ComponentOne

SuperTooltip for WinForms

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SuperTooltip for WinForms Overview

SuperTooltip for WinForms allows you to create visually rich WinForms applications with Vista-style ToolTips and labels that can display HTML content. **SuperTooltip for WinForms** loads and displays HTML content much faster than its standard counterparts and without the security concerns often associated with the WebBrowser control since it doesn't depend on Internet Explorer.

SuperTooltip for WinForms supports virtually all HTML constructs, including cascading style sheets, mixed fonts and text colors, preformatted text, tables, bulleted and numbered lists, and more. With **SuperTooltip for WinForms**, the possibilities for your customized ToolTips and labels are endless.

Help with WinForms Edition

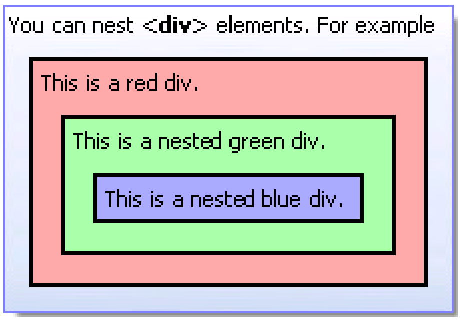
Getting Started

For information on installing **ComponentOne Studio WinForms Edition**, licensing, technical support, namespaces and creating a project with the control, please visit Getting Started with WinForms Edition.

Key Features

You can use **SuperTooltip for WinForms** to create the following items within the C1SuperTooltip, C1SuperLabel, and C1SuperErrorProvider components in your application:

- **Nested <div> elements**



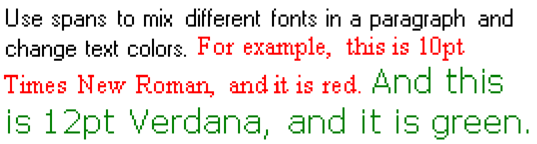
You can nest <**div**> elements. For example

This is a red div.

This is a nested green div.

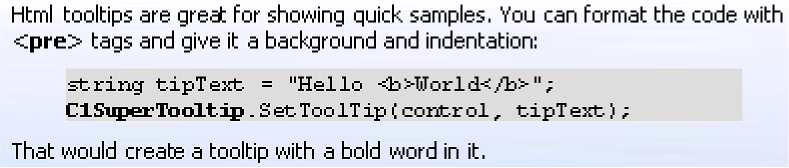
This is a nested blue div.

- **Mixed fonts and text colors using <span> tags**



Use spans to mix different fonts in a paragraph and change text colors. For example, this is 10pt Times New Roman, and it is red. And this is 12pt Verdana, and it is green.

- **Preformatted text using the <pre> tags**

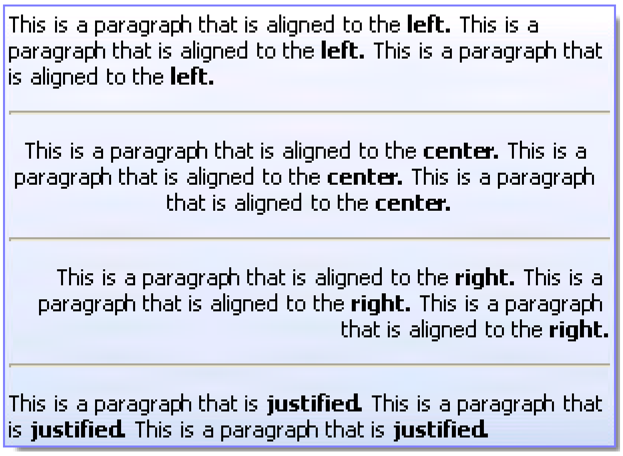


Html tooltips are great for showing quick samples. You can format the code with <**pre**> tags and give it a background and indentation:

```
string tipText = "Hello <b>World</b>";
C1SuperTooltip.SetToolTip(control, tipText);
```

That would create a tooltip with a bold word in it.

- **Paragraph alignment**



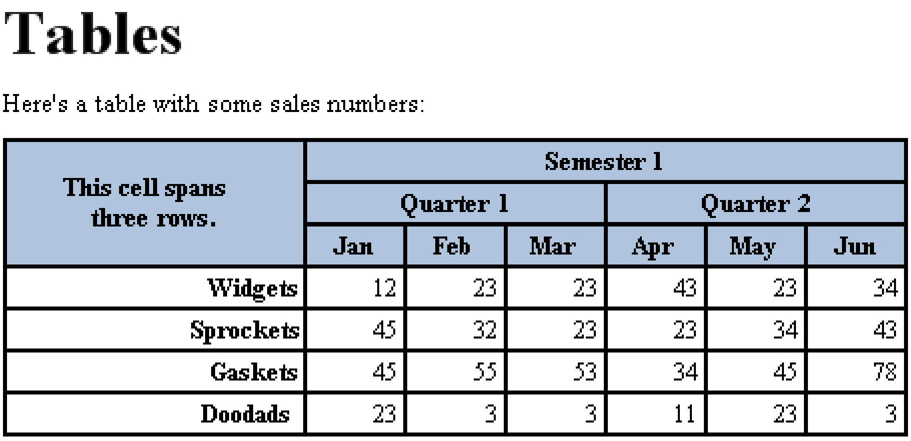
This is a paragraph that is aligned to the **left.** This is a paragraph that is aligned to the **left.** This is a paragraph that is aligned to the **left.**

This is a paragraph that is aligned to the **center.** This is a paragraph that is aligned to the **center.** This is a paragraph that is aligned to the **center.**

This is a paragraph that is aligned to the **right.** This is a paragraph that is aligned to the **right.** This is a paragraph that is aligned to the **right.**

This is a paragraph that is **justified.** This is a paragraph that is **justified.** This is a paragraph that is **justified.**

- **Formatted tables, nested tables and spanning rows and columns**

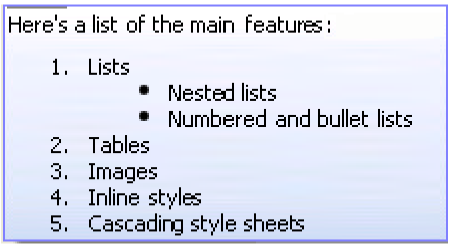


Tables

Here's a table with some sales numbers:

This cell spans three rows.	Semester 1					
	Quarter 1			Quarter 2		
	Jan	Feb	Mar	Apr	May	Jun
Widgets	12	23	23	43	23	34
Sprockets	45	32	23	23	34	43
Gaskets	45	55	53	34	45	78
Doodads	23	3	3	11	23	3

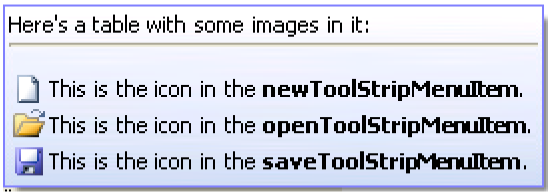
- **Nested, bulleted and numbered lists**



Here's a list of the main features:

1. Lists
   - Nested lists
   - Numbered and bullet lists
2. Tables
3. Images
4. Inline styles
5. Cascading style sheets

- **Images loaded from the application resources**



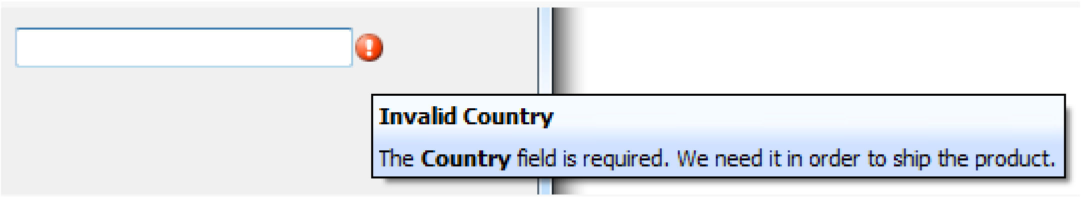
Here's a table with some images in it:

This is the icon in the **newToolStripMenuItem**.

This is the icon in the **openToolStripMenuItem**.

This is the icon in the **saveToolStripMenuItem**.

- **Richly formatted HTML error messages**



Invalid Country

The **Country** field is required. We need it in order to ship the product.

- **Plain text and cascading style sheets**

SuperTooltip for WinForms Quick Start

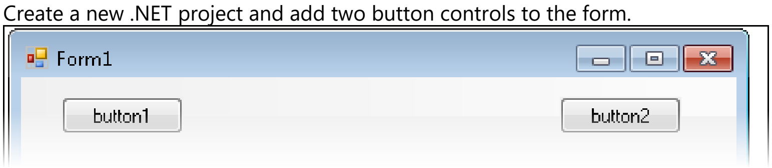
This quick start guide explains how to add two Microsoft Vista-style **C1SuperTooltips** and a C1SuperLabel control to your form.

Step 1 of 4: Adding a C1SuperLabel to a Project

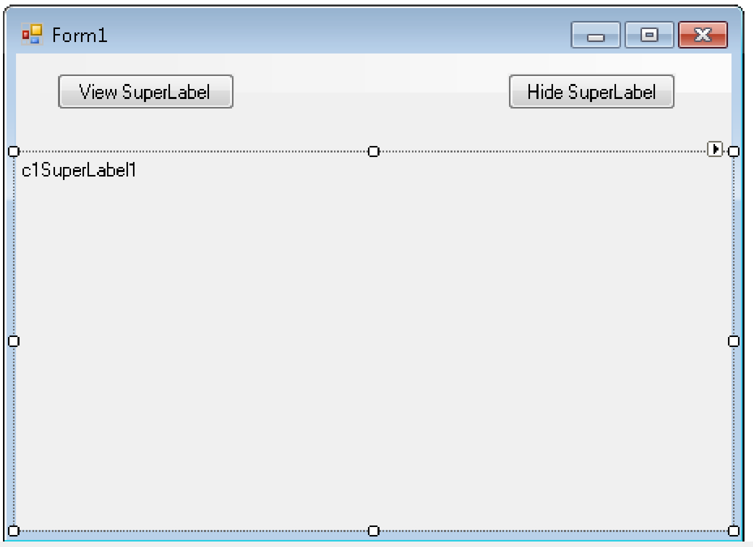
Start by adding a C1SuperLabel control to your project and adding some HTML code for it.

To add a C1SuperLabel to a project, complete the following steps:

1. Create a new .NET project and add two button controls to the form.



2. Right-click the **Button1** control and select **Properties** to view the Properties window.
3. Enter "View C1SuperLabel" next to the **Text** property and resize the button so the text is visible.
4. Select **Button2** and enter "Hide C1SuperLabel" next to its **Text** property. Resize the button so the text is visible.
5. Add the SuperTooltip for WinForms components to the Toolbox.
6. Double-click the C1SuperLabel control in the Toolbox to add it to your form so it looks like the following:



7. Click the **ellipsis** button next to C1SuperLabel's Text property in the Properties window. The **C1SuperLabel Editor** appears.
8. **Click here for the HTML code to add in the text box.**

```
These are just some of the things you can show using <b>C1SuperTooltip</b>:

<ol>

  <li>Lists:</li>

    <ul>

      <li>Nested lists</li>

      <li>Numbered and bulleted lists</li>

    </ul>

  <li>Tables:<p>Here's a table with some sales numbers:</p>

 <table border='1' bordercolor='black' cellpadding='2' cellspacing='0' style='border:solid 1 black;'>

    <tr bgcolor='LightSteelBlue'>
```

```
            <th style="width:150px; text-align: center;" rowspan='3'>
                <p>This cell spans<br />three rows.</p></th>
            <th align='center' colspan='6'>Semester 1</th>
        </tr>
        <tr bgcolor='LightSteelBlue'>
            <th align='center' colspan='3'>Quarter 1</th>
            <th align='center' colspan='3'>Quarter 2</th>
        </tr>

        <tr bgcolor='LightSteelBlue'>
            <td align='center'>Jan</td>
            <td align='center'>Feb</td>
            <td align='center'>Mar</td>
            <td align='center'>Apr</td>
            <td align='center'>May</td>
            <td align='center'>Jun</td>
        </tr>
        <tr>
            <td align='right' style='width: 150px'><strong>Widgets</strong></td>
            <td>12</td>
            <td>23</td>
            <td>23</td>
            <td>43</td>
            <td>23</td>
            <td>34</td>
        </tr>
        <tr>
            <td align='right' style='width: 150px'><strong>Sprockets</strong></td>
            <td>45</td>
            <td>32</td>
            <td>23</td>
            <td>23</td>
            <td>34</td>
            <td>43</td>
        </tr>
        </table>
    </li>
      <li>Images: The background of this C1SuperLabel is an image. </li>
      <li>Borders:<p style='border: #336633 thick'>Here's a thick border.</p>
```

```
</li>
  <li>Preformatted Text:
    <pre style="background-color:#dddddd; margin:0 20pt 0 20pt;">
string tipText = "Hello &lt;b&gt;World&lt;/b&gt;";
<b>C1SuperTooltip</b>.SetToolTip(control, tipText);
</pre>
</li>
  <li>Nesting:
    <div style="background-color:#ffaaaa;border:solid thin black;margin:10px;padding:4px">
               This is a red div.
            <div style="background-color:#aaffaa;border:solid thin black;margin:10px;padding:4px">
                   This is a nested green div.
                <div style="background-color:#aaaaff;border:solid thin black;margin:10px;padding:4px">
                       This is a nested blue div.
                </div>
            </div>
        </div>
</li>
</ol>
```

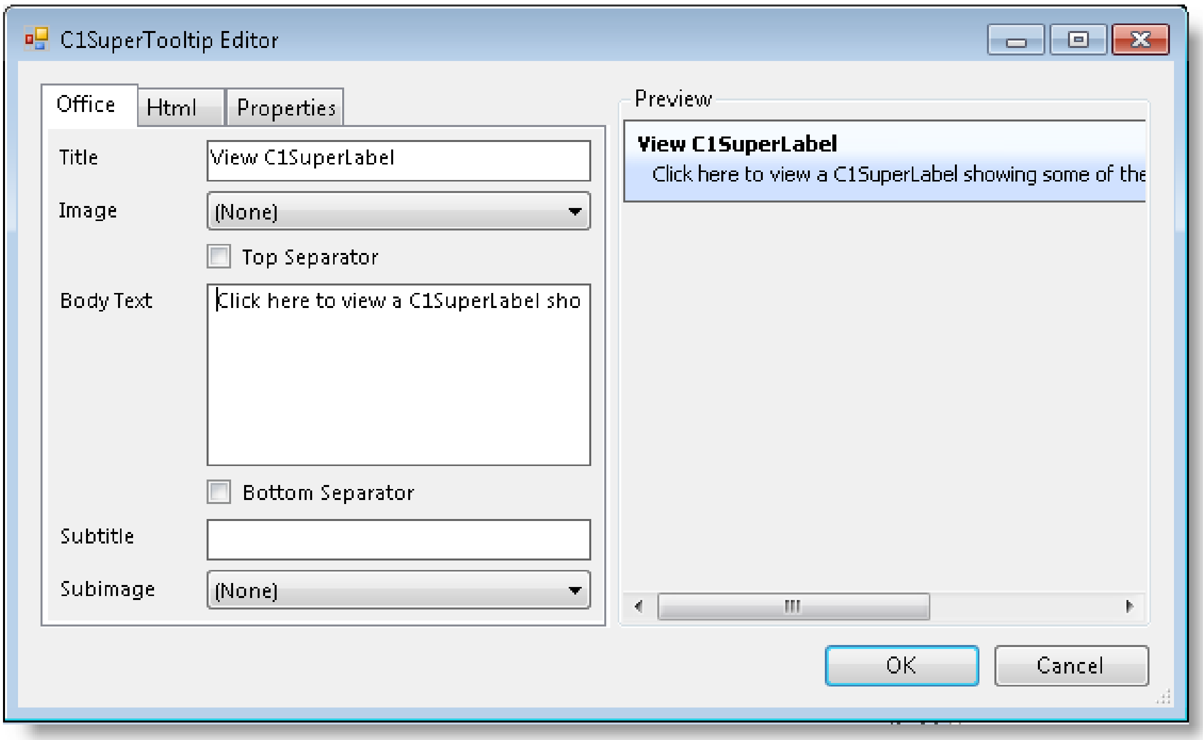
9. In the Properties window, click the drop-down arrow next to the **BackColor** property, select the **Web** tab, and select **White**.
10. Add an image to the C1SuperLabel control:
    - Click the **ellipsis** button next to the BackgroundImage property. The **Select Resource** dialog box appears.
    - Select **Local resource** and click the **Import** button. The **Open** dialog box appears.
    - Locate and select the **TipBackground.png** or another graphic of your choice and then click **Open**. The TipBackground.png image is installed, by default, with the SuperTooltip for WinForms samples and is located in **Documents\ComponentOne Samples\WinForms**.
    - Click **OK**.
11. Click the drop-down arrow next to the BackgroundImageLayout property and select **Stretch**.
12. Set the **Visible** property to **False**.

Step 2 of 4: Creating a Vista-style C1SuperTooltip for a Control

Next, create a Microsoft Vista-style C1SuperTooltip using the **Office** tab in the **C1SuperTooltip Editor**. To do this, complete the following steps:

1. Double-click the C1SuperTooltip control in the Toolbox to add it to your form.
2. First, we will add an image to the ToolTip's image collection. We are using a small Help graphic to be used as the Subimage in our ToolTip.
    a. Select **C1SuperTooltip1** and click the **ellipsis** button next to the Images property in the Properties window. The **Edit Image Collection** editor appears.
    b. Click the **Add** button, and find and select the desired image file.
    c. Once the image is added to the collection, click **OK**. We will specify this image in the ToolTip a little later.
3. Right-click the **Button1** control and select **Properties** to view the Properties window.
4. Click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property and the **C1SuperTooltip Editor** appears.
5. On the **Office** tab, enter **View C1SuperLabel** in the **Title** text box.
6. Enter the following text in the **Body Text** text box:
   ```
   Click here to view a C1SuperLabel showing some of the cool features of C1SuperTooltip.
   ```

Notice a preview of the C1SuperTooltip appears in the **Preview** window.



Title: View C1SuperLabel

Image: (None)

□ Top Separator

Body Text: Click here to view a C1SuperLabel sho

□ Bottom Separator

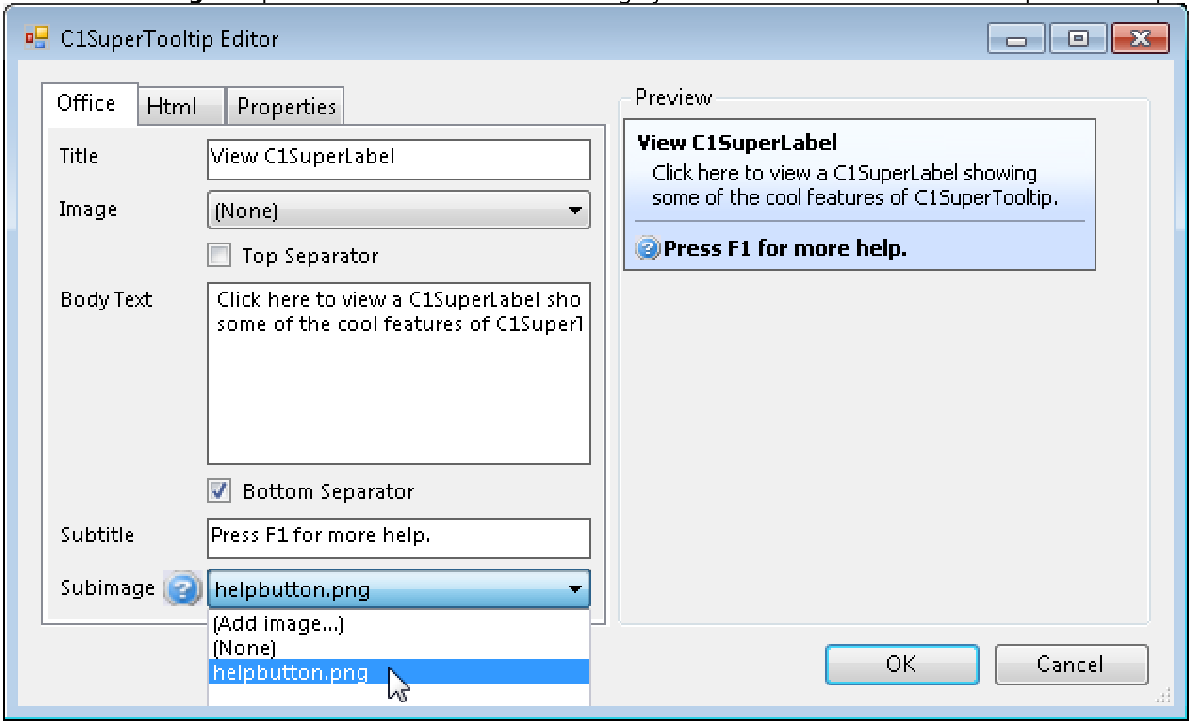
Subtitle:

Subimage: (None)

Preview:

View C1SuperLabel
Click here to view a C1SuperLabel showing some of the

7. To make the ToolTip appear on multiple lines, place the cursor after the word *showing* in the **Body Text** and press **ENTER**.
8. You can also format the body text from within the **Office** tab. Select and right-click **C1SuperLabel**, and then choose **Bold** from the context menu or click Ctrl+B on the keyboard. Do the same for **C1SuperTooltip**.
9. Check the **Bottom Separator** check box.
10. Enter the following text in the **Subtitle** text box:
    ```
    Press F1 for more help.
    ```
11. Click the **Subimage** drop-down arrow and select the image you added to the collection in the previous step 2.



Title: View C1SuperLabel

Image: (None)

□ Top Separator

Body Text: Click here to view a C1SuperLabel sho
some of the cool features of C1SuperT

☑ Bottom Separator

Subtitle: Press F1 for more help.

Subimage: helpbutton.png

Preview:

View C1SuperLabel
Click here to view a C1SuperLabel showing
some of the cool features of C1SuperTooltip.

Press F1 for more help.

Note that C1SuperTooltip automatically creates the HTML used to format your ToolTip so you don't have to. To view the HTML code, click the **Html** tab. We will create a ToolTip using only HTML code in the **Creating a C1SuperTooltip with HTML Code** topic of this quick start.

12. Click the **Properties** tab in the editor.
13. Click the drop-down arrow next to the BackgroundGradient property and choose **Vista**. The background and layout of the ToolTip now have the Microsoft Vista ToolTip style.
14. Click **OK** to close the **C1SuperTooltip Editor**.

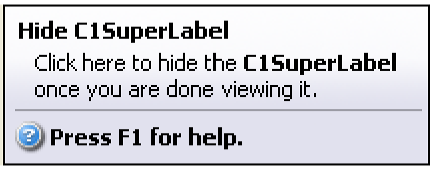
Step 3 of 4: Creating a C1SuperTooltip with HTML Code

Then create a C1SuperTooltip in the **C1SuperTooltip Editor** using only HTML code. Complete the following steps:

1. Select the **Button2** control.
2. Click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property to open the **C1SuperTooltip Editor**.
3. Click the **Html** tab and enter the following HTML markup:

```
<table><tr>
<parm></parm>

  <th><parm>Hide C1SuperLabel</parm></th>

</table>

<parm></parm>

<div style='margin:1 12'><parm>
  Click here to hide the <b>C1SuperLabel</b><br>once you are done viewing it.

</parm></div>

<parm><hr noshade size=1 style='margin:2' color=Darker></parm>

<table><tr>

  <th><parm><img src='HelpButton.png'></parm></th>

  <th><parm>Press F1 for help.</parm></th>


</table>
```

4. Click **OK** to close the **C1SuperTooltip Editor**. Note that the ToolTip will appear similar to the following:



Hide C1SuperLabel
Click here to hide the **C1SuperLabel** once you are done viewing it.
Press F1 for help.

Step 4 of 4: Adding Code for the Buttons and Running the Project

Once you have created the C1SuperLabel and **C1SuperTooltips**, you can add code for the buttons on the form and run the project. To do this, complete the following steps:

1. Double-click **Button1** and add the following code to the **Button1_Click** event:

   To write code in Visual Basic

   Visual Basic

   ```
   C1SuperLabel1.Visible = True
   ```

   To write code in C#

   C#

   ```
   c1SuperLabel1.Visible = true;
   ```

2. Double-click **Button2** and add the following code to the **Button2_Click** event:

   To write code in Visual Basic

   Visual Basic

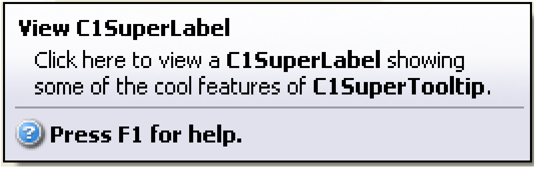
   ```
   C1SuperLabel1.Visible = False
   ```

   To write code in C#

   C#

   ```
   c1SuperLabel1.Visible = False;
   ```

3. Run the project and mouse over **Button1**. Notice the ToolTip is a Vista-style C1SuperTooltip:

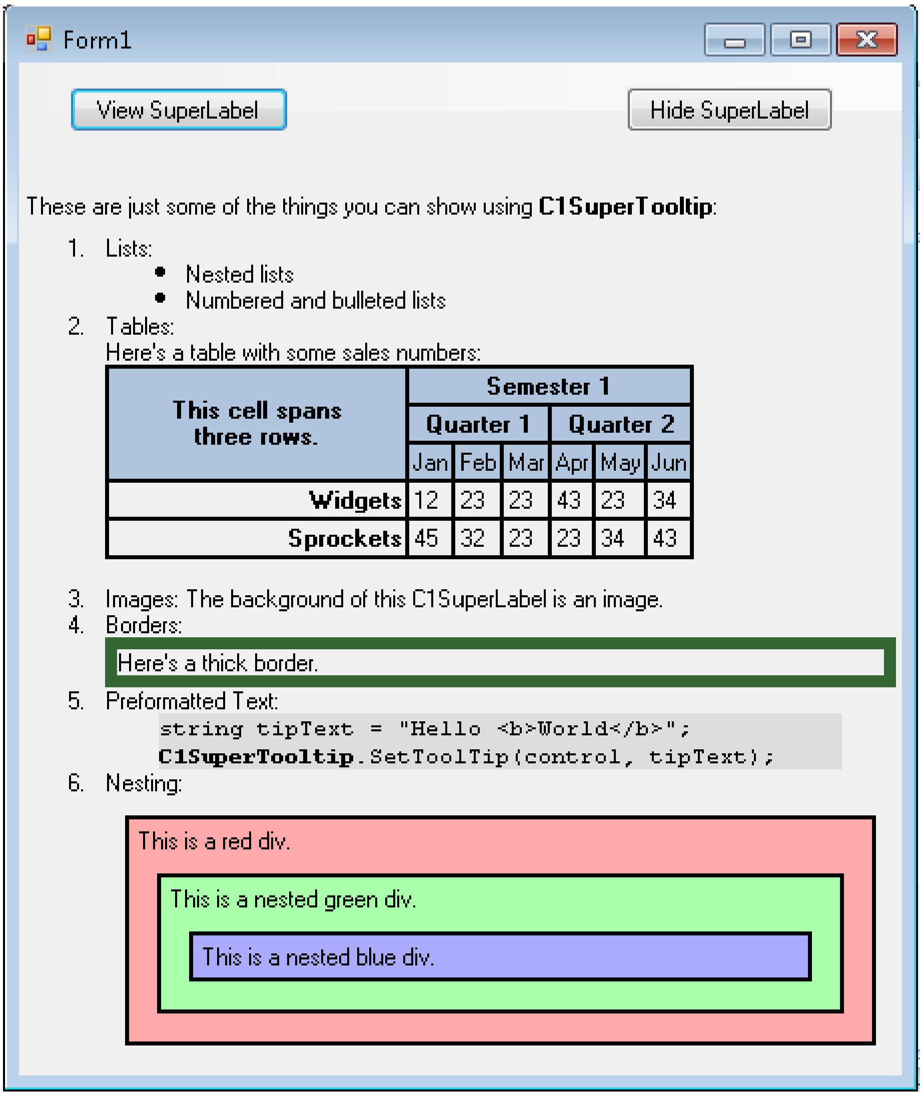
   

   View C1SuperLabel

   Click here to view a **C1SuperLabel** showing some of the cool features of **C1SuperTooltip**.

   Press F1 for help.

4. Click **View C1SuperLabel**. The C1SuperLabel appears.



These are just some of the things you can show using **C1SuperTooltip**:

1. Lists:
   - Nested lists
   - Numbered and bulleted lists
2. Tables:
   Here's a table with some sales numbers:

This cell spans three rows.	Semester 1					
	Quarter 1			Quarter 2		
	Jan	Feb	Mar	Apr	May	Jun
Widgets	12	23	23	43	23	34
Sprockets	45	32	23	23	34	43

3. Images: The background of this C1SuperLabel is an image.
4. Borders:
   Here's a thick border.
5. Preformatted Text:

```
string tipText = "Hello <b>World</b>";
C1SuperTooltip.SetToolTip(control, tipText);
```

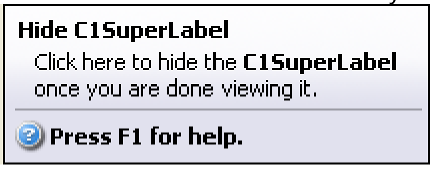
6. Nesting:

This is a red div.

This is a nested green div.

This is a nested blue div.

5. Mouse over **Button2**. The Vista-style C1SuperTooltip looks like this:



Hide C1SuperLabel
Click here to hide the **C1SuperLabel** once you are done viewing it.

Press F1 for help.

The text in the ToolTip for **Button2** was applied through HTML markup, but you will notice the C1SuperTooltip **Vista** background style appears in both ToolTips. Any properties you set via the **C1SuperTooltip Editor** will be the same in all ToolTips for controls associated with that C1SuperTooltip.

6. Click **Hide C1SuperLabel**, and the C1SuperLabel is hidden.

SuperTooltip for WinForms Top Tips

The following tips were compiled from frequently asked user questions posted in the Studio for ASP.NET forum.

Tip 1: Use Visual Studio to create the HTML that goes into the super tooltips.

The C1SuperTooltip has a designer that makes it easy to create standard Office 2007-style tooltips with images, headers, and footers.

But you have a lot more flexibility than that. The C1SuperTooltip has a powerful HTML parser, so you can use it to display virtually any HTML you want. For example, you can create HTML content in Visual Studio (**File | New | File... | HTML Page**), with style sheets, lists, tables, and so on, and use that as your tooltip contents. Just paste the resulting HTML into the "Tooltip on c1SuperTooltip" extender property for any control.

See Adding a C1SuperTooltip using HTML for an example.

Tip 2: Use the MaximumWidth property to make the tooltip content wrap.

By default, the C1SuperTooltip will break lines only at the end of paragraphs or at explicit line breaks. By setting the MaximumWidth property, you can have the content wrap automatically, which makes maintaining the content much easier.

> **Note:** C1SuperTooltip now supports word wrapping for Eastern languages, including Japanese, Chinese, and Korean.

Tip 3: Use the Images collection to add images to the C1SuperTooltip and C1SuperLabel.

Both the C1SuperTooltip and C1SuperLabel have an **Images** property that you can use to define a list of images that you want to display in the controls. Simply add as many images as you want to the **Images** collection, and then refer to the images in your HTML content by using IMG tags with a "res://" qualifier. For example, if you add an image called "MyBitmap.png" to the **Images** collection, you can use it in your HTML text as follows:

```
<img src= "res://mybitmap.png" />
```

See Adding an Image to C1SuperTooltip and Adding an Image to C1SuperLabel for examples.

Tip 4: Use the Opacity property to provide see-through tips.

The C1SuperToolTip has an Opacity property that takes a value between zero (transparent) and one (solid). By setting the Opacity property to 0.5 for example, you can provide tooltips that allow users to see the content underneath the tip. This can be especially useful if the tooltips are large.

Tip 5: Use the IsBalloon and BackgroundGradient properties to provide tips that stand out.

In addition to the rich HTML rendering, the C1SuperToolTip has several properties that allow you to customize the appearance of the tooltips themselves. The IsBalloon and BackgroundGradient properties for example are very easy to use and allow you to provide tooltips that really stand out.

See C1SuperToolTip Background Gradient and C1SuperToolTip Shape for more information on these properties.

Design-Time Support

SuperTooltip for WinForms provides visual editing to make it easier to create a ToolTip. The following sections describe how to use **C1SuperTooltip's** design-time environment to configure the **SuperTooltip for WinForms** controls:

Tasks Menus

A smart tag represents a short-cut tasks menu that provides the most commonly used properties in each control. You can invoke each control's tasks menu by clicking on the smart tag (▶) in the upper-right corner of the control. For more information, see C1SuperTooltip Menus.

Context Menus

You can also access some of the short-cuts found in the tasks menu through each control's context menu. You can invoke each control's context menu by right-clicking on the control.

Properties Window

You can also easily configure C1SuperTooltip at design time using the **Properties** window in Visual Studio. You can access the **Properties** window by right-clicking the control and selecting **Properties**.

Editors

You can also quickly configure C1SuperTooltip at design time using the C1SuperTooltip Editors. You can access the Editors through the **Properties** window. For more information, see C1SuperTooltip Editors.

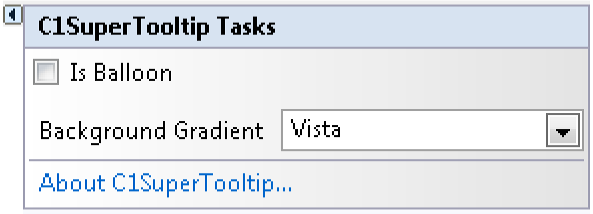
C1SuperTooltip Menus

The following sections describe how to use **C1SuperTooltip's** tasks and context menus to configure the **SuperTooltip for WinForms** controls.

C1SuperTooltip Tasks and Context Menus

C1SuperTooltip Tasks Menu

To access the **C1SuperTooltip Tasks** menu, click the smart tag in the upper-right corner of the C1SuperTooltip control. The **C1SuperTooltip Tasks** menu appears. You can set the IsBalloon and BackgroundGradient properties through the **C1SuperTooltip Tasks** menu.



C1SuperTooltip Tasks

☐ Is Balloon

Background Gradient: Vista

- **Is Balloon**
  Check this checkbox if you want the ToolTip to appear within a balloon shape rather than in a rectangular box.
- **Background Gradient**
  Specifies the background gradient for the ToolTip. You can choose **Automatic** (current system Visual Style), **Blue**, **Gold**, **None**, **Olive**, **Silver** or **Vista** (Microsoft Vista style).
- **About C1SuperTooltip**
  Displays the **About C1SuperTooltip** dialog box containing the version number, along with licensing, registration and purchasing information, and additional online resources.

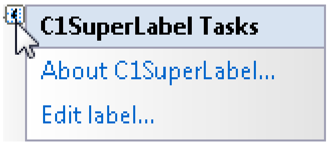
C1SuperTooltip Context Menu

To access C1SuperTooltip's context menu, right-click the C1SuperTooltip component. The **C1SuperTooltip** context menu appears.

C1SuperLabel Tasks and Context Menus

C1SuperLabel Tasks Menu

To access the **C1SuperLabel Tasks** menu, click the smart tag in the upper-right corner of the C1SuperLabel control. The **C1Label Tasks** menu appears. By clicking **Edit label** you can open the **C1SuperLabel Editor**.



- **About C1SuperLabel**
  Displays the **About C1SuperTooltip** dialog box containing the version number, along with licensing, registration and purchasing information, and additional online resources.
- **Edit label**
  Opens the **C1SuperLabel Editor** so you can begin adding HTML code to create a C1SuperLabel.

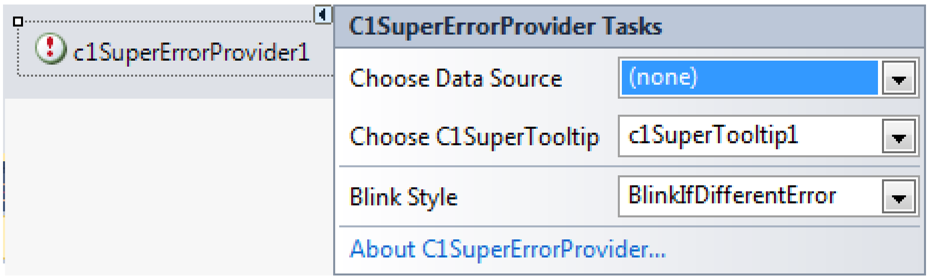
C1SuperTooltip Context Menu

To access **C1SuperTooltip's** context menu, right-click on the C1SuperTooltip component. The C1SuperTooltip context menu appears. By selecting **Edit label** you can open the **C1SuperLabel Editor**.

C1SuperErrorProvider Tasks and Context Menus

C1SuperErrorProvider Tasks Menu

To access the **C1SuperErrorProvider Tasks** menu, click the smart tag in the upper-right corner of the C1SuperErrorProvider control. The **C1SuperErrorProvider Tasks** menu appears.



Choose Data Source: (none)
Choose C1SuperTooltip: c1SuperTooltip1
Blink Style: BlinkIfDifferentError

- **Choose Data Source**
  Use this drop-down to select a data source that you can attach to a control and that you want to monitor for errors.
- **Choose C1SuperTooltip**
  Click this drop-down and select a C1SuperTooltip to associate it with the error provider component. The C1SuperTooltip will be used for displaying the error description text. It must be set in order for the error message to appear when the mouse pointer hovers the error icon, although it can be blank. If it is blank, the error icon won't have the associated tool tip.
- **Blink Style**
  Select the way you would like the default error message icon to appear: **BlinkIfDifferentError**, **AlwaysBlink**, or **NeverBlink**.
- **About C1SuperErrorProvider**
  Displays the **About C1SuperTooltip** dialog box containing the version number, along with licensing, registration and purchasing information, and additional online resources.

C1SuperErrorProvider Context Menu

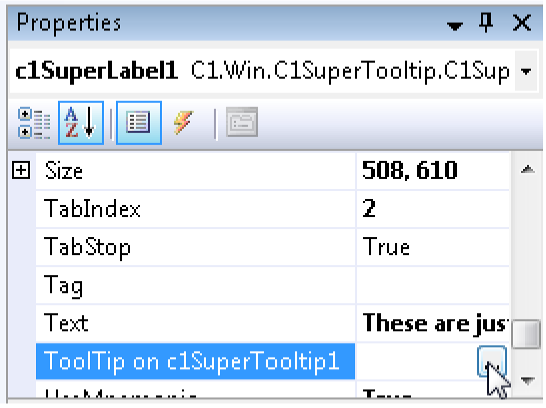
To access C1SuperErrorProviders context menu, right-click the C1SuperErrorProvider component. The C1SuperErrorProvider context menu appears.

C1SuperTooltip Editors

The following sections describe how to use **C1SuperTooltip's** Editors to configure the **C1SuperToolTip** controls.

C1SuperTooltip Editor

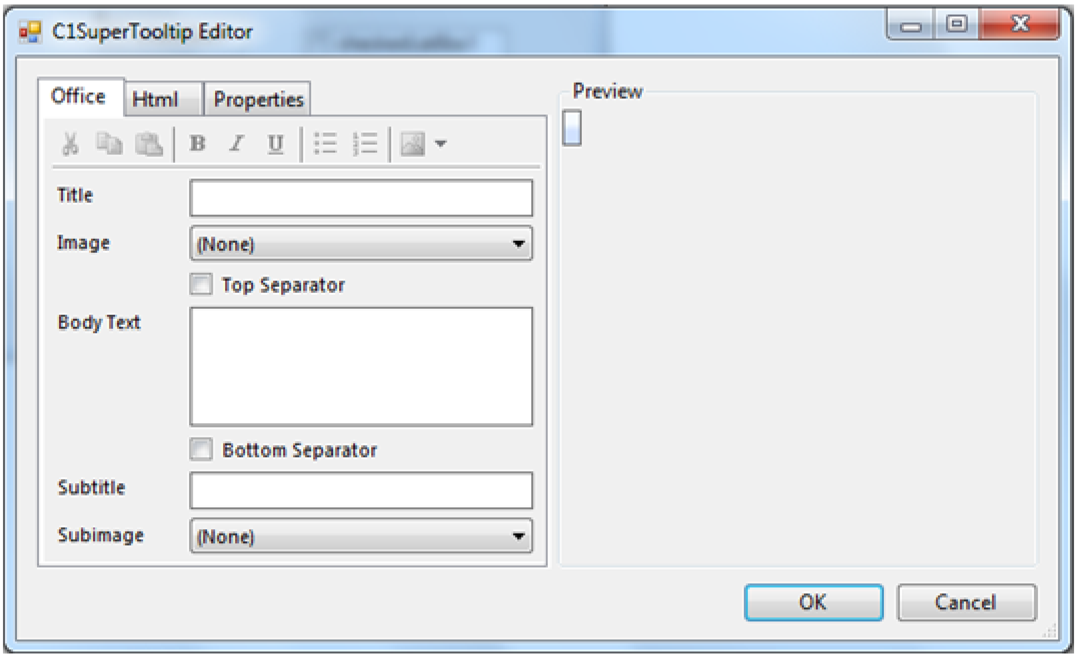
To access the **C1SuperTooltip Editor**, access the Properties window for the control that will contain the ToolTip and select the **ellipsis** button next to **ToolTip on C1SuperTooltip**, as in the image below. The **C1SuperTooltip Editor** appears.



c1SuperLabel1 C1.Win.C1SuperTooltip.C1Sup

⊞ Size	508, 610
TabIndex	2
TabStop	True
Tag	
Text	These are jus
ToolTip on c1SuperTooltip1	

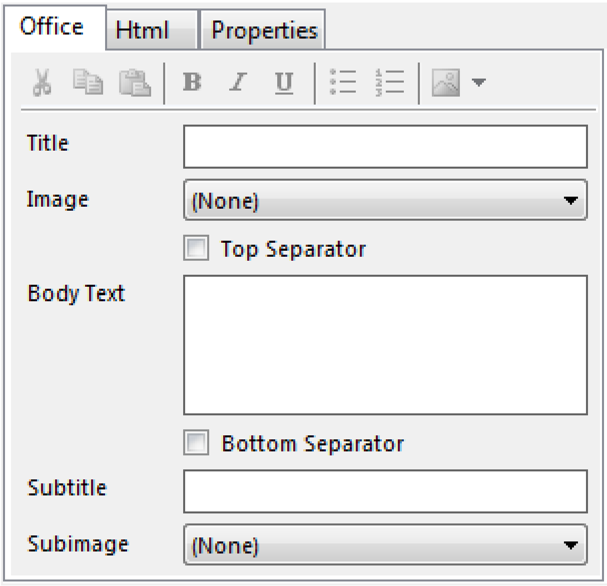
The **C1SuperTooltip Editor** consists of a tabbed design pane on the left, where you can change the appearance and content of the ToolTip, and a preview pane on the right, where you can view changes that have been made to the ToolTip.



At design time, there are two ways you can create the content of a ToolTip: using the **Office** tab or using **Html** tab to manually enter your own HTML code. You can use the **Properties** tab to change the ToolTip's appearance and behavior settings.

Office tab

In the **C1SuperToolTip Editor** you can use the **Office** tab to add images, a title, a subtitle, and the body text of the ToolTip. C1SuperTooltip automatically creates all of the HTML code behind the ToolTip, saving you time and work. The various elements in the **Office** tab allow you to quickly customize the content of your ToolTip, for example as in the image below.



Title

This is the text that appears at the top of the ToolTip; you can add HTML code to customize the appearance of the title text.

Image

This is the image that appears to the left of the Title. You can add an image by clicking the drop-down arrow and selecting **Add image**. Images that you have added using the Edit Image Collection Editor are listed and can be added to the ToolTip.

Top Separator

By checking this check box, you will add the top separator to the ToolTip. The top separator is a horizontal, dark grey rule that appears between the ToolTip's title and the body text.

Body Text

The body text is the main content of the ToolTip; you can add HTML to customize the appearance of the body text.

Bottom Separator

By checking this check box, you will add the bottom separator to the ToolTip. The top separator is a horizontal, dark grey rule that appears between the ToolTip's body text and subtitle text.

Subtitle

This is text that appears below the ToolTip's body text; you can add HTML code to customize the appearance of the title text.

Subimage

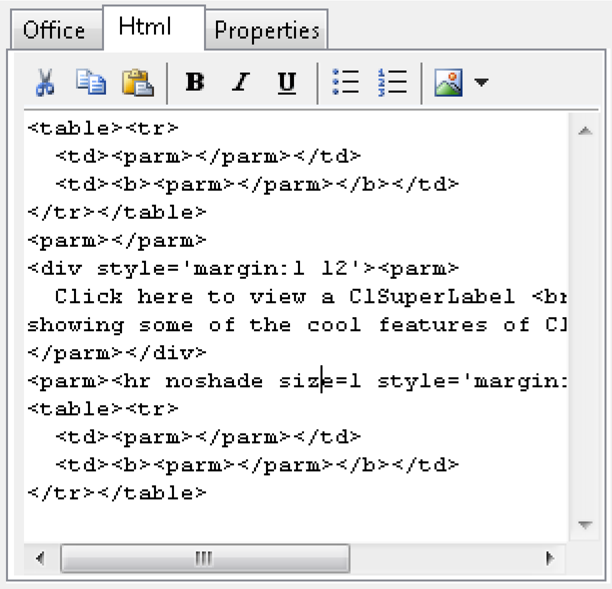
This is the image that appears to the left of the subtitle. You can add an image by clicking the drop-down arrow and selecting **Add image**. Images that you have added using the Edit Image Collection Editor are listed and can be added to the ToolTip.

For more information about creating a ToolTip using the **Office** tab, see the Creating C1SuperTooltips at Design Time topic.

Html tab

In the **Html** tab of the **C1SuperToolTip Editor** you can view and edit HTML code that reflects changes you have made in the **Office** tab. You can also use the **Html** tab to create a ToolTip by entering all of your own HTML code if you choose not to have the editor do it for you. By creating a ToolTip in the **Html** tab you have more control over each line of the ToolTip.

The **Html** tab provides a formatting toolstrip with the following buttons: **Cut**, **Copy**, **Paste**, **Bold**, **Italic**, **Underline**, **Bulleted List**, **Numbered List**, and **Insert Image**.

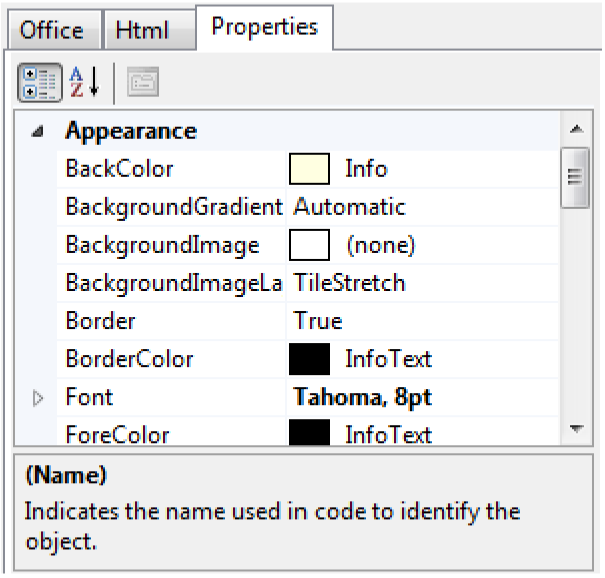


```
<table><tr>
  <td><parm></parm></td>
  <td><b><parm></parm></b></td>
</tr></table>
<parm></parm>
<div style='margin:1 12'><parm>
  Click here to view a C1SuperLabel <br
showing some of the cool features of C1
</parm></div>
<parm><hr noshade size=1 style='margin:
<table><tr>
  <td><parm></parm></td>
  <td><b><parm></parm></b></td>
</tr></table>
```

For more information about creating a ToolTip using the **Html** tab, see the Adding a C1SuperTooltip using HTML topic.

Properties tab

The **Properties** tab of the **C1SuperToolTip Editor** allows you to customize the overall appearance and behavior of the ToolTip, which will be applied to all controls associated with it. While the settings available in the **Properties** tab of the editor are the same as in the Properties window of the C1SuperTooltip, the advantage of the Properties tab is that you can quickly preview content and appearance changes in the Preview pane.



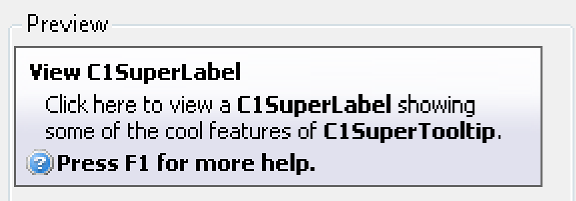
Appearance	
BackColor	Info
BackgroundGradient	Automatic
BackgroundImage	(none)
BackgroundImageLa	TileStretch
Border	True
BorderColor	InfoText
Font	**Tahoma, 8pt**
ForeColor	InfoText

(Name)
Indicates the name used in code to identify the object.

For more information about changing ToolTip appearance and behavior settings using the **Properties** tab, see the Changing the C1SuperTooltip Appearance and Behavior Settings topic.

Preview pane

The **Preview** pane of the **C1SuperToolTip Editor** allows you to preview the ToolTip. The **Preview** pane appears on the right side of the **C1SuperToolTip Editor** and reflects any changes that you make to the ToolTip allowing you to more easily visualize and change the ToolTip's content and appearance.



Preview

View C1SuperLabel

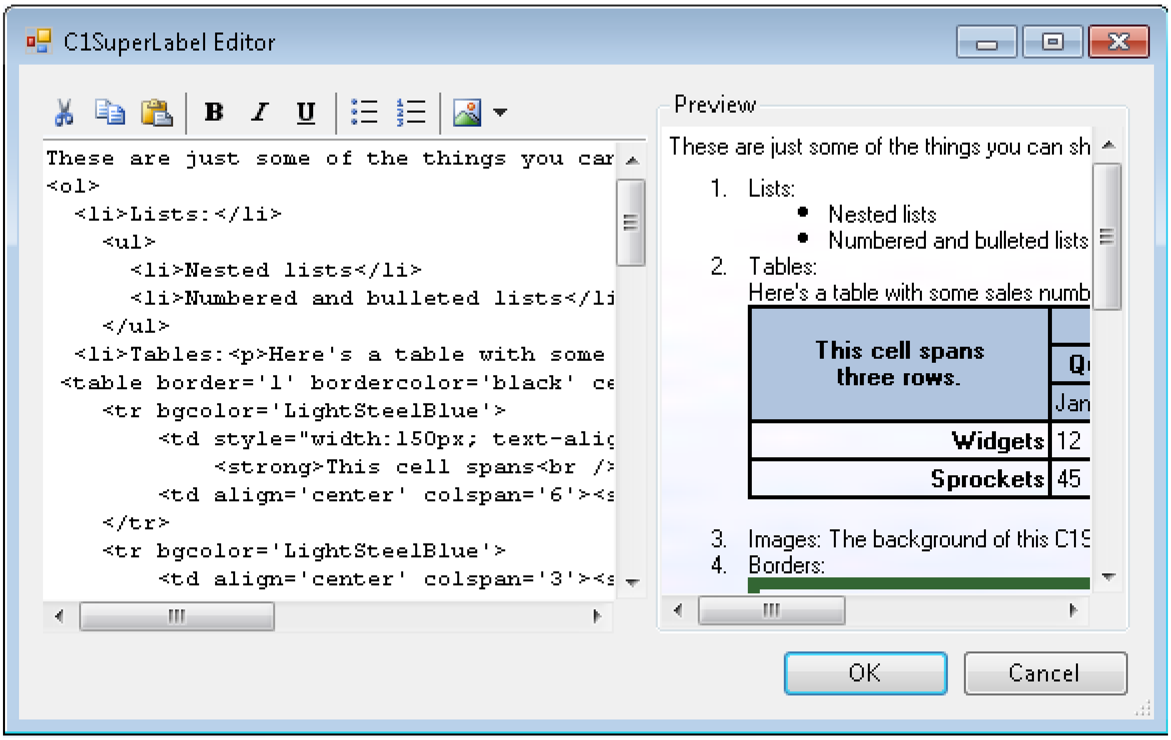
Click here to view a **C1SuperLabel** showing some of the cool features of **C1SuperTooltip**.

Press F1 for more help.

C1SuperLabel Editor

To access the **C1SuperLabel Editor**, select **Edit label** from the **C1SuperLabel Tasks** menu. The **C1SuperLabel Editor** appears.

Using the **C1SuperLabel Editor**, you can control the content and appearance of the **C1SuperLabel**. You can enter text and HTML code in the left-side text area of the **C1SuperLabel Editor** and preview the content in the right-side preview area, as in the example below.



```
These are just some of the things you car
<ol>
  <li>Lists:</li>
    <ul>
      <li>Nested lists</li>
      <li>Numbered and bulleted lists</li
    </ul>
  <li>Tables:<p>Here's a table with some
 <table border='1' bordercolor='black' ce
    <tr bgcolor='LightSteelBlue'>
        <td style="width:150px; text-alig
            <strong>This cell spans<br />
        <td align='center' colspan='6'><s
    </tr>
    <tr bgcolor='LightSteelBlue'>
        <td align='center' colspan='3'><s
```

These are just some of the things you can sh

1. Lists:
   - Nested lists
   - Numbered and bulleted lists
2. Tables:
   Here's a table with some sales numb

This cell spans three rows.	**Q**
	Jan
Widgets	12
Sprockets	45

3. Images: The background of this C1S
4. Borders:

The **C1SuperLabel Editor** also provides a formatting toolstrip with the following buttons: **Cut**, **Copy**, **Paste**, **Bold**, **Italic**, **Underline**, **Bulleted List**, **Numbered List**, and **Insert Image**.

Edit Image Collection Editor

You can add images to be used in the **C1SuperToolTip** components through the **Edit Image Collection** editor. You can access the **Edit Image Collection** editor through the Properties window of the **C1SuperTooltip** component and the **C1SuperLabel** control.

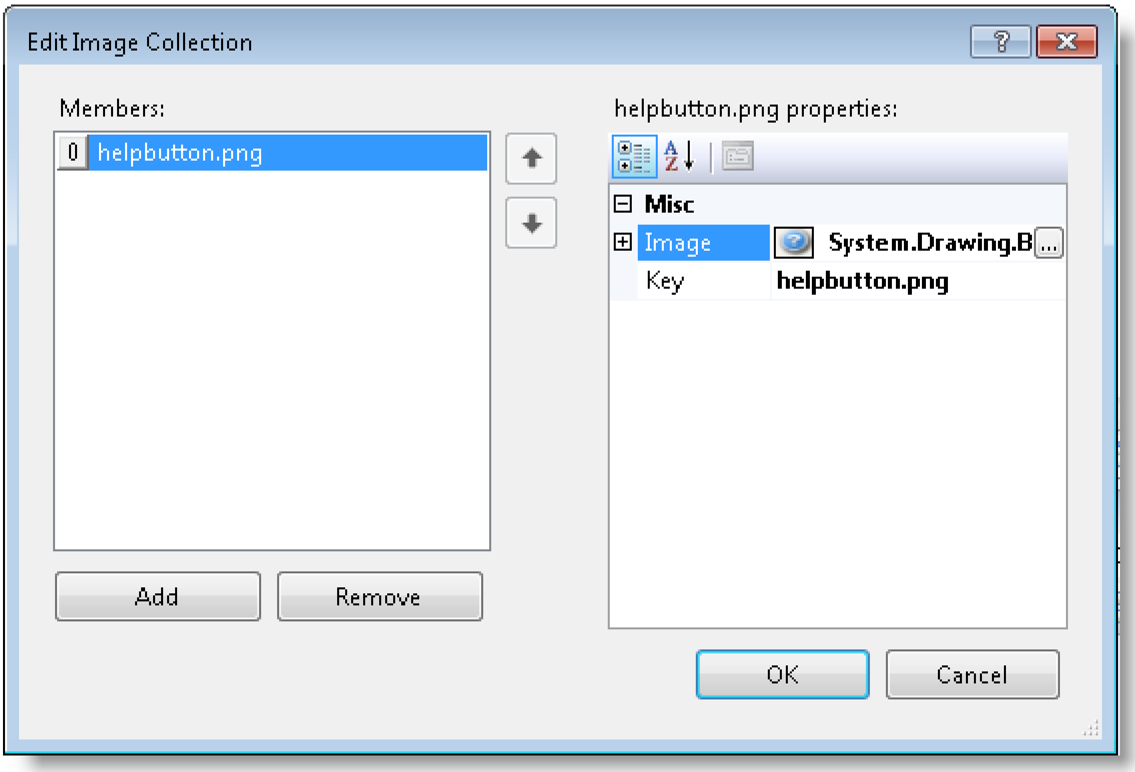
Accessing the Edit Image Collection editor from C1SuperTooltip

To open the **Edit Image Collection** editor select the C1SuperTooltip control and click the **ellipsis** button next to the Images property in the Properties window. The **Edit Image Collection** editor appears.

Accessing the Edit Image Collection editor from C1SuperLabel

To open the **Edit Image Collection** editor select the C1SuperLabel control and click the **ellipsis** button next to the Images property in the Properties window. The **Edit Image Collection** editor appears.

In the left pane of the **Edit Image Collection** editor you can see what image members have been added and can add and remove images from the collection. In the right pane you can view and change each image's properties, as in the image below.



Adding an image to **C1SuperTooltip** controls is easy; for more information see Adding an Image to C1SuperTooltip and Adding an Image to C1SuperLabel.

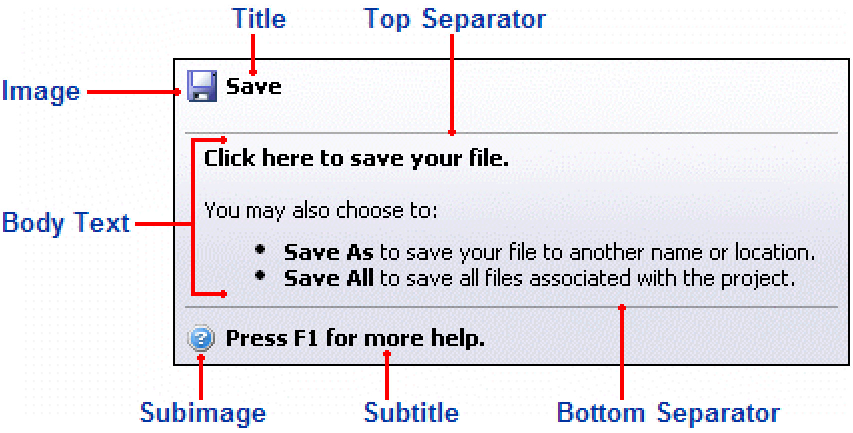
C1SuperTooltip Elements

This section provides a visual and descriptive overview of the elements that comprise the C1SuperToolTip and C1SuperLabel controls.

ToolTip Elements

The C1SuperTooltip control consists of several elements that can be modified through the **Office** tab of the **C1SuperTooltip Editor**. For more information about the **C1SuperTooltip Editor** and these elements, please see the Office tab topic.

> **Note**: If you choose to add HTML code directly to the C1SuperTooltip or add a C1SuperTooltip programmatically, elements will not be automatically added and must be formatted manually through the HTML code (for example adding a separator by adding the <hr> horizontal rule tag).



Save

Click here to save your file.

You may also choose to:

- **Save As** to save your file to another name or location.
- **Save All** to save all files associated with the project.

Press F1 for more help.

Title

This is the text that appears at the top of the ToolTip; you can add HTML code to customize the appearance of the title text.

Image

This is the image that appears to the left of the Title. You can add an image through the **C1SuperTooltip Editor** or you can add an image to the collection by using the **Edit Image Collection Editor**.

Top Separator

The top separator is a horizontal rule that appears between the ToolTip's title and the body text. You can add a top separator through the **Office** tab of the **C1SuperTooltip Editor** or you can add a horizontal rule to the HTML code by using the <hr> tag.

Body Text

The body text is the main content of the ToolTip; you can add HTML to customize the appearance of the body text.

Bottom Separator

The bottom separator is a horizontal rule that appears between the ToolTip's body text and subtitle. You can add a bottom separator through the **Office** tab of the **C1SuperTooltip Editor** or you can add a horizontal rule to the HTML code by using the <hr> tag.

Subtitle

This is text that appears below the ToolTip's body text; you can add HTML code to customize the appearance of the subtitle text.

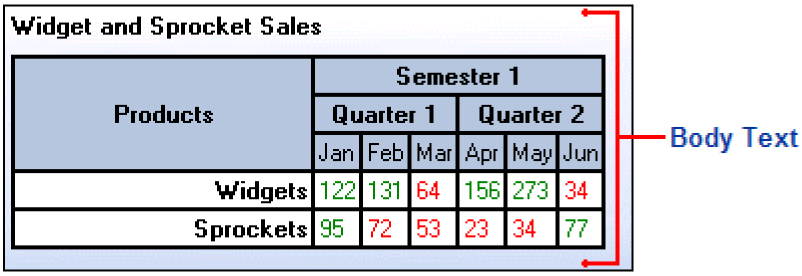
Subimage

This is the image that appears to the left of the subimage. You can add an image through the **C1SuperTooltip Editor** or you can add an image to the collection by using the **Edit Image Collection Editor**.

For more information about creating a ToolTip using the **Office** tab, see the Creating C1SuperTooltips at Design Time topic.

Label Elements

The C1SuperLabel control consists of a main body in which HTML content can be added. In the following example, a table was added to the label using HTML. For more information, see the Creating C1SuperLabels topic.



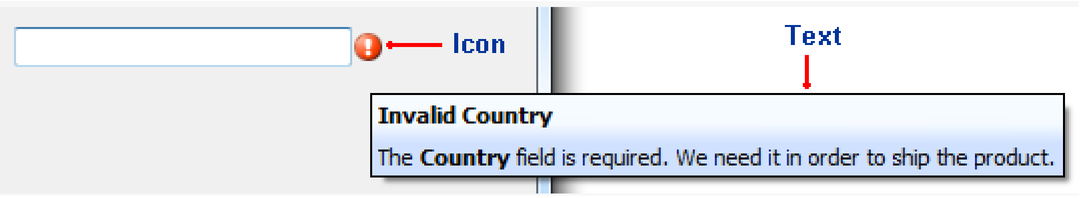
Widget and Sprocket Sales

Products	Semester 1					
	Quarter 1			Quarter 2		
	Jan	Feb	Mar	Apr	May	Jun
Widgets	122	131	64	156	273	34
Sprockets	95	72	53	23	34	77

You can also quickly add and preview content using the **C1SuperLabel Editor**. For more information about the editor, see the C1SuperLabel Editor topic.

ErrorProvider Elements

The C1SuperErrorProvider control consists of an icon image, along with any formatted HTML text you want to include to indicate an error.



Invalid Country

The **Country** field is required. We need it in order to ship the product.

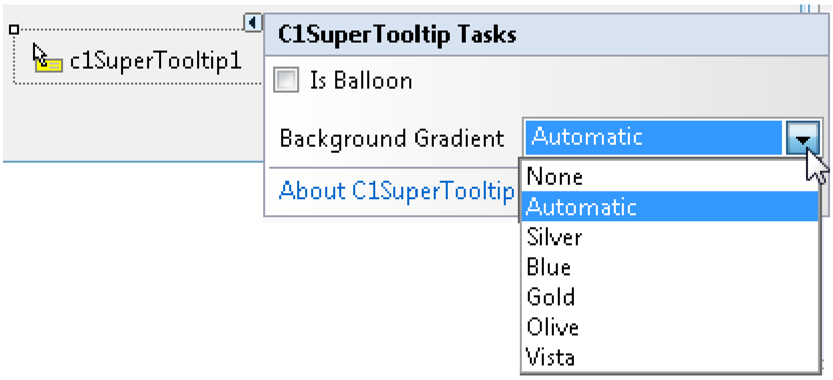
For more information on providing error messages, see the Creating C1SuperErrorProvider Error Messages topic.

C1SuperTooltip Appearance

This section provides a visual and descriptive overview of the settings available to customize the appearance of the **SuperTooltip for WinForms** controls.

C1SuperTooltip Background Gradient

You can customize the appearance of the C1SuperTooltip quickly and easily by changing the BackgroundGradient property. You can access the BackgroundGradient property at design time through the Properties window or by selecting the **Background Gradient** drop-down box from the **C1SuperTooltip Tasks** menu. By default the BackgroundGradient property is set to **Automatic**.



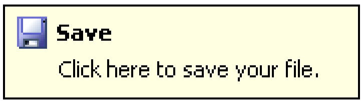
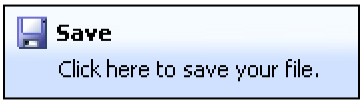
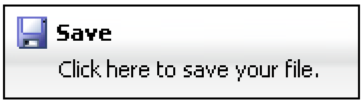
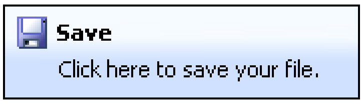
c1SuperTooltip1

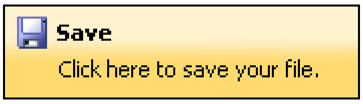
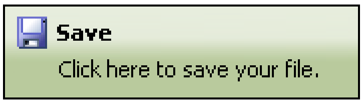
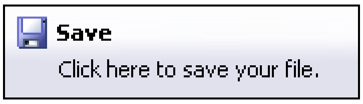
C1SuperTooltip Tasks

☐ Is Balloon

Background Gradient: Automatic

The following background gradients are available for **C1SuperTooltip**:

Background Gradient	Preview
None	 Save Click here to save your file.
Automatic	 Save Click here to save your file.
Silver	 Save Click here to save your file.
Blue	 Save Click here to save your file.
Gold	

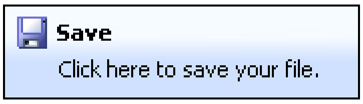
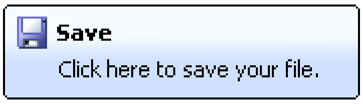
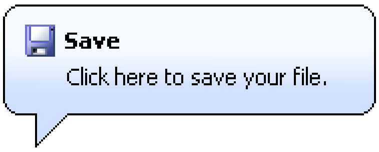
	 Save Click here to save your file.
Olive	 Save Click here to save your file.
Vista	 Save Click here to save your file.

C1SuperTooltip Shape

By using the IsBalloon and RoundedCorners properties you can customize the appearance of the C1SuperToolTip.

You can access the IsBalloon and RoundedCorners properties through the Properties window. You can also access the IsBalloon property through the **C1SuperTooltip Tasks** menu.

The following shape settings are available for **C1SuperTooltip**:

Shape Settings	Preview
IsBalloon = False RoundedCorners = False	 Save Click here to save your file.
IsBalloon = False RoundedCorners = True	 Save Click here to save your file.
IsBalloon = True RoundedCorners = False	 Save Click here to save your file.

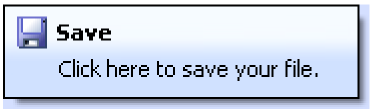
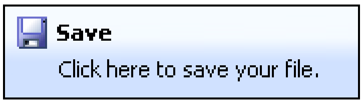
If both the IsBalloon and RoundedCorners properties are set to **False** (default), the Tooltip appears as a rectangle. If RoundedCorners is set to **True**, the ToolTip appears as a rounded rectangle. If IsBalloon is set to **True**, the ToolTip appears in a balloon shape.

C1SuperTooltip Shadow

By setting the Shadow property you can determine whether a shadow will appear below a **C1SuperTooltip**. By default the Shadow property is set to **True**.

You can access the Shadow property through the Properties window.

The following shadow settings are available for **C1SuperTooltip**:

Shape Settings	Preview
Shadow = True	 Save Click here to save your file.
Shadow = False	 Save Click here to save your file.

SuperTooltip 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 Studio.

Please refer to the pre-installed product samples through the following path:

Documents\ComponentOne Samples\WinForms

The following tables provide a short description for each sample.

Visual Basic and C# Samples

SuperTooltip for WinForms includes the following Visual Basic and C# samples:

Sample	Description
SuperErrorProvider	This sample shows how to use the C1SuperErrorProvider component with data sources and individual controls.
SuperLabels	Demonstrates the different items that can be place within **C1SuperLabel** controls, such as lists, tables, preformatted text and images. This sample uses the C1SuperLabel control.
SuperTooltips	Demonstrates the different items that can be placed within **C1SuperTooltip** controls, such as lists, tables, preformatted text and images. This sample uses the C1SuperTooltip control.
GridTips	Demonstrates two methods that can be used to show a **C1SuperTooltip** control on demand. This sample uses the C1SuperTooltip and **C1FlexGrid** controls.
ShowTooltips	Demonstrates the Show() and Hide() methods in the standard ToolTip and **C1SuperTooltip** controls. This sample uses the C1SuperTooltip control.
TextDrivenSuperTooltip (C# only)	Shows how you can load SuperTooltips from an XML file at run time.
ThumbnailTips	Demonstrates how to build ToolTips with dynamically generated thumbnail images. This sample uses the **C1Chart**, **C1FlexGrid**, and C1SuperTooltip controls.

SuperTooltip for WinForms Task-Based Help

The task-based help assumes that you are familiar with programming in Visual Studio, and know how to use bound and unbound controls in general. If you are a novice to the **SuperTooltip for WinForms** product, please see the SuperTooltip for WinForms Quick Start first.

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

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

Creating C1SuperTooltips

The following topics explain how to create **C1SuperTooltips** at design time using the **C1SuperTooltip Editor**, in code, by using cascading style sheets, and using HTML, as well as how to add multiple ToolTips, adjust **C1SuperTooltip** appearance and behavior settings, and add images to ToolTips.

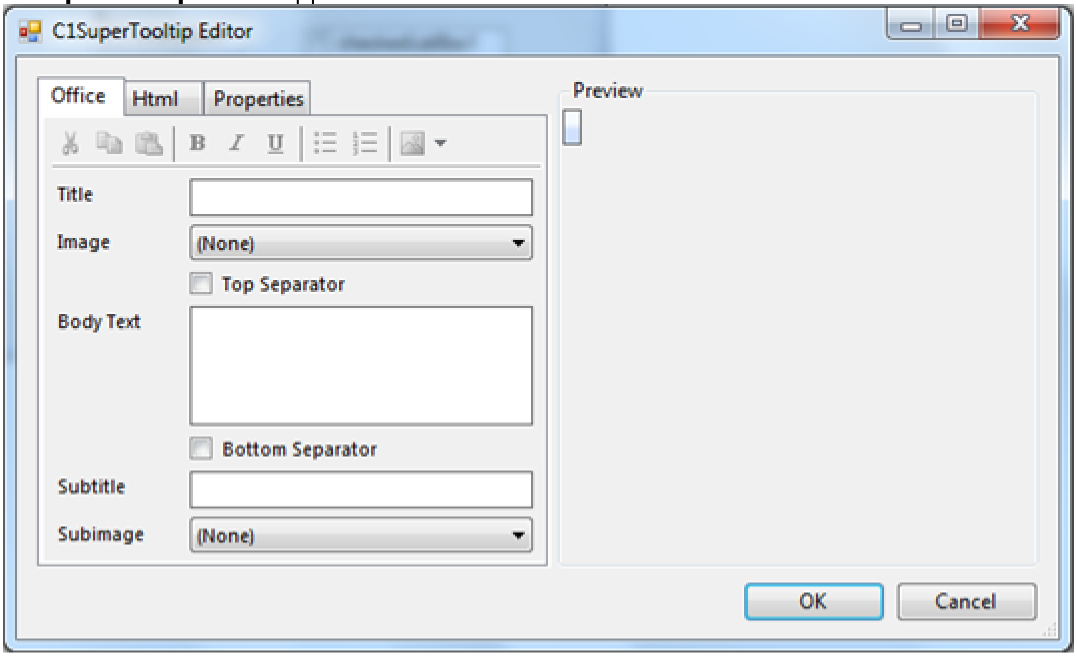
Creating C1SuperTooltips at Design Time

C1SuperTooltip provides a design-time editor, **C1SuperTooltip Editor**, to simplify the process of creating ToolTips in your applications. The following topic will show you how to create ToolTips and change their appearance and behavior using this editor. A ToolTip is used to display helpful information when a mouse hovers over an item in an application. Usually ToolTips contain only plain text. Using C1SuperTooltip, you can display HTML content, including images, tables, and numbered, bulleted, or nested lists.

You can associate C1SuperTooltip with any System.Windows.Forms control or System.Windows.Forms.ToolStripItem.

To add a C1SuperTooltip to your application:

1. Double-click the C1SuperTooltip component in the Toolbox to add it to your form.
2. Select the control you would like associated with the C1SuperTooltip.
3. In the Properties window, click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property. The **C1SuperTooltip Editor** appears.



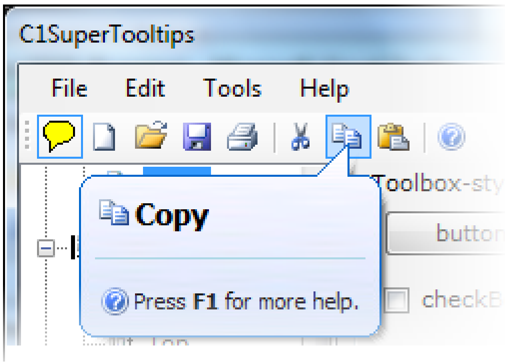
At design time, there are two ways you can create the content of your ToolTip: either using the **Office** tab or using **Html** tab to manually enter your own HTML code. In this example, we will use the **Office** tab, but click the **Html** tab and enter your code there, if desired. When you use the **Office** tab, **C1SuperTooltip** automatically creates the HTML code behind the ToolTip for you.

4. To set up your ToolTip:
   1. Enter a title for the ToolTip in the **Title** field. The title will appear to the right of the image, if any.
   2. Click the drop-down arrow next to the **Image** property to find and select an image to appear next to the ToolTip title.
   3. Check the **Top Separator** checkbox if you want a divider line to appear after the title text, separating the title from the body text of the ToolTip.
   4. Enter the text for the C1SuperTooltip in the **Body Text** field.
   5. Check the **Bottom Separator** check box if you want a divider line to appear after the body text of the ToolTip, separating it from the subtitle.
   6. Enter a subtitle for the ToolTip in the Subtitle filed. The subtitle will appear to the right of the subimage, if any.
   7. Click the drop-down arrow next to the **Subimage** property to find and select an image to appear next to the subtitle.

   A preview of the ToolTip appears in the **Preview** window.

5. Select the **Properties** tab and set the desired properties for **C1SuperTooltip1**. You can do things such as: change ToolTip text and background color, add a background image, or modify how long and how quickly a ToolTip window is displayed. For a complete list of properties, see C1SuperTooltip Properties.

   When you run the application and mouse over the control associated with a C1SuperTooltip, the ToolTip appears.



Creating a C1SuperTooltip Programmatically

The following topic explains how to create **C1SuperTooltips** in code. You can specify the C1SuperTooltip text and associate it with a control using the SetToolTip method.

In the SetToolTip method, specify the control or **Windows.Forms.ToolStripItem** to associate with the ToolTip first, and then add the string, or the HTML code used to create the ToolTip text.

The code for the SetToolTip method looks like this:

```
C1SuperTooltip1.SetToolTip(Control, String)
```

or

```
C1SuperTooltip1.SetToolTip(ToolStripItem, String)
```

Note: In the following examples an embedded resource containing an image is used. To embed a resource, select **Project | *YourProjectName* Properties**. Select **Add Resource** and choose to add an existing file, *NewDoc.png* in this example, or add a new one. Then, in the Solution Explorer, select the resource file and set **Build Action** to **Embedded Resource** in the Properties window.

To create a C1SuperTooltip for a control programmatically:

1. Add a C1SuperTooltip control and the control to associate it with to your form. In this example, we will use a Button1 control.
2. Add the following code to the **Form_Load** event. This code uses an embedded resource that contains an image, NewDoc.png, but any image can be used.

   To write code in Visual Basic

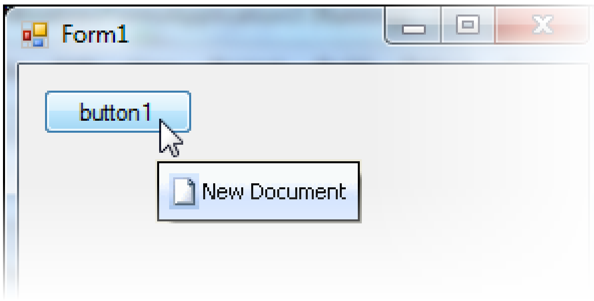
   Visual Basic

   ```
   C1SuperTooltip1.SetToolTip(Button1, "<table><tr>" + _
   "<td><img src='NewDoc.png'></td>" + _
   "<th>New Document</th>" + "</tr></table>")
   ```

   To write code in C#

   C#

   ```
   c1SuperTooltip1.SetToolTip(button1, "<table><tr>" +
   "<td><img src='NewDoc.png'></td>" +
   "<th>New Document</th>" + "</tr></table>");
   ```
3. Run your project. The code creates a C1SuperTooltip like the following.



To create a C1SuperTooltip for a ToolStripItem programmatically:

1. Add a C1SuperTooltip control and a **System.Windows.ToolStrip** control to your form. In this example, we have added buttons to the **ToolStrip**.
2. Add the following code to the **Form_Load** event. This code uses an embedded resource that contains an image, NewDoc.png, but any image can be used.

   To write code in Visual Basic

   Visual Basic

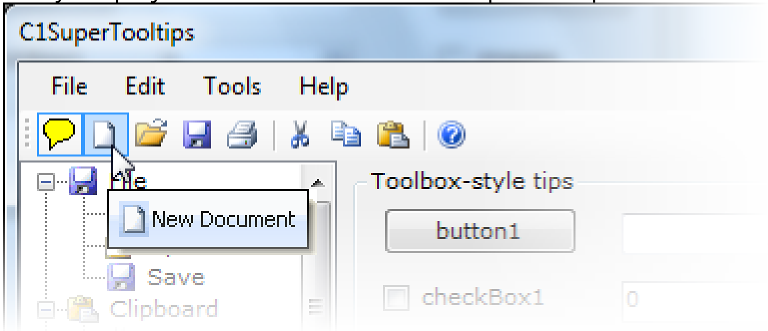
   ```
   ' hide the default ToolTip so only the C1SuperTooltip is visible
   ToolStripButton1.AutoToolTip = False
   C1SuperTooltip1.SetToolTip(ToolStripButton1, "<table><tr>" + _
   ```

```
"<td><img src='NewDoc.png'></td>" + _
"<th>New Document</th>" + "</tr></table>")
```

To write code in C#

```
C#
// hide the default ToolTip so only the C1SuperTooltip is visible
toolStripButton1.AutoToolTip = false;
c1SuperTooltip1.SetToolTip(toolStripButton1, "<table><tr>" +
"<td><img src='NewDoc.png'></td>" +
"<th>New Document</th>" + "</tr></table>");
```

3. Run your project. The code creates a C1SuperTooltip like the following:



For more information, see the SetToolTip method.

Creating a C1SuperTooltip using a Cascading Style Sheet

The following topic explains how to apply a cascading style sheet to your ToolTips for complete control over how and where they appear within your application. **SuperTooltip for WinForms** supports most HTML features, including cascading style sheets, which offer you greater control over how and where ToolTips appear in your applications. Simply create a cascading style sheet within your code, create your ToolTip, and apply the style sheet styles to the ToolTip.

In the following example, we will create a Microsoft Vista-style ToolTip identical to the one created using the **C1SuperTooltip Editor** in the Creating C1SuperTooltips at Design Time topic, only this ToolTip will be created in code and use a cascading style sheet. The code in the following steps was placed within the **Form_Load** event.

1. Create the cascading style sheet.

To write code in Visual Basic

```
Visual Basic
Dim myCSS As String

'create the cascading style sheet
myCSS = "<style type='text/css'>" + _
".header{font-family: tahoma; font-weight: bold; margin-left: 2px; vertical-align:middle}" + _
".body{font-family: tahoma; margin-left: 8px}" + _
"img{vertical-align: middle}" + _
"td{vertical-align:middle}" + _
"p{border-bottom: medium solid #999999; border-bottom-width:1px}" + _
"</style>"
```

To write code in C#

C#

```
string myCSS;

//create the cascading style sheet
myCSS = "<style type='text/css'>" +
".header{font-family: tahoma; font-weight: bold; margin-left: 2px; vertical-align:middle}" +
".body{font-family: tahoma; margin-left: 8px}" +
"img{vertical-align: middle}" +
"td{vertical-align:middle}" +
"p{border-bottom: medium solid #999999; border-bottom-width:1px}" +
"</style>";
```

2. Create the header and body text of the ToolTip, and apply styles from the cascading style sheet.

To write code in Visual Basic

Visual Basic

```
Dim TipBuilder, TipBody, TipHeader As String

' create the header, or title, of the ToolTip
TipHeader = "<div class='header'>" + "Copy" + "</div>"
  'create the body text of the ToolTip
TipBody = "<table width=160px>" + _
    "<tr>" + _
     "<td>" + _
      "<div class='body'>" + "Copy the selection and put" +
      "it<br>on the Clipboard."  + "</div>" + _
     "</td>" + _
    "</tr>" + _
    "</table>" + _
    "<p></p>" + _
    "<table cellpadding=0>" + _
     "<tr>" + _
      "<td>" + _
       "<img src='HelpButton.png'>" + _
      "</td>" + _
      "<td>" + _
       "<div class='header'>" + _
        "Press F1 for help." + _
       "</div>" + _
     "</tr>" + _
    "</table>"
```

To write code in C#

C#

```
string TipBuilder, TipBody, TipHeader;

// create the header, or title, of the ToolTip
```

```
TipHeader = "<div class='header'>" + "Copy" + "</div>";
//create the body text of the ToolTip
TipBody = "<table width=160px>" +
  "<tr>" +
   "<td>" +
    "<div class='body'>" + "Copy the selection and put" +
    "it<br>on the Clipboard." + "</div>" +
   "</td>" +
  "</tr>" +
  "</table>" +
  "<p></p>" +
  "<table cellpadding=0>" +
   "<tr>" +
    "<td>" +
     "<img src='HelpButton.png'>" +
    "</td>" +
    "<td>" +
     "<div class='header'>" +
      "Press F1 for help." +
     "</div>" +
   "</tr>" +
   "</table>";
```

Note: In this example an embedded resource containing an image is used. To embed a resource, select **Project |** ***YourProjectName*** **Properties**. Select **Add Resource** and choose to add an existing file, *HelpButton.png* in this example, or add a new one. Then, in the Solution Explorer, select the resource file and set **Build Action** to **Embedded Resource** in the Properties window.

3. Combine the separate parts of the ToolTip, and apply the cascading style sheet.

   To write code in Visual Basic

   Visual Basic

   ```
   ' Combine the ToolTip header and body, and apply the cascading style sheet.
   TipBuilder = myCSS + TipHeader + TipBody
   ```

   To write code in C#

   C#

   ```
   // Combine the ToolTip header and body, and apply the cascading style sheet.
   TipBuilder = myCSS + TipHeader + TipBody;
   ```

4. Add the Vista formatting and associate the ToolTip with the button control.

   To write code in Visual Basic

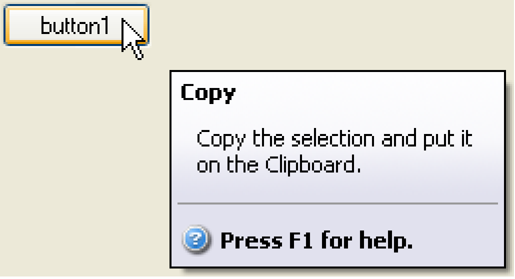
   Visual Basic

   ```
   ' apply the Vista background gradient and associate the ToolTip with Button1
   C1SuperTooltip1.BackgroundGradient = C1.Win.C1SuperTooltip.BackgroundGradient.Vista
   C1SuperTooltip1.SetToolTip(Button1, TipBuilder)
   ```

   To write code in C#

```
C#
// apply the Vista background gradient and associate the ToolTip with Button1
c1SuperTooltip1.BackgroundGradient = C1.Win.C1SuperTooltip.BackgroundGradient.Vista;
c1SuperTooltip1.SetToolTip(button1, TipBuilder);
```

5. Run the project and mouse over the button associated with **C1SuperTooltip1**. The Vista-style ToolTip appears.



Copy

Copy the selection and put it on the Clipboard.

Press F1 for help.

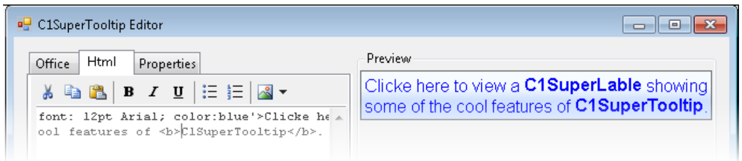
Adding a C1SuperTootip using HTML

If you choose to create a ToolTip by using all of your own HTML code, you can enter it on the **Html** tab of the **C1SuperTooltip Editor**.

To add a **C1SuperTooltip** using HTML, complete the following steps:

1. In your project, select the control for which you are creating a C1SuperTooltip.
2. In the Properties window, click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property for the control to open the **C1SuperTooltip Editor**.
3. Select the **Html** tab.
4. Enter the following HTML code in the **Html** text box:
   ```
   <span style='font: 12pt Arial; color:blue'>Click here to view a <b>C1SuperLabel</b> showing<br> some of the cool features of <b>C1SuperTooltip</b>.</span>
   ```

   A preview of the C1SuperTooltip appears in the **Preview** window.



```
font: 12pt Arial; color:blue'>Clicke he
ool features of <b>C1SuperTooltip</b>.
```

Clicke here to view a **C1SuperLable** showing some of the cool features of **C1SuperTooltip**.

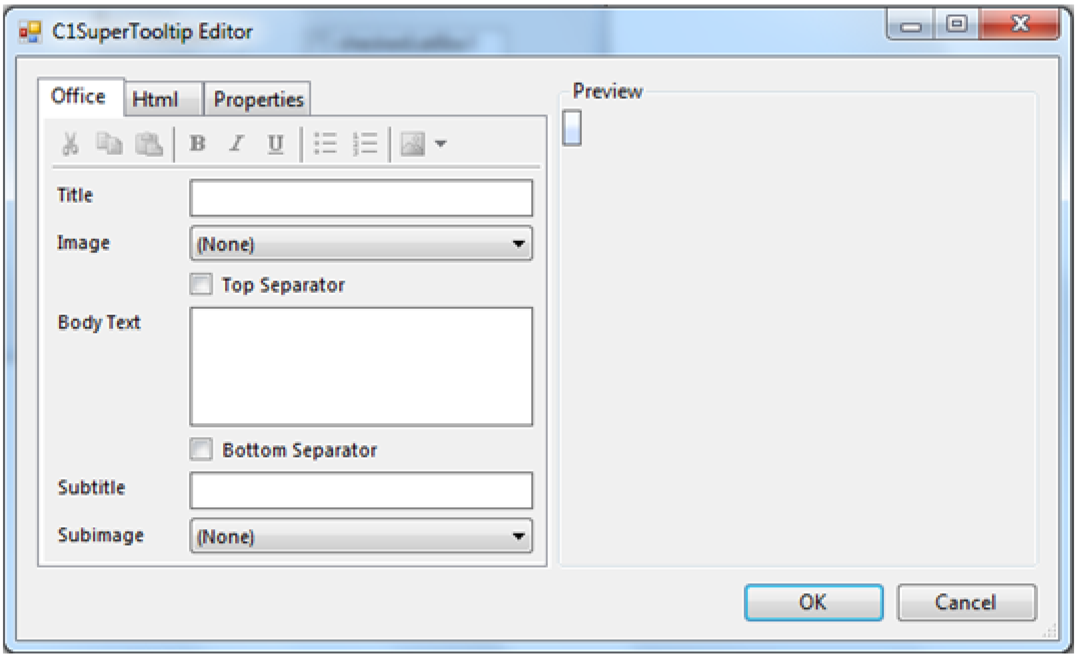
5. Click the **Properties** tab. Notice the ForeColor property is set to **InfoText** and the Font property is set to **Tahoma, 8pt**, by default, but the preview of the ToolTip shows the forecolor as blue and the font as Arial, 12pt. This is because when **<span>** tags are used to format the text in your HTML code, they cannot be overwritten by the properties specified in the **Properties** tab of the editor.
6. Click **OK** to close the editor.

Adding Multiple C1SuperTooltips

You can also add multiple ToolTips to a project. You may want to do this if you are not formatting the ToolTips with your own HTML code and you want the appearance properties of the ToolTips to be different. You could also do this when you want the behavior properties of the ToolTips to be different, regardless of how you created them.

When you add more than one ToolTip, make sure you specify the correct ToolTip for the control with which you want it to be associated. If you specify multiple ToolTips for one control, all specified ToolTips appear when you run the project and mouse over the control.

1. Suppose you have a project with two buttons on the form. Add two C1SuperTooltip controls.
2. Select **Button1** and click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property in the Properties window. The **C1SuperTooltip Editor** appears.



3. Create your ToolTip using the **Office** tab or by adding HTML code on the **Html** tab.
4. Set some of the properties on the **Properties** tab and click **OK**.
5. Select **Button2** and click the **ellipsis** button next to the **ToolTip on C1SuperTooltip2** property in the Properties window.
6. In the **C1SuperTooltip Editor**, create the second ToolTip and click the **Properties** tab.
7. Set some properties using different values than you used for **C1SuperTooltip1**.
8. Click **OK** to close the editor. The **ToolTip on C1SuperTooltip1** property will remain empty for **Button2**.
9. Run the project and mouse over each button. Notice how the **C1SuperTooltip1** appears when you mouse over **Button1**, and **C1SuperTooltip2** appears when you mouse over **Button2**. The styles and behaviors will be different, depending on the settings you used.

Changing the C1SuperTooltip Appearance and Behavior Settings

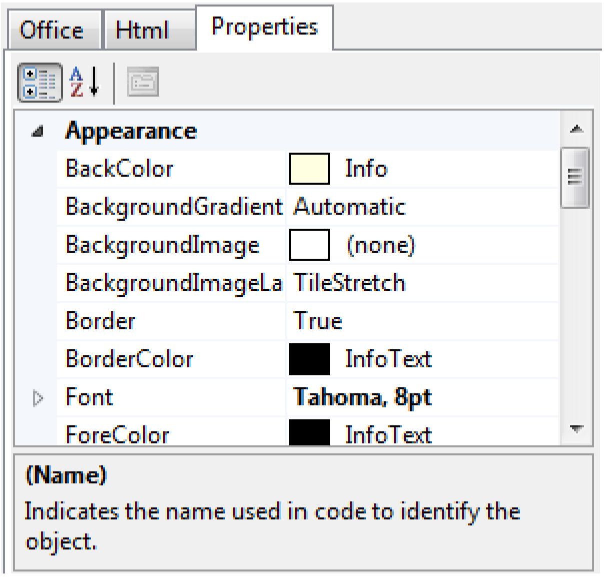
You can change the appearance and behavior settings of your ToolTips two different ways: using the **C1SuperTooltip Editor** or using the C1SuperTooltip control, through its smart tag and the Properties window.

Changing the settings in the C1SuperTooltip Editor

In the **C1SuperTooltip Editor**, you can use the **Office** tab to add images, a title, a subtitle, and the body text of the ToolTip. C1SuperTooltip automatically creates all of the HTML code behind the ToolTip, saving you time and work. You can create the same ToolTip by entering all of your own HTML code on the **Html** tab of the editor if you choose not to have the editor do it for you. When using these two tabs, the changes you make and the settings you specify are applied only to the ToolTip for the control you have selected in your form.

The **Properties** tab, however, allows you to change the overall appearance and behavior of the ToolTip, which will be applied to all controls associated with it.

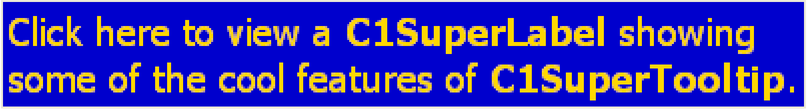
1. In your project, select the control for which you are creating a C1SuperTooltip.
2. In the Properties window, click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property for the control to open the **C1SuperTooltip Editor**.
3. Select the **Properties** tab.



Appearance	
BackColor	Info
BackgroundGradient	Automatic
BackgroundImage	(none)
BackgroundImageLa	TileStretch
Border	True
BorderColor	■ InfoText
Font	**Tahoma, 8pt**
ForeColor	■ InfoText

(Name)
Indicates the name used in code to identify the object.

4. Set the following properties:
   - Click the drop-down arrow next to the BackColor property, select the **Web** tab, and choose a color.
   - Set the BackgroundGradient property to **None**. The background color will not appear if this property is set to a value other than **None**.
   - Click the drop-down arrow next to the ForeColor property, select the **Web** tab, and choose a color.
   - Set the Shadow property to **False**.
   - Set the Border property to **False**.
   - Expand the Font property node and set the **Size** to **14**.
5. To change the amount of time, in milliseconds, the ToolTip remains visible when the mouse hovers over each button, set the AutoPopDelay property to **1000**.
6. Run the project and mouse over the control with the associated ToolTip. The ToolTip will appear something like the following image, depending on the settings you used.


Click here to view a **C1SuperLabel** showing some of the cool features of **C1SuperTooltip**.

Changing the settings using the C1SuperTooltip Control

You can use the C1SuperTooltip smart tag to determine the background gradient for the ToolTip and whether it appears within a balloon shape or a rectangular box. For more information, see C1SuperTooltip Tasks and Context Menus.

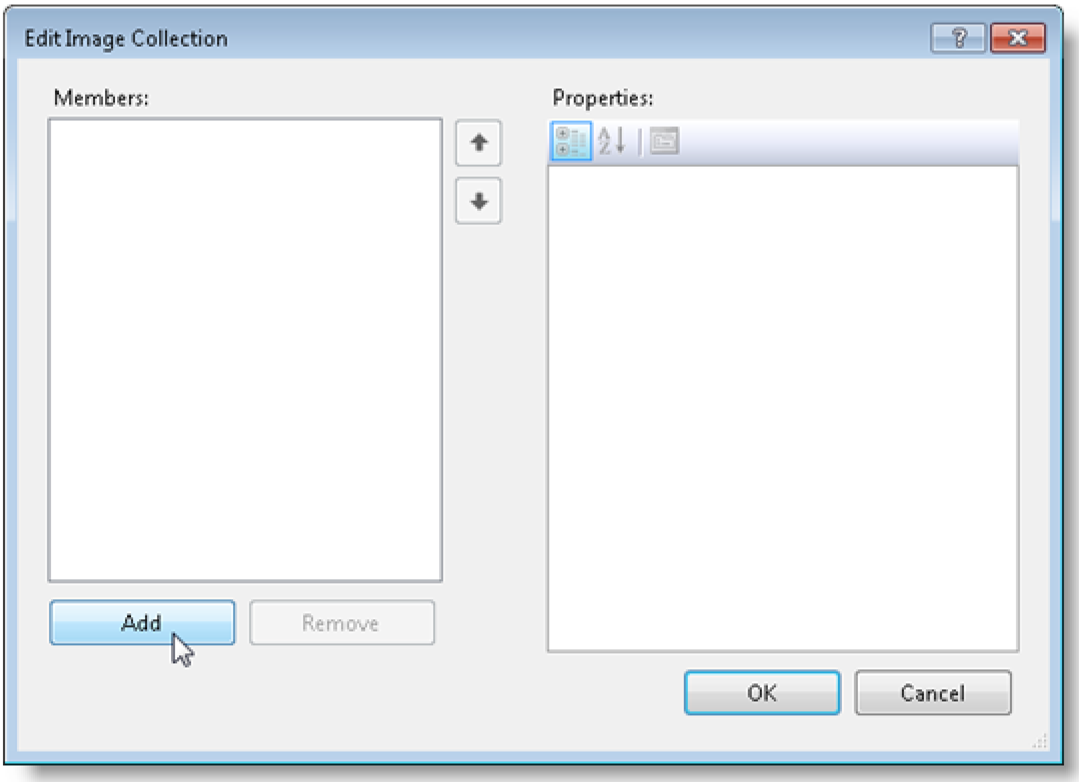
You can use the Visual Studio Properties window to change all of the C1SuperTooltip properties. This is the same list of properties you will find on the **Properties** tab of the **C1SuperTooltip Editor**.

1. Right-click the C1SuperTooltip control and select **Properties** to access the Properties window.
2. Set the desired properties.

Adding an Image to C1SuperTooltip

SuperTooltip for WinForms supports adding images, including animated images, at design time. First, add the image to the C1SuperTooltip Image collection, and then specify the image in the **C1SuperTooltip Editor**.

1. Add a C1SuperTooltip control to your form.
2. Select the C1SuperTooltip control and click the **ellipsis** button next to the Images property in the Properties window. The **Edit Image Collection** editor appears.



3. Click the **Add** button and browse to find the image you want to use.
4. Select the image and click **Open**. The image is added to the ToolTip's image collection.
5. Click **OK** to close the **Edit Image Collection** editor.
6. Select the control being associated with the C1SuperTooltip.
7. Click the **ellipsis** button next to the **ToolTip on C1SuperTooltip1** property.

The image you added to the ToolTip's image collection can be selected from the **Image** or **Subimage** drop-down list on the **Office** tab. If you are using your own HTML code, click the **Html** tab and reference the image in your code like this:

```
<img src= "res://mybitmap.png" />
```

Creating C1SuperLabels

The following topics explain how to create **C1SuperLabels** at design time using the **C1SuperLabel Editor** and programmatically in code, as well as how to add images labels.

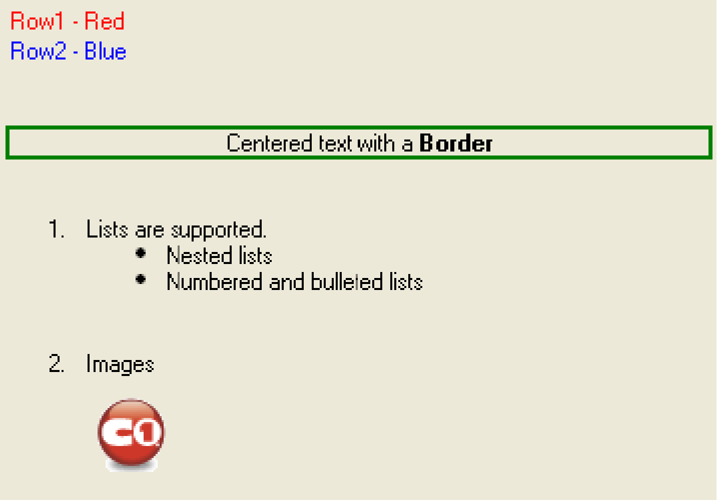
Creating C1SuperLabels at Design Time

SuperTooltip for WinForms provides a design-time editor, the **C1SuperLabel Editor**, to simplify the process of creating labels in your applications. This topic will show you how to create labels and change their appearance and behavior using this editor. The C1SuperLabel component is very similar to the **Label** control, except it can display HTML content instead of just plain text. You can display an HTML page including tables, images, lists or preformatted text, for example, right within the label.

To add C1SuperLabel to your application:

1. Double-click the C1SuperLabel component in the Toolbox to add it to your form.
2. Click the **ellipsis** button next to the Text property. The **C1SuperLabel Editor** appears.

3. Enter your HTML code.
4. Run the application and the rendered HTML appears within the C1SuperLabel.



Row1 - Red
Row2 - Blue

Centered text with a **Border**

1. Lists are supported.
   - Nested lists
   - Numbered and bulleted lists
2. Images

Creating a C1SuperLabel Programmatically

You can specify the C1SuperLabel text and associate it with a control using the Text property. All you need to do is add the text as a string. You can add plain text or HTML code.

To create a C1SuperLabel programmatically:

1. Add a C1SuperLabel to your form.
2. Add the following code to the **Form_Load** event. It adds a table containing two rows with two graphics and some text in the label:

   To write code in Visual Basic

   Visual Basic

   ```
   'add two rows to the C1SuperLabel
         C1SuperLabel1.Text = _
           "<table>" + _
            "<tr>" + _
             "<td><img src='search.png'>" + _
             "<td>This is the second cell in the top row" + _
            "<tr>" + _
             "<td><img src='up.png'>" + _
             "<td>This is the second cell in the bottom row." + _
           "</table>"
   ' automatically resize the label to show all contents
   C1SuperLabel1.AutoSize = True
   ```

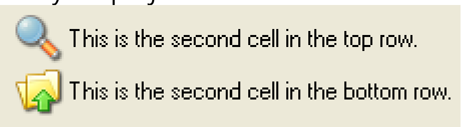
   To write code in C#

   C#

   ```
   // add two rows to the C1SuperLabel
         c1SuperLabel1.Text =
           "<table>" +
            "<tr>" +
   ```

```
           "<td><img src='search.png'>" +
           "<td>This is the second cell in the top row" +
          "<tr>" +
           "<td><img src='up.png'>" +
           "<td>This is the second cell in the bottom row." +
         "</table>";
// automatically resize the label to show all contents
c1SuperLabel1.AutoSize = true;
```

3. Run your project. The code creates a C1SuperLabel like the following:



This is the second cell in the top row.

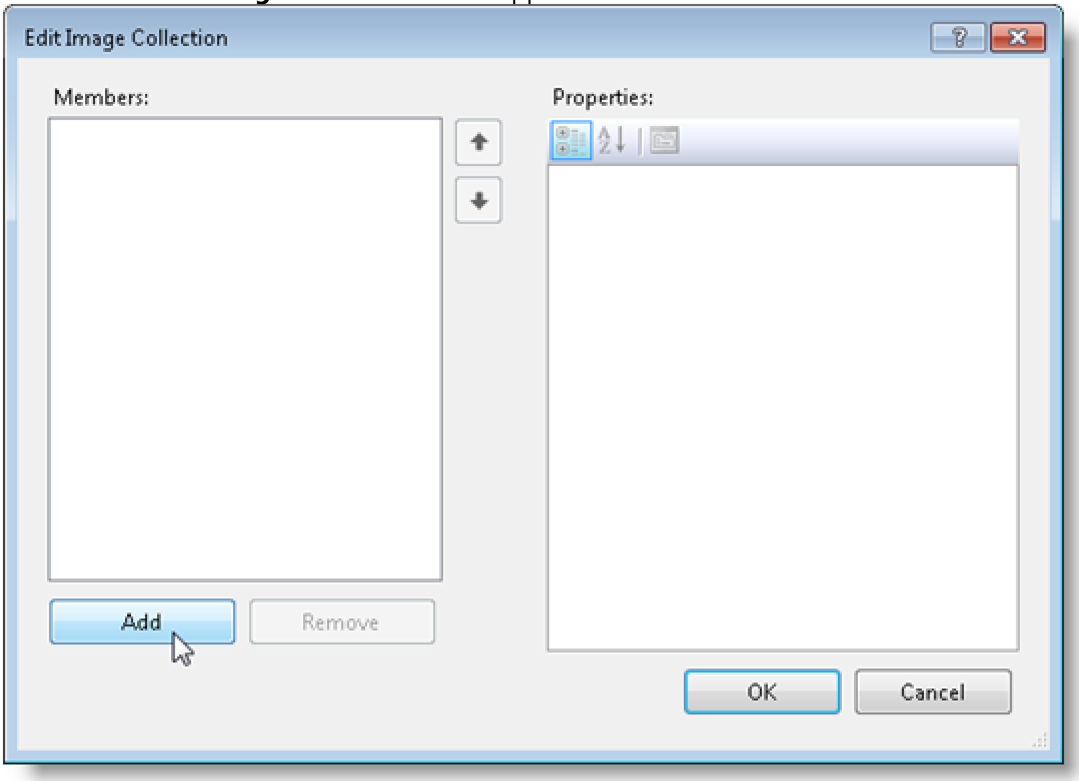
This is the second cell in the bottom row.

> **Note:** In this example embedded resources containing images are used: *search.png* and *up.png*. To embed a resource, select **Project | *YourProjectName* Properties**. Select **Add Resource** and choose to add an existing file or add a new one. Then, in the Solution Explorer, select the resource file and set **Build Action** to **Embedded Resource** in the Properties window.
>
> For more information, see the Text property.

Adding an Image to C1SuperLabel

SuperTooltip for WinForms supports adding images, including animated images, at design time. First, add the image to the C1SuperTooltip Image collection, and then specify the image in the **C1SuperTooltip Editor**.

1. Add a C1SuperLabel control to your form.
2. Select the C1SuperLabel control and click the **ellipsis** button next to the Images property in the Properties window. The **Edit Image Collection** editor appears.



3. Click the **Add** button and browse to find the image you want to use.
4. Select the image and click **Open**. The image is added to the ToolTip's image collection.
5. Click **OK** to close the **Edit Image Collection** editor.
6. Click the **ellipsis** button next to the Text property.

When you enter your HTML code, the image you added to the label's image collection can be referenced in the code like this:

```
<img src= "res://mybitmap.png" />
```

Creating C1SuperErrorProvider Error Messages

The following topics explain how to create an error message, change the error message icon, use the C1SuperErrorProvider control with a data source, and more.

Creating an Error Message

You can create an HTML formatted error message to pop up for a control. In this example, we'll add an error message for a text box named **txtCountry**.

1. Add a C1SuperErrorProvider control to your form. A C1SuperTooltip is automatically added to the form and connected with the C1SuperErrorProvider control.
2. Select **Code** in the Visual Studio **View** menu.
3. Add the following code to the **Form_Load** event:

   To write code in Visual Basic

   Visual Basic

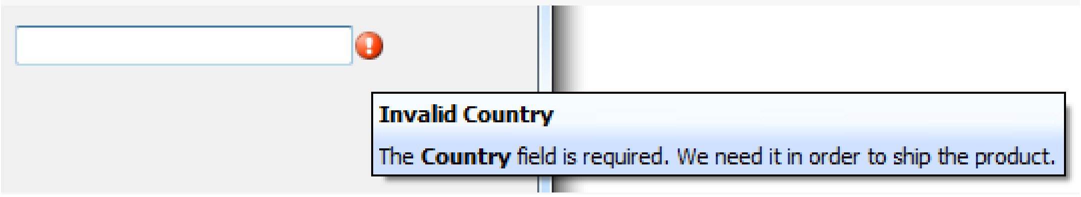
   ```
   C1SuperErrorProvider1.SetError(txtCountry,
   "<b>Invalid Country</b><br/>" & "
   <p>The <b>Country</b> field is required. We need it in order to ship the product.</p>")
   ```

   To write code in C#

   C#

   ```
   c1SuperErrorProvider1.SetError(txtCountry,
           "<b>Invalid Country</b><br/>" +
           "<p>The <b>Country</b> field is required. We need it in order to ship the product.</p>");
   ```

When you run the project and mouse over the error message icon, the error message looks like the following example:



Invalid Country

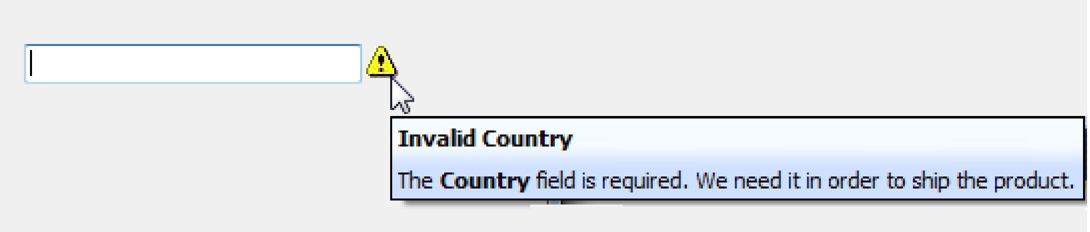
The **Country** field is required. We need it in order to ship the product.

Changing the Error Message Icon

When you create an error message with C1SuperErrorProvider, a default warning icon is used ❗. You can change this to any icon file you like using the Icon property. Assuming you have a C1SuperErrorProvider control on you form, follow these steps to change the error message icon:

1. Right-click the C1SuperErrorProvider control and select **Properties** to open the Visual Studio Properties window.
2. Click the **ellipsis** button next to the Icon property.
3. Choose an icon file (*.ico) and click **Open**.

When you run your project, notice the new icon image used for the error message.



Invalid Country

The **Country** field is required. We need it in order to ship the product.

Changing the Error Message Blink Style

When you create an error message with C1SuperErrorProvider, by default, the error message icon blinks. You have the option of making it blink sometimes, always, or never. It stops blinking when you click on it. To specify the blink style, follow these steps:

1. Add a C1SuperErrorProvider control to your form.
2. Click the C1SuperErrorProvider smart tag to open the **Tasks** menu.
3. Click the drop-down arrow next to the BlinkStyle property and select **BlinkIfDifferentError**, **AlwaysBlink**, or **NeverBlink**.

Showing an Image when the Error Icon is Hovered

You can use the ImageHot property to provide feedback in the form of an image when the mouse pointer hovers over the error icon.

To show an image when the error icon is hovered, follow these steps:

1. Add a C1SuperErrorProvider control to your form. A C1SuperTooltip is automatically added to the form and connected with the C1SuperErrorProvider control.
2. Select **Code** in the Visual Studio **View** menu.
3. Add the following code to the **Form_Load** event:

To write code in Visual Basic

Visual Basic

```
C1SuperErrorProvider1.ImageHot =
System.Drawing.Image.FromFile("c:\\MyFiles\\Level1Warning.bmp")
```

To write code in C#

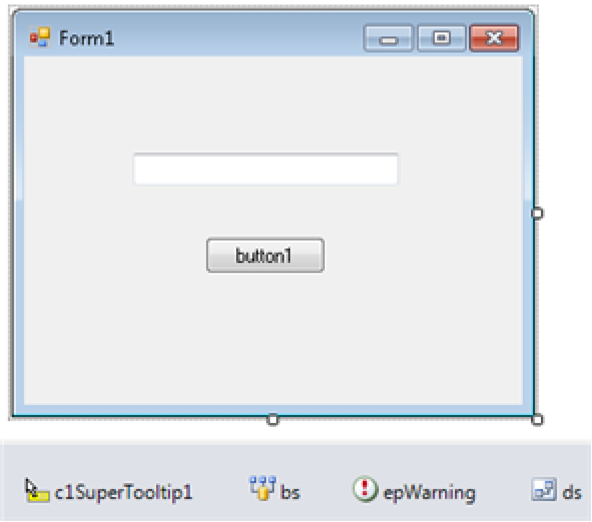
C#

```
c1SuperErrorProvider1.ImageHot =
System.Drawing.Image.FromFile("c:\\MyFiles\\Level1Warning.bmp");
```

Using C1SuperErrorProvider with Data Sources

Use the C1SuperErrorProvider control with a data source to indicate an error to users. The C1SuperErrorProvider must be associated with a C1SuperTooltip in order to appear, although the tooltip can be blank. When you add a C1SuperErrorProvider control to your form, a C1SuperTooltip is automatically added and connected with it.

This topic assumes you have a button, text box, and data source on your form, similar to the following image:



1. Add a C1SuperErrorProvider control to your form.
2. Click the C1SuperErrorProvider smart tag to open the **Tasks** menu.
3. Click the drop-down arrow next to **Choose DataSource** and select the data source on your form.
4. Use the **DataRow.SetColumnError** method to associate an error message with the given data field:

   To write code in Visual Basic

   Visual Basic

   ```
   Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As
   System.EventArgs) Handles Button1.Click
               DirectCast(bs.Current, DataRowView).Row.SetColumnError("LastName",
   "Here is the warning message!")
   End Sub
   ```

   To write code in C#

   C#

   ```
   private void button1_Click(object sender, EventArgs e)
   {
        ((DataRowView)bs.Current).Row.SetColumnError("LastName",
          "Here is the warning message!");
    }
   ```

5. Add the necessary code to the **Form_Load** event to bind the text box to the data source. In this example, the text box is bound to an .xml file.

   To write code in Visual Basic

   Visual Basic

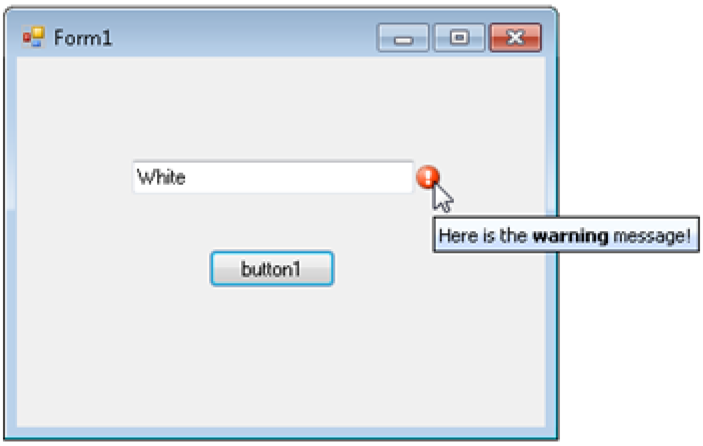
   ```
   Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As
   System.EventArgs) Handles MyBase.Load
           ds.DataSetName = "AuthorsDataSet"
           ds.ReadXml("..\..\authors.xml", System.Data.XmlReadMode.Auto)
           bs.DataMember = "authors"

           TextBox1.DataBindings.Add(New Binding("Text", bs, "LastName"))
   End Sub
   ```

   To write code in C#

   C#

   ```
   private void Form1_Load(object sender, EventArgs e)
           {
               ds.DataSetName = "AuthorsDataSet";
               ds.ReadXml(@"..\..\authors.xml", System.Data.XmlReadMode.Auto);
               bs.DataMember = "authors";

               textBox1.DataBindings.Add(new Binding("Text", bs, "LastName"));
           }
   ```

6. Press F5 to run the project and then click the button. The warning icon appears, and if you mouse over it, the message appears.



Here is the **warning** message!