOf(
    C1GaugeValueColor item
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueCollection Class](#)

[ValueCollection Members](#)

Insert Method

Inserts the specified [C1GaugeValueColor](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As C1GaugeValueColor _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugeValueColor item)</pre>	

Parameters

index

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueCollection Class](#)
[ValueCollection Members](#)

Move Method

Moves the item with given index (fromIndex) to the new position (toIndex).

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Move(_ ByVal fromIndex As System.Integer, _ ByVal toIndex As System.Integer _)</pre>	
C#	
<pre>public void Move(System.int fromIndex, System.int toIndex)</pre>	

Parameters

fromIndex

toIndex

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueCollection Class](#)

[ValueCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [ValueCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClear()	
C#	
protected override void OnClear()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueCollection Class](#)

[ValueCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [ValueCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClearComplete()	
C#	


```
protected override void OnClearComplete()
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueColorCollection Class](#)

[ValueColorCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeValueColor](#) into the [ValueColorCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ValueColorCollection Class](#)
[ValueColorCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeValueColor](#) from the [ValueColorCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnRemoveComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnRemoveComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ValueColorCollection Class](#)

[ValueColorCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeValueColor](#) in the [ValueColorCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnSetComplete( _  
    ByVal index As System.Integer, _  
    ByVal oldValue As System.Object, _  
    ByVal newValue As System.Object _  
)
```

C#

```
protected override void OnSetComplete(  
    System.int index,  
    System.object oldValue,  
    System.object newValue  
)
```

Parameters

index

oldValue

newValue

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.Object value)</pre>	

Parameters

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

Remove Method

Removes the specified [C1GaugeValueColor](#) from the collection.

Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Sub Remove( _  
    ByVal item As C1GaugeValueColor _  
)  
C#  
public void Remove(  
    C1GaugeValueColor item  
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also




Reference

- [ValueColorCollection Class](#)
- [ValueColorCollection Members](#)

Properties



For a list of all members of this type, see [ValueColorCollection members](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeValueColor at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

[Top](#)

See Also

Reference

[ValueCollection Class](#)

[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeValueColor](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Default Property Item(_ ByVal index As System.Integer _) As C1GaugeValueColor</pre>	
C#	
<pre>public C1GaugeValueColor this[System.int index]; {get; set;}</pre>	

Parameters

index

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueColorCollection Class](#)

[ValueColorCollection Members](#)

ValueImageCollection

Represents a collection of [C1GaugeValueImage](#) objects.

Object Model

ValueImageCollection

Syntax

Visual Basic (Declaration)

```
<System.ComponentModel.ListBindableAttribute(False)>
<System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueImageCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")>
<System.Reflection.DefaultMemberAttribute("Item")>
Public Class ValueImageCollection
    Inherits System.Collections.CollectionBase
```

C#

```
[System.ComponentModel.ListBindableAttribute(false)]
[System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueImageCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")]
[System.Reflection.DefaultMemberAttribute("Item")]
public class ValueImageCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object
System.Collections.CollectionBase
C1.Win.C1Gauge.ValueImageCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Overview

Represents a collection of [C1GaugeValueImage](#) objects.

Object Model

ValueImageCollection

Syntax

Visual Basic (Declaration)	
<pre><System.ComponentModel.ListBindableAttribute(False)> <System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design .UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a", EditorTypeName="C1.Win.C1Gauge.Design.ValueImageCollectionEditor, C1.Win.C1Gauge.4.Design, Version=4.0.20131.91")> <System.Reflection.DefaultMemberAttribute("Item")> Public Class ValueImageCollection Inherits System.Collections.CollectionBase</pre>	
C#	
<pre>[System.ComponentModel.ListBindableAttribute(false)] [System.ComponentModel.EditorAttribute(EditorBaseTypeName="System.Drawing.Design</pre>	


```
.UITypeEditor, System.Drawing, Version=4.0.0.0, Culture=neutral,
PublicKeyToken=b03f5f7f11d50a3a",
EditorTypeName="C1.Win.C1Gauge.Design.ValueImageCollectionEditor,
C1.Win.C1Gauge.4.Design, Version=4.0.20131.91"]
[System.Reflection.DefaultMemberAttribute("Item")]
public class ValueImageCollection : System.Collections.CollectionBase
```

Inheritance Hierarchy

System.Object
 System.Collections.CollectionBase
C1.Win.C1Gauge.ValueImageCollection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference




[ValueImageCollection Members](#)
[C1.Win.C1Gauge Namespace](#)

Members

[Properties](#) [Methods](#)



The following tables list the members exposed by [ValueImageCollection](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeValueImage at the specified position in the collection.










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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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Public Methods

	Name	Description
	Add	Adds the specified C1GaugeValueImage to the collection.
	AddRange	Adds a group of C1GaugeValueImage objects to the end of the collection.
	Clear	(Inherited from System.Collections.CollectionBase)
	ClearAndDispose	Removes all items from the collection, then disposes the items.
	Contains	Determines whether this collection contains the specified C1GaugeValueImage .
	GetEnumerator	(Inherited from System.Collections.CollectionBase)
	IndexOf	Determines the index of a specific C1GaugeValueImage in the collection.
	Insert	Inserts the specified C1GaugeValueImage into this collection at the given index.
	Move	Moves the item with given index (fromIndex) to the new position (toIndex).
	Remove	Removes the specified C1GaugeValueImage from the collection.

	RemoveAt	(Inherited from System.Collections.CollectionBase)
---	--------------------------	---

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Protected Methods

	Name	Description
	OnClear	Overridden. Performs additional custom processes when clearing the contents of the ValueImageCollection instance.
	OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ValueImageCollection instance.
	OnInsert	(Inherited from System.Collections.CollectionBase)
	OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeValueImage into the ValueImageCollection instance.
	OnRemove	(Inherited from System.Collections.CollectionBase)
	OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeValueImage from the ValueImageCollection instance.
	OnSet	(Inherited from System.Collections.CollectionBase)
	OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeValueImage in the ValueImageCollection instance.
	OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also












Reference

ValueImageCollection Class

C1.Win.C1Gauge Namespace



Methods








>

Name	Description
 Add	Adds the specified C1GaugeValueImage to the collection.
 AddRange	Adds a group of C1GaugeValueImage objects to the end of the collection.
 Clear	(Inherited from System.Collections.CollectionBase)
 ClearAndDispose	Removes all items from the collection, then disposes the items.
 Contains	Determines whether this collection contains the specified C1GaugeValueImage .
 GetEnumerator	(Inherited from System.Collections.CollectionBase)
 IndexOf	Determines the index of a specific C1GaugeValueImage in the collection.
 Insert	Inserts the specified C1GaugeValueImage into this collection at the given index.
 Move	Moves the item with given index (fromIndex) to the new position (toIndex).
 Remove	Removes the specified C1GaugeValueImage from the collection.
 RemoveAt	(Inherited from System.Collections.CollectionBase)

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Protected Methods

Name	Description
 OnClear	Overridden. Performs additional custom processes when clearing the contents of the ValueImageCollection instance.
 OnClearComplete	Overridden. Performs additional custom processes after clearing the contents of the ValueImageCollection instance.

 OnInsert	(Inherited from System.Collections.CollectionBase)
 OnInsertComplete	Overridden. Performs additional custom processes after inserting a C1GaugeValueImage into the ValueImageCollection instance.
 OnRemove	(Inherited from System.Collections.CollectionBase)
 OnRemoveComplete	Overridden. Performs additional custom processes after removing a C1GaugeValueImage from the ValueImageCollection instance.
 OnSet	(Inherited from System.Collections.CollectionBase)
 OnSetComplete	Overridden. Performs additional custom processes after setting a C1GaugeValueImage in the ValueImageCollection instance.
 OnValidate	Overridden. Checks whether the type of the value argument is allowable for this collection.

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See Also

Reference

[ValueImageCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Add Method

Adds the specified [C1GaugeValueImage](#) to the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Function Add(_ ByVal item As C1GaugeValueImage _) As System.Integer</pre>	
C#	
<pre>public System.int Add(C1GaugeValueImage item)</pre>	

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

AddRange Method

Adds a group of [C1GaugeValueImage](#) objects to the end of the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub AddRange(_ ByVal items() As C1GaugeValueImage _)</pre>	
C#	
<pre>public void AddRange(C1GaugeValueImage[] items)</pre>	

Parameters

items

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

ClearAndDispose Method

Removes all items from the collection, then disposes the items.

Syntax

Visual Basic (Declaration)	
Public Sub ClearAndDispose()	
C#	
public void ClearAndDispose()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

Contains Method

Determines whether this collection contains the specified [C1GaugeValueImage](#).

Syntax

Visual Basic (Declaration)	
Public Function Contains(_ ByVal item As C1GaugeValueImage _) As System.Boolean	
C#	

```
public System.bool Contains(  
    C1GaugeValueImage item  
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

IndexOf Method

Determines the index of a specific [C1GaugeValueImage](#) in the collection.

Syntax

Visual Basic (Declaration)

```
Public Function IndexOf( _  
    ByVal item As C1GaugeValueImage _  
) As System.Integer
```

C#

```
public System.int IndexOf(  
    C1GaugeValueImage item  
)
```

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

Insert Method

Inserts the specified [C1GaugeValueImage](#) into this collection at the given index.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Insert(_ ByVal index As System.Integer, _ ByVal item As C1GaugeValueImage _)</pre>	
C#	
<pre>public void Insert(System.int index, C1GaugeValueImage item)</pre>	

Parameters

index

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)
[ValueImageCollection Members](#)

Move Method

Moves the item with given index (*fromIndex*) to the new position (*toIndex*).

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Move(_ ByVal fromIndex As System.Integer, _ ByVal toIndex As System.Integer _)</pre>	
C#	
<pre>public void Move(System.int fromIndex, System.int toIndex)</pre>	

Parameters

fromIndex

toIndex

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)
[ValueImageCollection Members](#)

OnClear Method

Performs additional custom processes when clearing the contents of the [ValueImageCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClear()	
C#	
protected override void OnClear()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

OnClearComplete Method

Performs additional custom processes after clearing the contents of the [ValueImageCollection](#) instance.

Syntax

Visual Basic (Declaration)	
Protected Overrides Sub OnClearComplete()	
C#	
protected override void OnClearComplete()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

OnInsertComplete Method

Performs additional custom processes after inserting a [C1GaugeValueImage](#) into the [ValueImageCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnInsertComplete( _  
    ByVal index As System.Integer, _  
    ByVal value As System.Object _  
)
```

C#

```
protected override void OnInsertComplete(  
    System.int index,  
    System.object value  
)
```

Parameters

index

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

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

OnRemoveComplete Method

Performs additional custom processes after removing a [C1GaugeValueImage](#) from the [ValueImageCollection](#) instance.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnRemoveComplete(_ ByVal index As System.Integer, _ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnRemoveComplete(System.int index, System.object value)</pre>	

Parameters

index

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

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

OnSetComplete Method

Performs additional custom processes after setting a [C1GaugeValueImage](#) in the [ValueImageCollection](#) instance.

Syntax

Visual Basic (Declaration)

```
Protected Overrides Sub OnSetComplete( _  
    ByVal index As System.Integer, _  
    ByVal oldValue As System.Object, _  
    ByVal newValue As System.Object _  
)
```

C#

```
protected override void OnSetComplete(  
    System.int index,  
    System.object oldValue,  
    System.object newValue  
)
```

Parameters

index

oldValue

newValue

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

OnValidate Method

Checks whether the type of the value argument is allowable for this collection.

Syntax

Visual Basic (Declaration)	
<pre>Protected Overrides Sub OnValidate(_ ByVal value As System.Object _)</pre>	
C#	
<pre>protected override void OnValidate(System.object value)</pre>	

Parameters

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

[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

Remove Method

Removes the specified [C1GaugeValueImage](#) from the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Remove(_ ByVal item As C1GaugeValueImage _</pre>	

)
C#
<pre>public void Remove(C1GaugeValueImage item)</pre>

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference




[ValueImageCollection Class](#)

[ValueImageCollection Members](#)

Properties



For a list of all members of this type, see [ValueImageCollection members](#).

Public Properties

	Name	Description
	Capacity	(Inherited from System.Collections.CollectionBase)
	Count	(Inherited from System.Collections.CollectionBase)
	Item	Gets or sets the C1GaugeValueImage at the specified position in the collection.

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Protected Properties

	Name	Description
	InnerList	(Inherited from System.Collections.CollectionBase)
	List	(Inherited from System.Collections.CollectionBase)

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See Also

Reference

[ValueImageCollection Class](#)
[C1.Win.C1Gauge Namespace](#)

Item Property

Gets or sets the [C1GaugeValueImage](#) at the specified position in the collection.

Syntax

Visual Basic (Declaration)	
<pre>Public Default Property Item(_ ByVal index As System.Integer _) As C1GaugeValueImage</pre>	
C#	
<pre>public C1GaugeValueImage this[System.int index]; {get; set;}</pre>	

Parameters

index

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ValueImageCollection Class](#)
[ValueImageCollection Members](#)

Enumerations

C1GaugeAlignment

Alignmnet possibilities for a decorator (relative to the Gauge's axis).

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeAlignment Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeAlignment : System.Enum</pre>	

Members

Member	Description
Center	The decorator is located centered in a the axis.
In	The decorator is located inside the axis.
Out	The decorator is located outside the axis.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Gauge.C1GaugeAlignment

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

[C1GaugeBorderStyle](#)

Specifies the style of lines drawn with a [C1GaugeBorder](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeBorderStyle Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeBorderStyle : System.Enum</pre>	

Members

Member	Description
Dash	Specifies a line consisting of dashes.
DashDot	Specifies a line consisting of a repeating pattern of dash-dot.
DashDotDot	Specifies a line consisting of a repeating pattern of dash-dot-dot.
Dot	Specifies a line consisting of dots.
None	Hides the border.
Solid	Specifies a solid line.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeBorderStyle

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeBrushType

The type of brush that is used to fill a Gauge element.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeBrushType Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeBrushType : System.Enum</pre>	

Members

Member	Description
Gradient	Use a brush with color gradient.
Hatch	Use a brush with a hatch style.
None	Don't fill the Gauge element.
SolidColor	Use a brush of a single color.

Texture	Use an image to fill interior of a Gauge element.
----------------	---

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeBrushType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeClipOperation

Specifies how the source and given clipping regions can be combined.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeClipOperation Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeClipOperation : System.Enum</pre>	

Members

Member	Description
Complement	Specifies that the source region is replaced by the result of the source region being removed from the given region.

Exclude	Specifies that the source region is replaced by the result of the given region being removed from the source region.
Intersect	Two clipping regions are combined by taking their intersection.
None	The source region remains unchanged.
Replace	The source clipping region is replaced by the given region.
Union	Two clipping regions are combined by taking the union of both.
Xor	Two clipping regions are combined by taking only the areas enclosed by one or the other region, but not both.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeClipOperation

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeFlipType

Specifies the axis used to flip the image.

Syntax

Visual Basic (Declaration)

Public Enum C1GaugeFlipType Inherits System.Enum	
C#	
public enum C1GaugeFlipType : System.Enum	

Members

Member	Description
FlipNone	Specifies no flipping.
FlipX	Specifies a horizontal flip.
FlipXY	Specifies a horizontal and vertical flip.
FlipY	Specifies a vertical flip.

Inheritance Hierarchy

System.Object
System.ValueType
System.Enum
C1.Win.C1Gauge.C1GaugeFlipType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeGradientDirection
The set of possible gradient directions.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeGradientDirection Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeGradientDirection : System.Enum</pre>	

Members

Member	Description
BackwardDiagonal	Specifies a gradient from upper right to lower left.
CornerRay	Specifies a gradient from center to four corners.
ForwardDiagonal	Specifies a gradient from upper left to lower right.
Horizontal	Specifies a gradient from left to right.
RadialInner	Specifies a gradient from center radially (inscribed ellipse).
RadialOuter	Specifies a gradient from center radially (circumellipse).
Vertical	Specifies a gradient from top to bottom.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Gauge.C1GaugeGradientDirection

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeGradientFalloff

Defines the type of a gradient falloff.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeGradientFalloff Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeGradientFalloff : System.Enum</pre>	

Members

Member	Description
Plain	Creates an even linear blend from the starting color to the ending color.
SigmaBell	Creates a gradient falloff based on a bell-shaped curve.
Triangular	Creates a gradient with a center color and a linear falloff to a single color on both ends.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeGradientFalloff

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeHatchStyle

Specifies the different patterns available for the hatch brush.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeHatchStyle Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeHatchStyle : System.Enum</pre>	

Members

Member	Description
BackwardDiagonal	A pattern of lines on a diagonal from upper right to lower left.
Cross	Specifies horizontal and vertical lines that cross.
DarkDownwardDiagonal	Specifies diagonal lines that slant to the right from top points to bottom points, are spaced 50 percent closer together than, and are twice the width of ForwardDiagonal. This hatch pattern is not antialiased.
DarkHorizontal	Specifies horizontal lines that are spaced 50 percent closer together than Horizontal and are twice the width of Horizontal.

DarkUpwardDiagonal	Specifies diagonal lines that slant to the left from top points to bottom points, are spaced 50 percent closer together than BackwardDiagonal, and are twice its width, but the lines are not antialiased.
DarkVertical	Specifies vertical lines that are spaced 50 percent closer together than Vertical and are twice its width.
DashedDownwardDiagonal	Specifies dashed diagonal lines, that slant to the right from top points to bottom points.
DashedHorizontal	Specifies dashed horizontal lines.
DashedUpwardDiagonal	Specifies dashed diagonal lines, that slant to the left from top points to bottom points.
DashedVertical	Specifies dashed vertical lines.
DiagonalBrick	Specifies a hatch that has the appearance of layered bricks that slant to the left from top points to bottom points.
DiagonalCross	A pattern of crisscross diagonal lines.
Divot	Specifies a hatch that has the appearance of divots.
DottedDiamond	Specifies forward diagonal and backward diagonal lines, each of which is composed of dots, that cross.
DottedGrid	Specifies horizontal and vertical lines, each of which is composed of dots, that cross.
ForwardDiagonal	A pattern of lines on a diagonal from upper left to lower right.
Horizontal	A pattern of horizontal lines.

HorizontalBrick	Specifies a hatch that has the appearance of horizontally layered bricks.
LargeCheckerBoard	Specifies a hatch that has the appearance of a checkerboard with squares that are twice the size of SmallCheckerBoard.
LargeConfetti	Specifies a hatch that has the appearance of confetti, and is composed of larger pieces than SmallConfetti.
LightDownwardDiagonal	Specifies diagonal lines that slant to the right from top points to bottom points and are spaced 50 percent closer together than ForwardDiagonal, but are not antialiased.
LightHorizontal	Specifies horizontal lines that are spaced 50 percent closer together than Horizontal.
LightUpwardDiagonal	Specifies diagonal lines that slant to the left from top points to bottom points and are spaced 50 percent closer together than BackwardDiagonal, but they are not antialiased.
LightVertical	Specifies vertical lines that are spaced 50 percent closer together than Vertical.
NarrowHorizontal	Specifies horizontal lines that are spaced 75 percent closer together than hatch style Horizontal (or 25 percent closer together than LightHorizontal).
NarrowVertical	Specifies vertical lines that are spaced 75 percent closer together than hatch style Vertical (or 25 percent closer together than LightVertical).
OutlinedDiamond	Specifies forward diagonal and backward diagonal lines that cross but are not antialiased.

Percent05	Specifies a 5-percent hatch. The ratio of foreground color to background color is 5:100.
Percent10	Specifies a 10-percent hatch. The ratio of foreground color to background color is 10:100.
Percent20	Specifies a 20-percent hatch. The ratio of foreground color to background color is 20:100.
Percent25	Specifies a 25-percent hatch. The ratio of foreground color to background color is 25:100.
Percent30	Specifies a 30-percent hatch. The ratio of foreground color to background color is 30:100.
Percent40	Specifies a 40-percent hatch. The ratio of foreground color to background color is 40:100.
Percent50	Specifies a 50-percent hatch. The ratio of foreground color to background color is 50:100.
Percent60	Specifies a 60-percent hatch. The ratio of foreground color to background color is 60:100.
Percent70	Specifies a 70-percent hatch. The ratio of foreground color to background color is 70:100.
Percent75	Specifies a 75-percent hatch. The ratio of foreground color to background color is 75:100.
Percent80	Specifies a 80-percent hatch. The ratio of foreground color to background color is 80:100.
Percent90	Specifies a 90-percent hatch. The ratio of foreground color to background color is 90:100.

Plaid	Specifies a hatch that has the appearance of a plaid material.
Shingle	Specifies a hatch that has the appearance of diagonally layered shingles that slant to the right from top points to bottom points.
SmallCheckerBoard	Specifies a hatch that has the appearance of a checkerboard.
SmallConfetti	Specifies a hatch that has the appearance of confetti.
SmallGrid	Specifies horizontal and vertical lines that cross and are spaced 50 percent closer together than hatch style Cross.
SolidDiamond	Specifies a hatch that has the appearance of a checkerboard placed diagonally.
Sphere	Specifies a hatch that has the appearance of spheres laid adjacent to one another.
Trellis	Specifies a hatch that has the appearance of a trellis.
Vertical	A pattern of vertical lines.
Wave	Specifies horizontal lines that are composed of tildes.
Weave	Specifies a hatch that has the appearance of a woven material.
WideDownwardDiagonal	Specifies diagonal lines that slant to the right from top points to bottom points, have the same spacing as hatch style ForwardDiagonal, and are triple its width, but are not antialiased.
WideUpwardDiagonal	Specifies diagonal lines that slant to the left from top points to bottom points, have the same spacing as hatch style BackwardDiagonal, and are triple its width, but are not antialiased.
ZigZag	Specifies horizontal lines that are composed of zigzags.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Gauge.C1GaugeHatchStyle

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeImageLayout
Specifies the position of the background image.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeImageLayout Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeImageLayout : System.Enum</pre>	

Members

Member	Description
Center	The image is centered within the control's client rectangle.
None	The image is left-aligned at the top across the control's client rectangle.

Stretch	The image is streched across the control's client rectangle.
Tile	The image is tiled across the control's client rectangle.
Zoom	The image is enlarged within the control's client rectangle.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeImageLayout

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeMarkShape

The set of standard tick mark shapes.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeMarkShape Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeMarkShape : System.Enum</pre>	

Members

Member	Description
Custom	Use the custom shape for tick marks.
Rectangle	Display a tick mark as rectangle.
Round	Display a tick mark as circle or round rectangle.
Triangle	Display a tick mark as triangle.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Gauge.C1GaugeMarkShape

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeOrientation
 Specifies the orientation of a [C1LinearGauge](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeOrientation Inherits System.Enum</pre>	
C#	

```
public enum C1GaugeOrientation : System.Enum
```

Members

Member	Description
Horizontal	The gauge is oriented horizontally.
Vertical	The gauge is oriented vertically.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeOrientation

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugePointerShape

The set of standard pointer shapes.

Syntax

Visual Basic (Declaration)

```
Public Enum C1GaugePointerShape  
    Inherits System.Enum
```

C#

```
public enum C1GaugePointerShape : System.Enum
```

Members

Member	Description
Arrow1	Display pointer as arrow.
Arrow2	Display pointer as arrow.
Arrow3	Display pointer as arrow.
Custom	Use the custom shape for the pointer.
Rectangle	Display pointer as rectangle.
Round	Display pointer as circle or round rectangle.
Thumb	Display a thumb for the linear pointer.
Triangle	Display pointer as triangle.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugePointerShape

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeRangeAntiAliasing

Specifies the anti-aliasing mode for the internal filling of a [C1GaugeRange](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeRangeAntiAliasing Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeRangeAntiAliasing : System.Enum</pre>	

Members

Member	Description
HighQuality	Applies the slow but high-quality anti-aliasing to the range's filling.
LowQuality	Applies the fast low-quality anti-aliasing to the range's filling.
None	The special anti-aliasing is not applied to the range's filling.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Gauge.C1GaugeRangeAntiAliasing

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

C1GaugeRotateFlipType

Specifies the direction of an image's rotation and the axis used to flip the image.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum C1GaugeRotateFlipType Inherits System.Enum</pre>	
C#	
<pre>public enum C1GaugeRotateFlipType : System.Enum</pre>	

Members

Member	Description
Rotate180FlipNone	Specifies a 180-degree rotation without flipping.
Rotate180FlipX	Specifies a 180-degree rotation followed by a horizontal flip.
Rotate180FlipXY	Specifies a 180-degree rotation followed by a horizontal and vertical flip.
Rotate180FlipY	Specifies a 180-degree rotation followed by a vertical flip.
Rotate270FlipNone	Specifies a 270-degree rotation without flipping.
Rotate270FlipX	Specifies a 270-degree rotation followed by a horizontal flip.
Rotate270FlipXY	Specifies a 270-degree rotation followed by a horizontal and vertical flip.
Rotate270FlipY	Specifies a 270-degree rotation followed by a vertical flip.
Rotate90FlipNone	Specifies a 90-degree rotation without flipping.
Rotate90FlipX	Specifies a 90-degree rotation followed by a horizontal flip.

Rotate90FlipXY	Specifies a 90-degree rotation followed by a horizontal and vertical flip.
Rotate90FlipY	Specifies a 90-degree rotation followed by a vertical flip.
RotateNoneFlipNone	Specifies no rotation and no flipping.
RotateNoneFlipX	Specifies no rotation followed by a horizontal flip.
RotateNoneFlipXY	Specifies no rotation followed by a horizontal and vertical flip.
RotateNoneFlipY	Specifies no rotation followed by a vertical flip.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeRotateFlipType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

[C1GaugeValueColorFalloff](#)

Specifies the blending mode for value Colors on a [C1GaugeDecorator](#).

Syntax

Visual Basic (Declaration)	
Public Enum C1GaugeValueColorFalloff Inherits System.Enum	

C#

```
public enum C1GaugeValueColorFalloff : System.Enum
```

Members

Member	Description
Linear	Display a linear falloff between the previous and the next color positions.
None	Display the same color till the next color position starts.
Sharp	Display a sharp falloff between the previous and the next color positions.
Smooth	Display a smooth falloff between the previous and the next color positions.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Gauge.C1GaugeValueColorFalloff

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.Win.C1Gauge Namespace](#)

Delegates

DrawFocusEventHandler

The source of the event.

A DrawFocusEventArgs object that contains the event data.

Represents a method that handles the DrawFocus event.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub DrawFocusEventHandler(_ ByVal sender As System.Object, _ ByVal e As DrawFocusEventArgs _)</pre>	
C#	
<pre>public delegate void DrawFocusEventHandler(System.object sender, DrawFocusEventArgs e)</pre>	

Parameters

sender

The source of the event.

e

A DrawFocusEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[DrawFocusEventHandler Members](#)
[C1.Win.C1Gauge Namespace](#)

FormatLabelEventHandler

The source of the event.

A FormatLabelEventArgs object that contains the event data.

Represents the method that handles the FormatLabel event.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub FormatLabelEventHandler(_ ByVal sender As System.Object, _ ByVal e As FormatLabelEventArgs _)</pre>	
C#	
<pre>public delegate void FormatLabelEventHandler(System.object sender, FormatLabelEventArgs e)</pre>	

Parameters

sender

The source of the event.

e

A FormatLabelEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FormatLabelEventHandler Members](#)
[C1.Win.C1Gauge Namespace](#)

ItemEventHandler

The source of the event.

An ItemEventArgs object that contains the event data.

Represents a method that handles events occurring for the Gauge items.

Syntax

Visual Basic (Declaration)

```
Public Delegate Sub ItemEventHandler( _  
    ByVal sender As System.Object, _  
    ByVal e As ItemEventArgs _  
)
```

C#

```
public delegate void ItemEventHandler(  
    System.object sender,  
    ItemEventArgs e  
)
```

Parameters

sender

The source of the event.

e

An ItemEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ItemEventHandler Members](#)

[C1.Win.C1Gauge Namespace](#)

ItemMouseEventHandler

The source of the event.

An ItemMouseEventArgs object that contains the event data.

Represents a method that handles mouse events occurring for the Gauge items.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub ItemMouseEventHandler(_ ByVal sender As System.Object, _ ByVal e As ItemMouseEventArgs _)</pre>	
C#	
<pre>public delegate void ItemMouseEventHandler(System.object sender, ItemMouseEventArgs e)</pre>	

Parameters

sender

The source of the event.

e

An ItemMouseEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ItemMouseEventHandler Members](#)

[C1.Win.C1Gauge Namespace](#)

PointerDragEventHandler

The source of the event.

A PointerDragEventArgs object that contains the event data.

Represents a method that handles events while the Gauge pointer is dragged.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub PointerDragEventHandler(_ ByVal sender As System.Object, _ ByVal e As PointerDragEventArgs _)</pre>	
C#	
<pre>public delegate void PointerDragEventHandler(System.object sender, PointerDragEventArgs e)</pre>	

Parameters

sender

The source of the event.

e

A PointerDragEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerDragEventHandler Members](#)
[C1.Win.C1Gauge Namespace](#)

PointerValueChangedEventHandler

The source of the event.

A PointerValueChangedEventArgs object that contains the event data.

Represents the method that handles the PointerValueChanged event.

Syntax

Visual Basic (Declaration)

```
Public Delegate Sub PointerValueChangedEventHandler( _  
    ByVal sender As System.Object, _  
    ByVal e As PointerValueChangedEventArgs _  
)
```

C#

```
public delegate void PointerValueChangedEventHandler(  
    System.object sender,  
    PointerValueChangedEventArgs e  
)
```

Parameters

sender

The source of the event.

e

A PointerValueChangedEventArgs object that contains the event data.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PointerValueChangedEventHandler Members](#)
[C1.Win.C1Gauge Namespace](#)