
ComponentOne

TileControl for WinForms

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ComponentOne, a division of GrapeCity

201 South Highland Avenue, Third Floor

Pittsburgh, PA 15206 • USA

Internet: info@ComponentOne.com

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

Sales

E-mail: sales@componentone.com

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

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ComponentOne TileControl for WinForms Overview

The Windows 8-inspired ComponentOne TileControl for WinForms makes it easy to replicate the Windows 8 Modern UI experience in your desktop app. Get several different tile controls that support panning and tapping gestures. Combine tiles with different containers to achieve endless layout possibilities.

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



Getting Started

- [TileControl for WinForms Quick Start](#)
- [TileControl for WinForms Key Features](#)
- [TileControl for WinForms Task-Based Help](#)

☐ [Help with ComponentOne Studio 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](#).

TileControl for WinForms Key Features

The following are some of the main features of [C1TileControl](#) that you may find useful:

Custom Tile Layout

The TileControl uses either automatic or manual layout of tiles in the groups. Tiles may be any size; they are not limited to large and small sizes only. The interior layout of the tiles (or rather tile templates) is very flexible. You can use docked and stacked panels, nested panels, text elements, and images. Additionally, you can save the layout to an XML file and load it from an XML file at any time.

Two Display Orientations

Tile groups can be stacked vertically or horizontally.

Images

The background image of the control can be scrolled with tiles, as on Windows 8 Start Screen. In addition to user images, there is a set of standard symbols of various sizes that can be displayed on tiles. Also, it's easy to display the "badge number" or "5-star" rating image as a part of the template. These elements can be bound to an integer value specified in a property of the tile.

Templates

There is no need to design each tile separately. Instead, you can create one or several tile templates, then associate these templates with tiles. Tiles can provide data for templates, such as strings, colors, and images. It's possible to associate one template with several tiles, and to switch templates for a single tile; for example, to alternate text and image views by a timer. For an example of how to do this see the

Touch Support

The TileControl supports panning, tapping, and checking tiles (with a swipe gesture) using the touch input hardware on a machine with Windows 7 or Windows 8. When users press and hold a tile with their fingertip, the tile shows its tooltip.

Navigation

It is easy to navigate between tiles using the keyboard.

TileControl for WinForms Quick Start

The goal of this quick start guide is to get you acquainted with **Tile Control for WinForms**. In the first step of this Quick Start guide, you will add a [C1TileControl](#) to your WinForms project. This quick start guide will also explain how to add the C1Tile control to your application, add content that will be displayed in the C1Tile control, and observe some of the run-time interactions possible with **TileControl for WinForms**.

See Also

[Step 1 of 3: Creating the C1Tile Application](#)

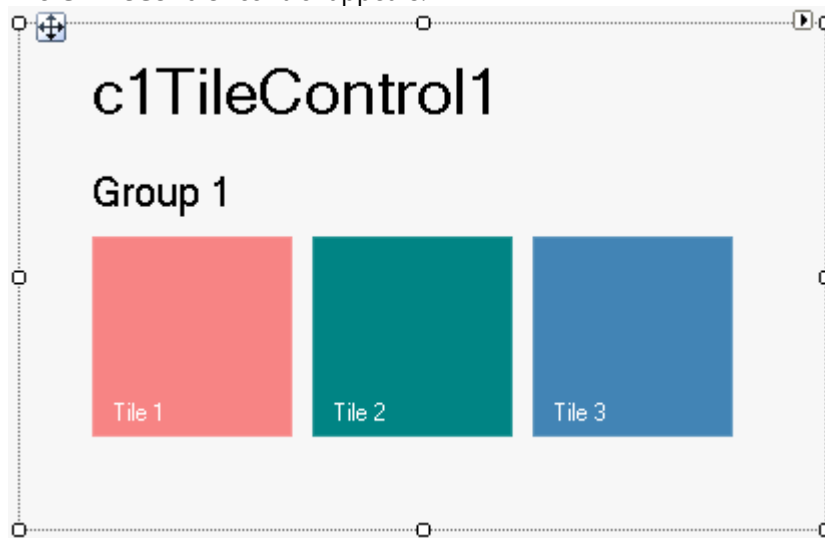
[Step 2 of 3: Creating the Template with Elements](#)

Step 3 of 3: Applying the Template to the Specified Tile

Step 1 of 3: Creating the C1Tile Application

In this step, you will create a .NET project using **Tile Control for WinForms**. When you add a C1Tile control to your application, you'll have an interface that you can display content in. To set up your project and add a C1Tile control to your application, complete the following steps:

1. Begin by creating a new Windows Forms Application. In this example the application will be named QuickStart. If you name the project something else, in later steps you may need to change references to QuickStart with the name of your project.
2. In the Solution Explorer, right-click the project name and choose **Add Reference**. Select the **Browse** tab to locate **C1.Win.C1TileControl.2.dll**. In the **Add Reference** dialog box, select the C1.Win.C1TileControl.2.dll and click **OK** to add references to your project.
3. While in Design view, navigate to the Visual Studio Toolbox and double-click the **C1TileControl** to add it to your form. If its not there right-click in the toolbox area and select **Add Tab**. Name the tab, for example, **C1TileControl**. Right-click under the C1TileControl and select **Choose Items**. The **Choose Toolbox Items** appears. Browse to the **C1.Win.C1Tile** assembly and click **OK**.
4. The **C1TileControl** control appears.



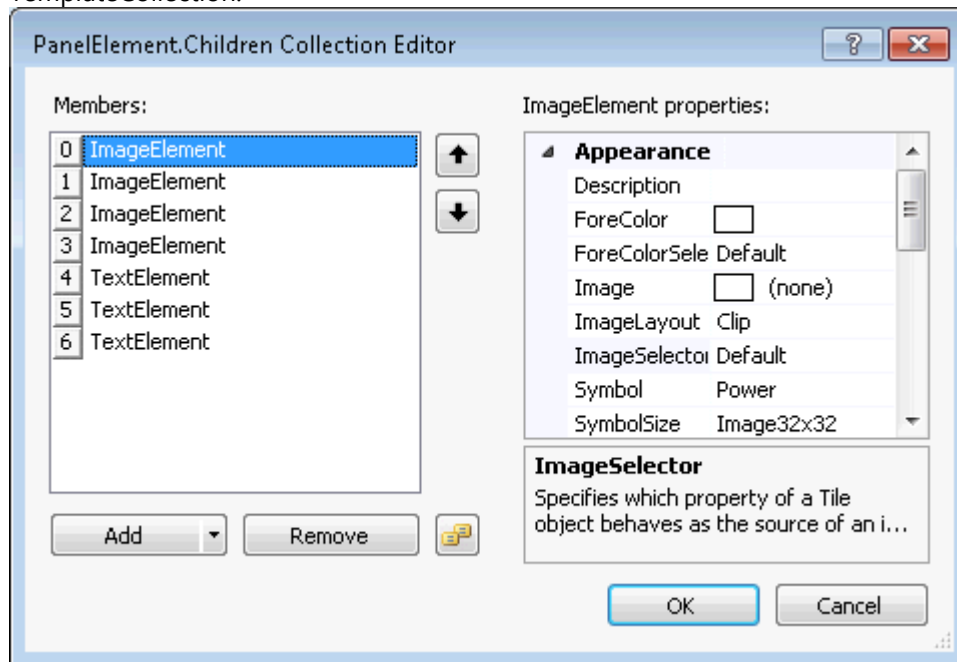
Step 2 of 3: Creating the Template with Elements

In the previous step you created a WinForms application and added the **C1TileControl** to your project.

To add a panel to your tile with image and text elements, complete the following steps:

To add a template with elements to the Tile at design time:

1. Right-click the default **Tile 1** and select **Edit Templates**. The **C1TileControl.Templates Collection Editor** appears.
2. Click **Add** to add a new template to Tile1.
3. Click on the ellipsis button next to **Elements** to open the **Template.Elements Collection Editor**. Select **Add** and click on the dropdown arrow to select the **PanelElement** and then the **TextElement**. This will add elements into the **TemplateCollection**.
4. Select **PanelElement** from the Members list and enter **9** next to the **ChildSpacing** property.
5. Click on the ellipsis button next to **Children** so the **PanelElement.Children Collection Editor** appears. Select **Add** and click on the dropdown arrow to select the **ImageElement**. Add 4 **ImageElements** and 3 **TextElements**. This will add elements into the **TemplateCollection**.



6. Select the first **[0] ImageElement** from the **Members** list and set its properties to the following:
 - o **ImageSelector** property to **UnboundSymbol**. This will make the symbol that you select act as an image for the specified Tile.
 - o **Symbol** property to **LeftToRight**. This will make the LeftToRight image appear on the specified Tile.
 - o **SymbolSize** property to **Image64x64**. This will change the default symbol size from **32x32** to **64x64**
 - o **FixedHeight** to **70**. This will set the height of the contents in the panel to 70 pixels.
7. Select the second **[1]ImageElement** from the **Members** list and set its properties to the following:
 - o **ForeColor** property to **255, 192, 255**
 - o **ForeColorSelector** property to **Unbound**
 - o **ImageSelector** property to **UnboundSymbol**
 - o **Symbol** property to **CircleWithPlus**
8. Select the third **[2]ImageElement** from the **Members** list and set its properties to the following:
 - o **ForeColor** property to **255, 192, 255**
 - o **ForeColorSelector** property to **Unbound**

- **ImageSelector** property to **UnboundSymbol**
 - **Symbol** property to **CircleWithMinus**
 - **Alignment** property to **TopCenter**. This will align the symbol to the TopCenter of the Panel.
9. Select the fourth **[3]ImageElement** from the **Members** list and set its properties to the following:
 - **ForeColor** property to **255, 224, 192**
 - **ForeColorSelector** property to **Unbound**
 - **ImageSelector** property to **UnboundSymbol**
 - **Symbol** property to **CircleWithMultiply**
 - **Alignment** property to **BottomCenter**
 10. Select the fifth **[4]TextElement** from the **Members** list and set its properties to the following:
 - **ForeColor** property to **192, 192, 255**
 - **ForeColorSelector** property to **Unbound**
 - **Text** property to **Top**
 - **TextSelector** to **Unbound**
 - **Alignment** to **TopCenter**
 11. Select the sixth **[5]TextElement** from the **Members** list and set its properties to the following:
 - **BackColorSelector** property to **Unbound**
 - **ForeColor** property to **255, 224, 192**
 - **ForeColorSelector** property to **Unbound**
 - **Text** property to **Bottom**
 - **TextSelector** property to **Unbound**. This will make the new text Bottom appear rather than the default text.
 - **Alignment** property to **BottomCenter**
 - **DirectionVertical** property to **True**
 12. Select the seventh **[6]TextElement** from the **Members** list and set its properties to the following:
 - **BackColorSelector** property to **Unbound**
 - **ForeColor** property to **255, 192, 255**
 - **ForeColorSelector** property to **Unbound**
 - **Text** property to **Middle**
 - **TextSelector** property to **Unbound**
 13. Click **OK** to save and close the **PanelElement.Children Collection Editor**
 14. In the **Template.Elements Collection Editor** select the [1] TextElement from the Members list.
 15. Select the second **[1]TextElement** from the **Members** list and set its properties to the following:
 - **Alignment** property to **BottomCenter**
 - **Margin** property to **0, 0, 0, 5**
 16. Click **OK** to save and close the **Template.Elements Collection Editor**
 17. Click **OK** to save and close the **C1TileControl.Templates Collection Editor**

Run and observe the following:

Tile1 will appear the same since the template that we created, Template1, has not been applied to the Tiles **Template** property.

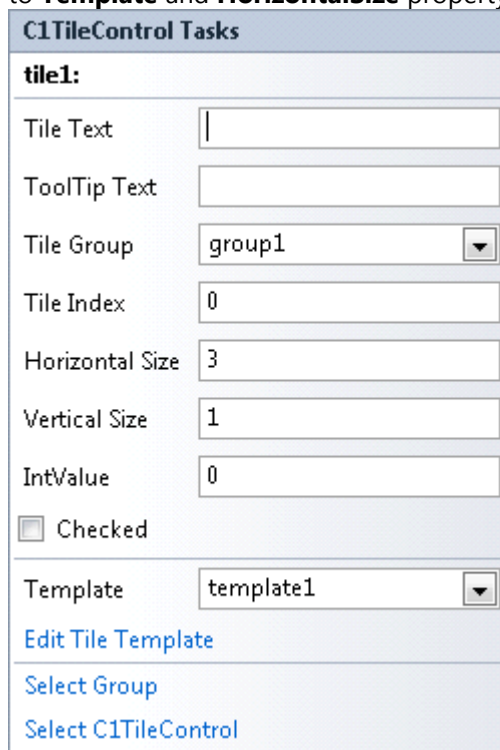
In the next step you will learn how to assign the new template to the specified tile as well as modify a few of the Tiles properties using the **C1TileControl Tasks** menu.

Step 3 of 3: Applying the Template to the Specified Tile

In the previous step you created a template and added template elements such as panels, images, and text. You also set the alignment and layout properties for the elements in the template. In this step we will apply the template to the specified tile and set a few tile properties such as the BackColor, Template, HorizontalSize, and Text property.

To apply the template to the first tile as well as modify a few properties for the first tile of the **C1TileControl**, complete the following steps:

1. Select **Tile 1** to open its **C1TileControl Tasks** menu.
2. In the **C1TileControl Tasks** menu remove the default text, Tile1, set the **Template** property to **Template** and **HorizontalSize** property to **3**.



The screenshot shows the 'C1TileControl Tasks' dialog box for 'tile1'. It contains several input fields and a checkbox. The 'Tile Text' field is empty. The 'ToolTip Text' field is empty. The 'Tile Group' dropdown is set to 'group1'. The 'Tile Index' field is set to '0'. The 'Horizontal Size' field is set to '3'. The 'Vertical Size' field is set to '1'. The 'IntValue' field is set to '0'. There is an unchecked checkbox labeled 'Checked'. The 'Template' dropdown is set to 'template1'. At the bottom, there are three links: 'Edit Tile Template', 'Select Group', and 'Select C1TileControl'.

3. Right-click on the first Tile you have modified and select **Edit Groups**. The **C1TileControl.Groups Collection Editor** appears.
4. Click on the ellipsis button next to the **Tiles** to open the **Group.Tiles Collection Editor** and select tile1[].
5. Set the **BackColor** property to **DimGrey** for tile1[].
6. Click **OK** to save and close the **Group.Tiles Collection Editor** and click **OK** to save and close the **C1TileControl.Groups Collection Editor**.

Run and observe the following:

Template1 is applied to the first Tile as well as the Tile settings.



✔ What You've Accomplished

Congratulations! You have successfully completed the [C1TileControl](#) quick start. In this topic, you added a C1TileControl to your windows form, created a template for a specific tile, and set a few of the tiles properties.

Design-Time Support

[C1TileControl](#) provides customized context menus, smart tags, and a designer that offers rich design-time support and simplifies working with the object model.

The following topics describe how to use **C1TileControl** design-time environment to configure **C1TileControl**.

See Also

[C1TileControl Context Menu](#)

[C1TileControl Smart Tag](#)

[Group Tasks](#)

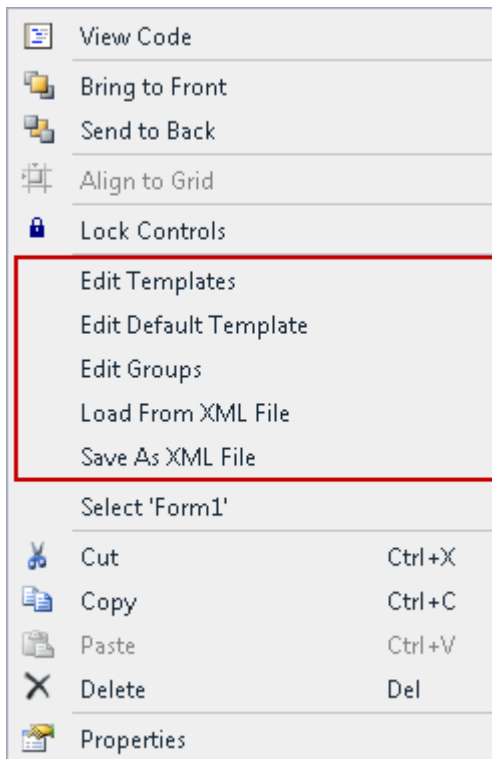
[Tile Tasks](#)

[C1TileControl Collection Editors](#)

C1TileControl Context Menu

The **C1TileControl** control provides a context menu for additional functionality to use at design time.

To access C1TileControls context menu, right-click on the **C1TileControl** control and the context menu for it appears like the following:



The **C1TileControl** context menu operates as follows:

Edit Templates

Selecting the **Edit Templates** opens the **C1TileControl.Templates Collection Editor** where you can add, remove, or modify templates.

Edit Default Template

Selecting the **Edit Default Template** item opens the **Template.Elements Collection Editor** where you can add text, image, and panels to the templates in the C1TileControl.

Edit Groups

Selecting the **Edit Groups** item opens the **C1TileControl.Groups Collection Editor** where you can add, remove, or modify groups for the C1Tile control.

Load From Xml File

Selecting the **Load from Xml File** opens the **Load From Xml File** dialog box where you browse to the .xml file you wish to load

Save As Xml File

Selecting the **Save As Xml File** opens the **Save As Xml File** dialog box where you browse to the .xml file you wish to save.

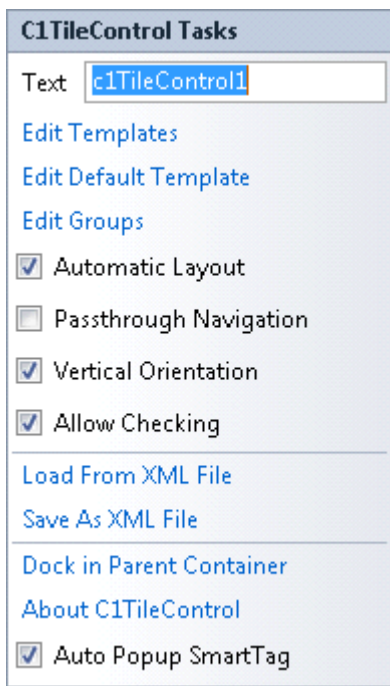
About C1TileControl

Clicking **About C1TileControl** shows the **About ComponentOne** dialog box. This dialog box displays the version number and licensing information for the ComponentOne C1TileControl product.>

C1TileControl Smart Tag

In Visual Studio, each component in **TileControl for WinForms** includes a smart tag. A smart tag represents a short-cut tasks menu that provides the most commonly used properties in each control.

To access the **C1TileControl Tasks** menu, click the smart tag (🔗) in the upper right corner of the **C1TileControl** control. This will open the **C1TileControl Tasks** menu.



The **C1TileControl Tasks** menu operates as follows:

Text

Clicking in the textbox next to the Text item will create text that appears on the top of the TileControl.

Edit Templates

Clicking the **Edit Templates** opens the **C1TileControl.Templates Collection Editor** where you can add, remove, or modify templates..

Edit Default Template

Clicking the **Edit Default Template** item opens the **Template.Elements Collection Editor** where you can add text, image, and panels to the templates in the **C1TileControl**.

Edit Groups

Clicking the **Edit Groups** item opens the **C1TileControl.Groups Collection Editor** where you can add, remove, or modify groups for the C1TileControl.

Vertical Orientation

Selecting the **Vertical Orientation** checkbox will align the C1TileControl vertically

Automatic Layout

When selected, enables automatic layout.

Passthrough Navigation

When selected, enables passthrough navigation.

Allow Checking

When selected, enables checking.

Load From Xml File

Clicking the **Load from Xml File** opens the **Load From Xml File** dialog box where you browse to the .xml file you wish to load.

Save As Xml File

Clicking the **Save As Xml File** opens the **Save As Xml File** dialog box where you browse to the .xml file you wish to save.

Dock in Parent Container

Clicking Dock in Parent Container will dock the C1TileControl in its parent container.

About C1TileControl

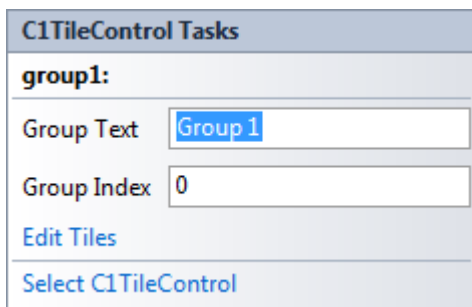
Clicking **About C1TileControl** shows the **About ComponentOne** dialog box. This dialog box displays the version number and licensing information for the ComponentOne GanttView product.

Auto Popup SmartTag

Unselecting the **Auto Popup SmartTag** checkbox will disable the popup smart tag when you click on the group or each tile/panel.

Group Tasks

To access the **C1TileControl Tasks** menu, click any of the groups in the **C1TileControl** control. This will open the **C1TileControl Tasks** menu.



The **C1TileControl Tasks** menu operates as follows:

Group Text

Clicking in the textbox next to the **Group Text** item will create text that appears on the top of the **Group** in the C1TileControl.

Group Index

Specifies the position of the Tile within the group.

Edit Tiles

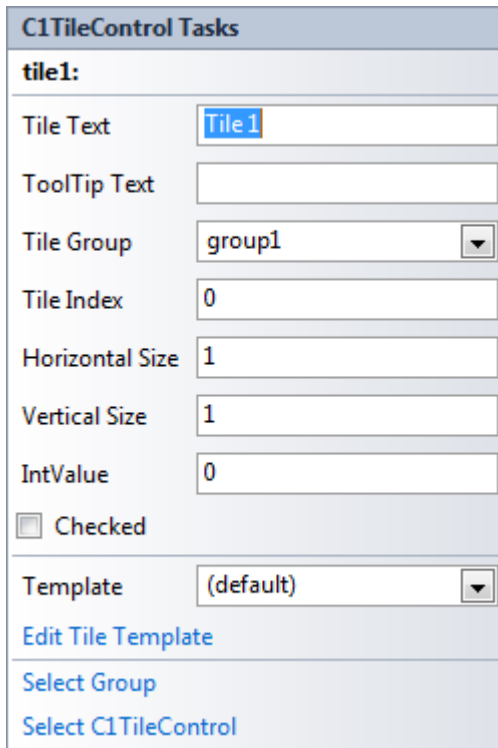
Clicking the **Edit Tiles** item opens the **Group.Tiles Collection Editor** where you can add, remove, or modify the tiles within the group.

Select C1TileControl

Clicking the **Select C1TileControl** item selects the [C1TileControl](#).

Tile Tasks

To access the **C1TileControl Tasks** menu, click any of the tiles in the **C1TileControl** control. This will open the **C1TileControl Tasks** menu.



The screenshot shows the 'C1TileControl Tasks' menu. It has a title bar 'C1TileControl Tasks' and a sub-header 'tile1:'. Below this are several input fields: 'Tile Text' with the value 'Tile 1', 'ToolTip Text' (empty), 'Tile Group' with a dropdown menu showing 'group1', 'Tile Index' with the value '0', 'Horizontal Size' with the value '1', 'Vertical Size' with the value '1', and 'IntValue' with the value '0'. There is a checkbox labeled 'Checked' which is currently unchecked. Below these fields is a 'Template' dropdown menu showing '(default)'. At the bottom of the menu are three blue links: 'Edit Tile Template', 'Select Group', and 'Select C1TileControl'.

The **C1TileControl Tasks** menu operates as follows:

Tile Text

Clicking in the textbox next to the **Tile Text** item will create text that appears on the top of the **Tile** in the [C1TileControl](#).

ToolTip Text

Clicking in the textbox next to the **ToolTip Text** item will create text that appears when you hover over the text in the **Tile** of the [C1TileControl](#).

Tile Group

Clicking the dropdown arrow will show a menu that lists the existing groups. Select the group that you wish the tile to be in.

Tile Index

Specifies the position of the Tile within the group.

Horizontal Size

Specifies the horizontal size of the **Tile**.

Vertical Size

Specifies the vertical size of the **Tile**.

IntValue

Specifies the integer value of the **Tile**.

Checked

Clicking on the checkbox will enable the checkmark so the Tile will have a checkmark on it that appears like the following:



Edit Tile Template

Clicking the **Edit Tile Template** item opens the **Template.Elements Collection Editor** where you can add text, image, and panels to the templates in the **Tiles**.

Select Group

Clicking the **Select Group** item selects the Group where the Tile is located within.

Select C1TileControl

Clicking the **Select C1TileControl** item selects the C1TileControl.

C1TileControl Collection Editors

C1TileControl provides the following collection editors that allow you to apply properties to the C1TileControl elements at design time:

- **C1TileControl.Templates Collection Editor**
- **Template.Elements Collection Editor**
- **C1TileControl.Groups Collection Editor**
- **Group.Tiles Collection Editor**

The following topics provide an overview of each C1TileControl collection editor and show how to access each of them:

See Also

[C1TileControl.Templates Collection Editor](#)

[Template.Elements Collection Editor](#)

[C1TileControl.Groups Collection Editor](#)

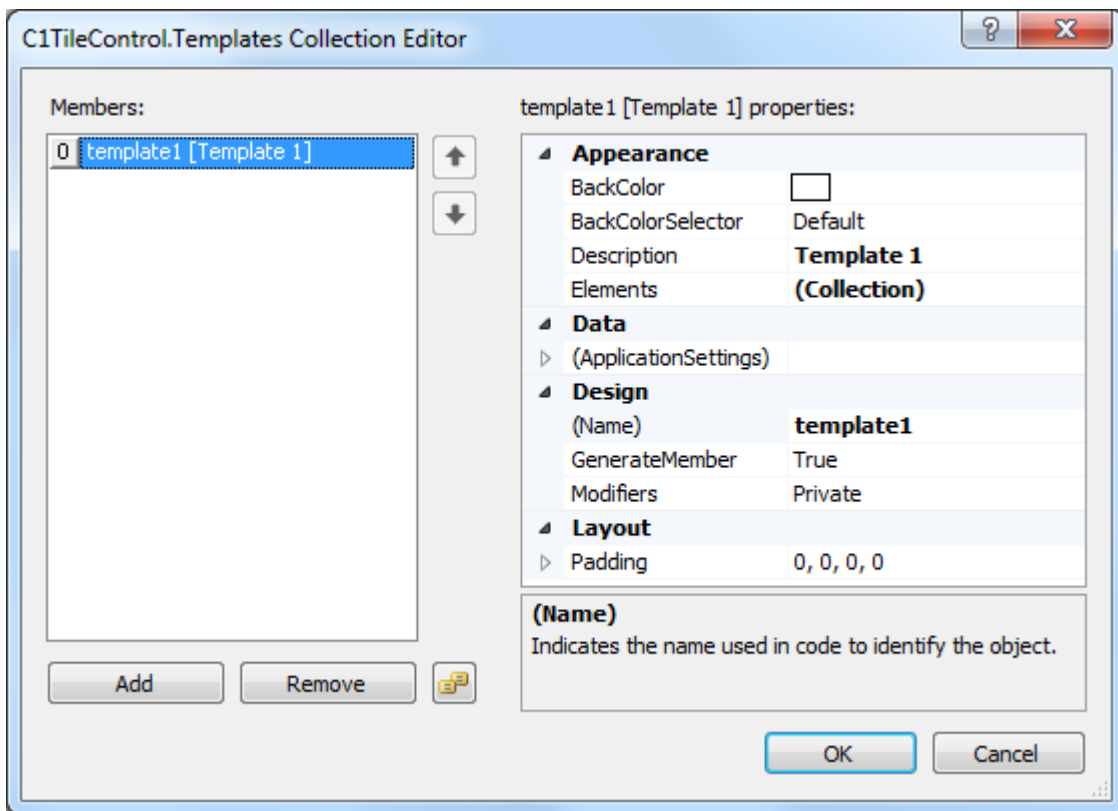
[Group.Tiles Collection Editor](#)

C1TileControl.Templates Collection Editor

The **C1TileControl.Templates Collection Editor** is used for adding templates to the [C1TileControl](#). A template can hold elements such as text, images, and panels. These elements can be added to each template at design time through the **Template.Elements Collection Editor** or programmatically. Each text, image, or panel element can hold children elements (text, image, and/or panel). For example, a panel element can include multiple text and image elements.

To Access the C1TileControl.Templates Collection Editor

Right-click on the **C1TileControl** and select **Edit Templates** from its context menu. The **C1TileControl.Templates Collection Editor** appears like the following when a member is added to the collection:

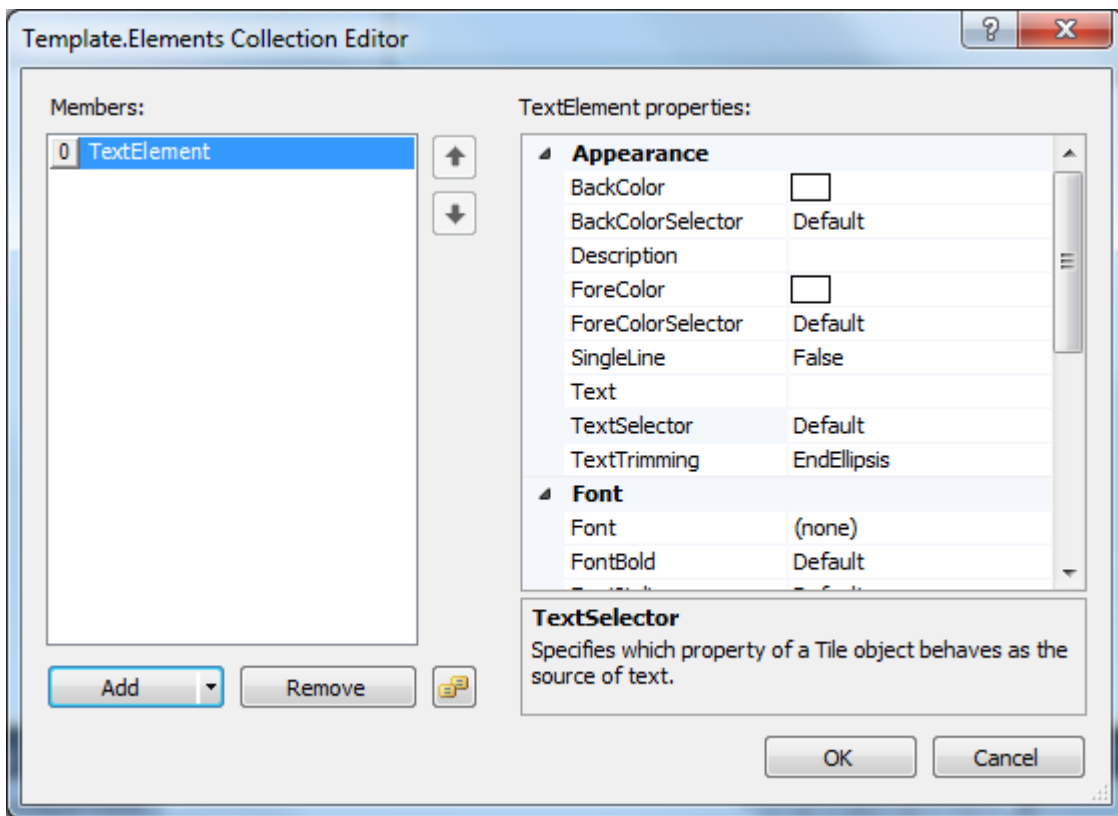


Template.Elements Collection Editor

The **Template.Elements Collection Editor** is used for adding, removing, or modifying panel elements such as at design time.

To Access the Template.Elements Collection Editor

Right-click on the **C1TileControl** control and select **Edit Templates** from its context menu. The **C1TileControl.Templates Collection Editor** appears. Click **Add** to add a template item to the collection. Click on the ellipsis button in the **Elements** property. The **Template.Elements Collection Editor** appears. Click on the dropdown listbox and select a member such as **TextElement** to modify the TextElements properties.

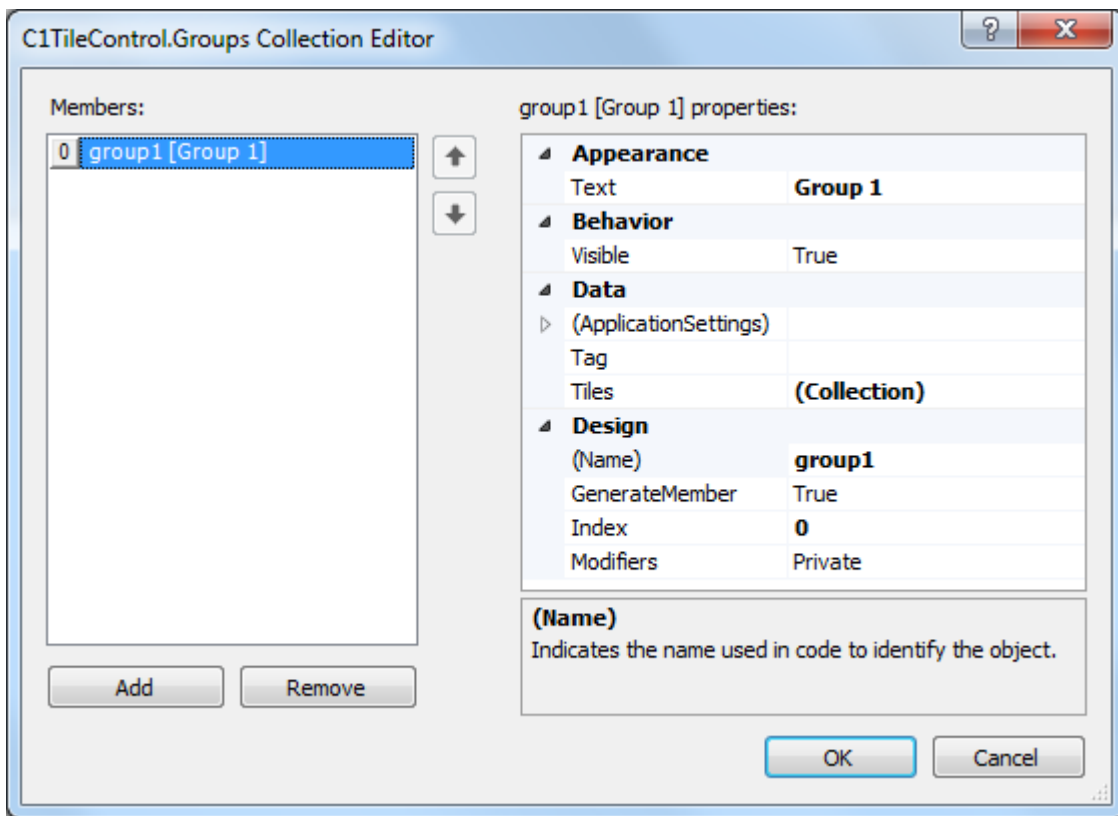


C1TileControl.Groups Collection Editor

The **C1TileControl.Groups Collection Editor** is used for adding, removing, or modifying groups within the C1TileControl at design time.

To Access the C1TileControl.Groups Collection Editor

Right-click on the **C1TileControl** and select **Edit Groups** from its context menu. The **C1TileControl.Groups Collection Editor** appears like the following when a member is added to the collection:

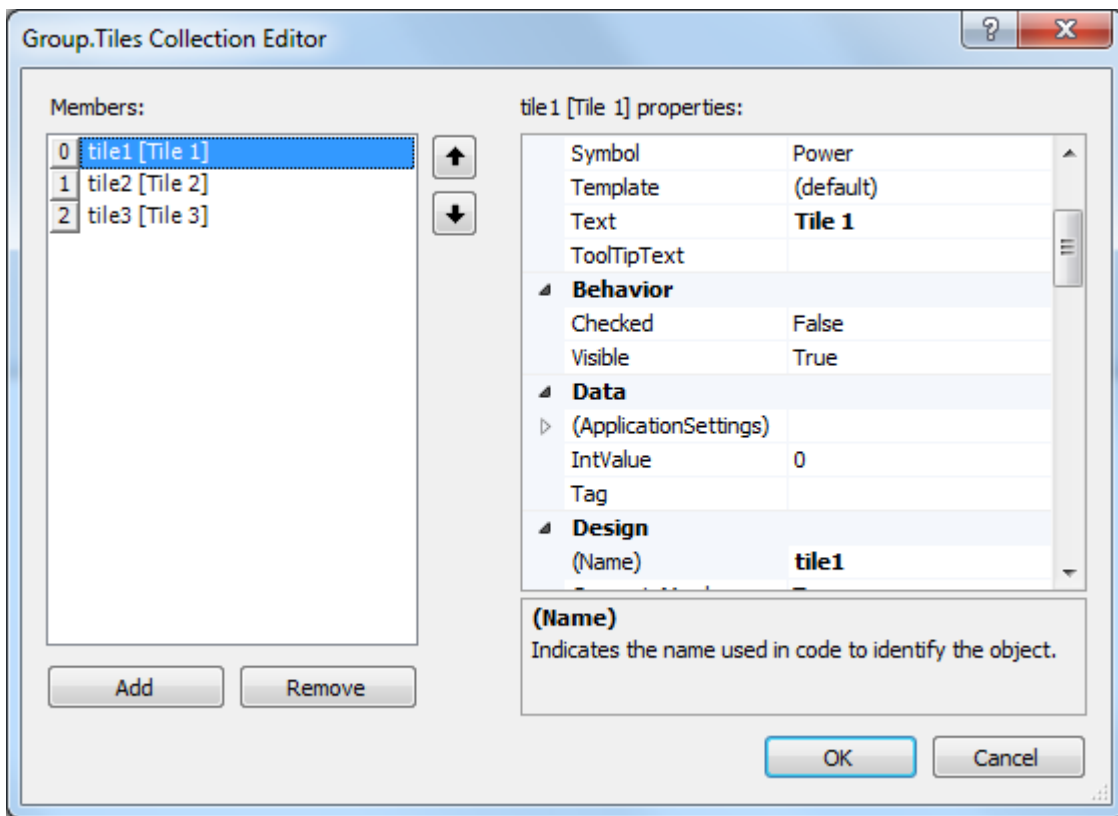


Group.Tiles Collection Editor

The **Group.Tiles Collection Editor** is used for adding, removing, or modifying tiles within the group of the [C1TileControl](#).

To Access the Group.Tiles Collection Editor

Click on any group in the [C1TileControl](#). Select **Edit Tiles** from the C1TileControl-Group tasks menu. The **Group.Tiles Collection Editor** appears:



TileControl Layout

The TileControl uses either automatic or manual layout of tiles in the groups. The [AutomaticLayout](#) property determines whether the tiles are arranged automatically or manually. When manual layout is used, you can drag and drop the tiles anywhere on the form. Tiles may be any size; they are not limited to large and small sizes only. The interior layout of the tiles (or rather tile templates) is very flexible. You can use docked and stacked panels, nested panels, text elements, and images. Additionally, you can save the layout to an XML file and load it from an XML file at any time.

The layout of the Tiles in the TileControl is fully customizable through the layout properties. The tiles are arranged in each group horizontally by default, but can be changed to vertically through the [Orientation](#) property. Use the horizontal layout mode to make the Tile control appear like the Windows 8 UI and use the vertical layout to make the Tile control appear like an advanced listbox.

The following table lists the common surface/layout properties for all Tiles in the C1TileControl:

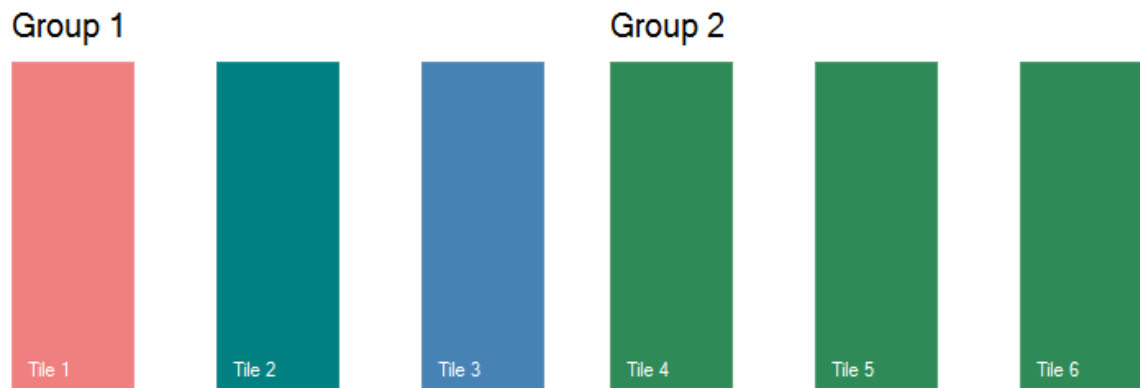
Property	Description
AutomaticLayout	Indicates whether the tiles should be arranged automatically or

	manually.
CellHeight	Specifies the height of a single tile cell.
CellSpacing	Specifies the gap between tile cells in a group.
CellWidth	Specifies the width of a single tile cell.
MaximumRowsOrColumns	Specifies the maximum number of cell rows or columns in automatic layout mode.
Orientation	Specifies the method of arranging of the tile groups.
ScrollBarStyle	Specifies whether the default or system scroll bar should appear.
ScrollOffset	Specifies the negative or zero offset of the scrollable area.
SurfaceContentAlignment	Specifies the alignment of groups on the scrollable surface.
SurfacePadding	The interior spacing of the scrollable surface.

Once you apply the settings to the preceding Surface properties any new Tiles added will have those same settings. If you want different layouts for the tiles then you will need to apply unique templates to the tiles.

When a new Group is added the Tiles appear horizontal by its default Orientation setting. The following image illustrates the Horizontal orientation of the Tiles.

c1TileControl1



TileControl Behavior

The following section details the behavior properties used to control the behavior of the tiles in the TileControl.

See Also

[TileControl Scrolling](#)

[TileControl Navigation](#)

[TileControl Touchscreen Support](#)

TileControl Scrolling

The Tiles in the TileControl are scrollable by default.

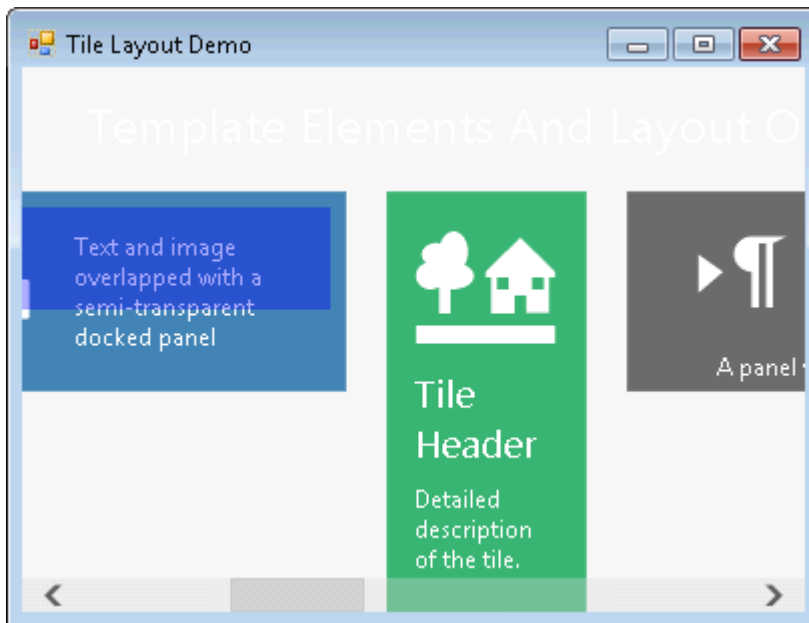
C1TileControls scrollbar appearance can be determined by the [ScrollBarStyle](#) property.

The following table represents the two difference scroll bar styles to choose from when you set its ScrollBarStyle property:

Value	Description
Default	Specifies the default scrollbar for the C1TileControl.
System	Specifies the System scrollbar for the C1TileControl.

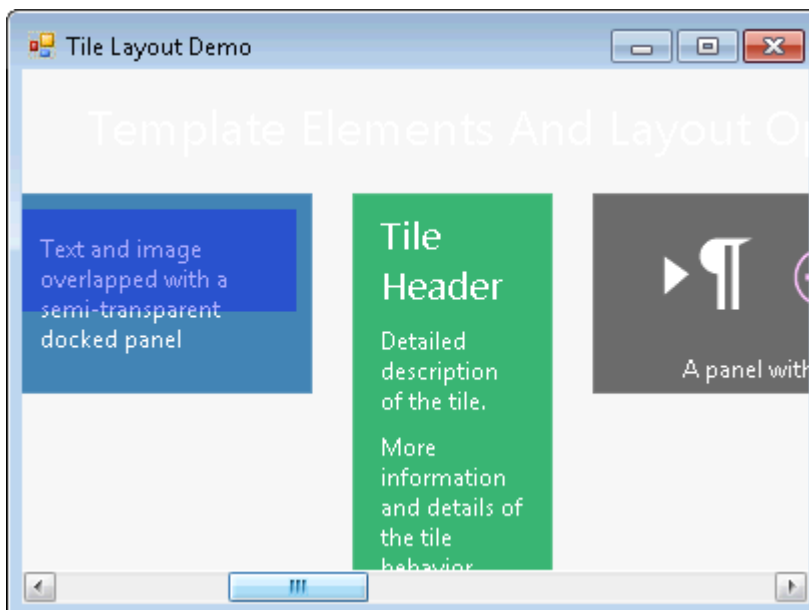
Default scrollbar

When you hover over the default scrollbar, the bar changes color. The default scrollbar appears like the following:



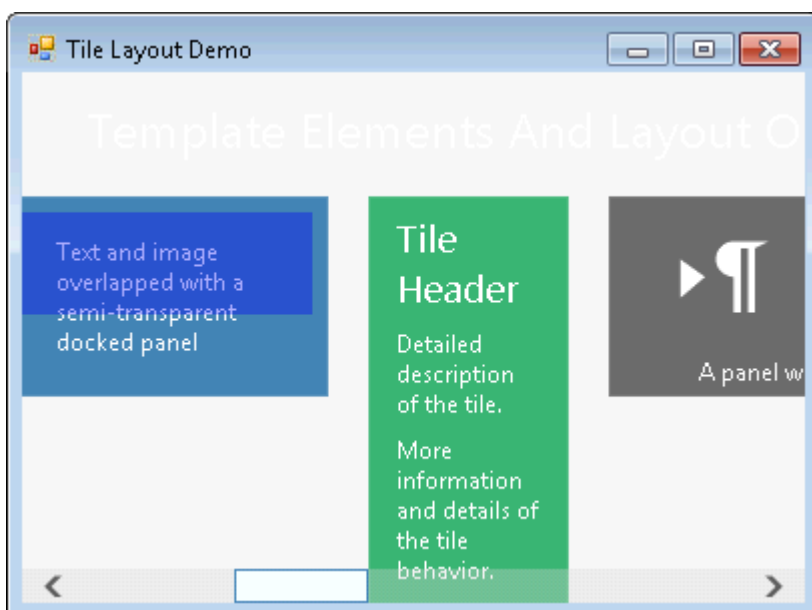
System scrollbar

When you hover over the system scrollbar, the bar changes color. The system scrollbar appears like the following:



The color of the scrollbar thumb border and the scrollbar thumb interior can be specified using the [SBThumbBorderColor](#) and [SBThumbInnerColor](#) properties respectively. The negative or zero offset of the scrollable area can be determined using the [ScrollOffset](#) property.

The following image illustrates the effects of the `SBThumbBorderColor` and `SBThumbInnerColor` properties. The `SBThumbBorderColor` is set to **SteelBlue** and the `SBThumbInnerColor` is set to **AliceBlue**.



TileControl Navigation

The `PassthroughNavigation` property gets or sets whether the keyboard should navigate to the next row/column after focusing the last tile in the current row/column for vertical and/or horizontal layout.

TileControl Touchscreen Support

The `TileControl` supports panning, tapping, and checking tiles with a swipe gesture using the touch input hardware on a machine with Windows 7 or Windows 8. A visual cue is shown when you reach the end of the pannable area of the `C1TileControl`. To disable the visual cue, set the `AllowPanningFeedback` to **False**.

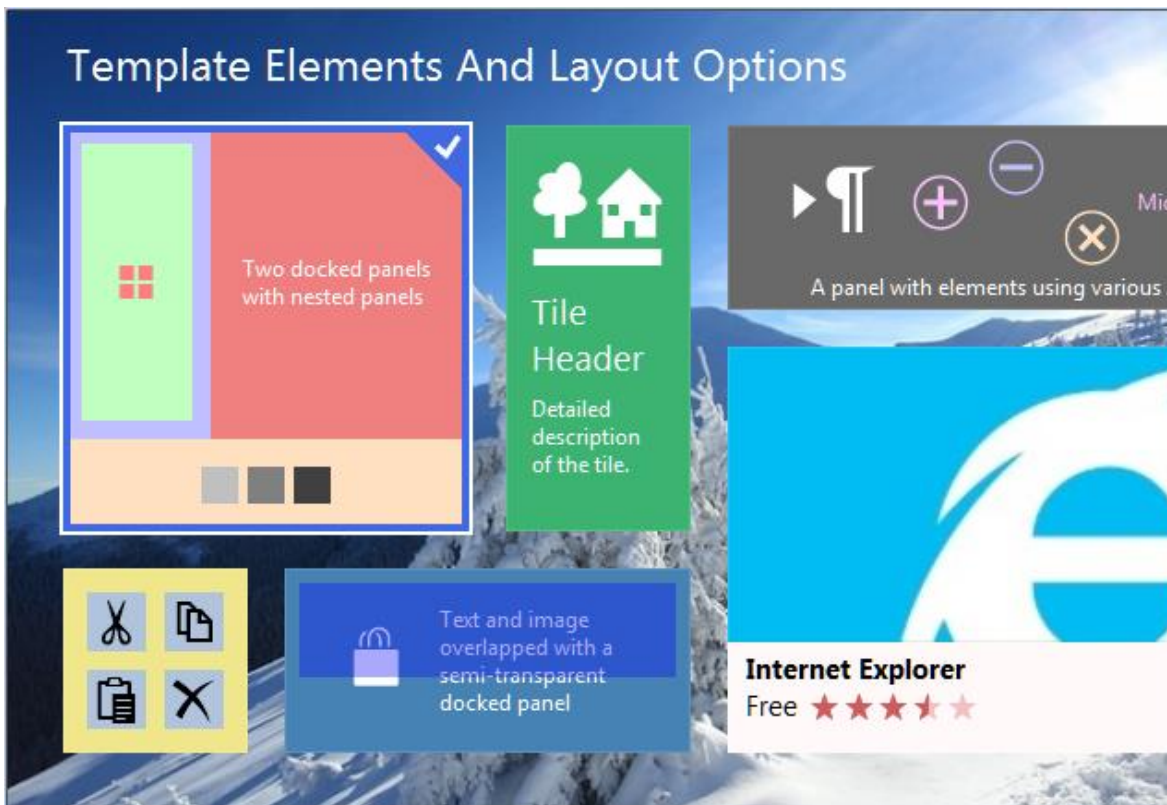
When the `AllowChecking` property is enabled you can check/uncheck tiles using a swipe gesture or right-clicking the mouse.

The `ShowTooltips` property is enabled by default so the tooltips appear when you press and hold a tile with your fingertip on a touchscreen. You can specify the time, in milliseconds, that passes before the tooltips appear using the `ToolTipInitialDelay` property.

TileControl Templates

Tiles and templates are the most important components of the `C1TileControl`. `Tile` provides the data and the template provides the visualization pattern. You can switch the templates for the same tile. For example, the first template may show the tile image and the second may show the detailed tile text. Also, you can apply the same template to multiple tiles.

Templates may consist of three possible elements: panel, text, and image. Panel elements of the type [PanelElement](#) class may contain child elements including nested panels. The child elements can be added at design time through the designer or programmatically through the [Children](#) property. Text elements of the type [TextElement](#) can be added at design time through the designer or programmatically through [TextElement](#) class. Image elements of the type [ImageElement](#) can be added at design time through the designer or programmatically through the [ImageElement](#) class. There are a number of layout settings that give you full freedom in laying out the template elements.



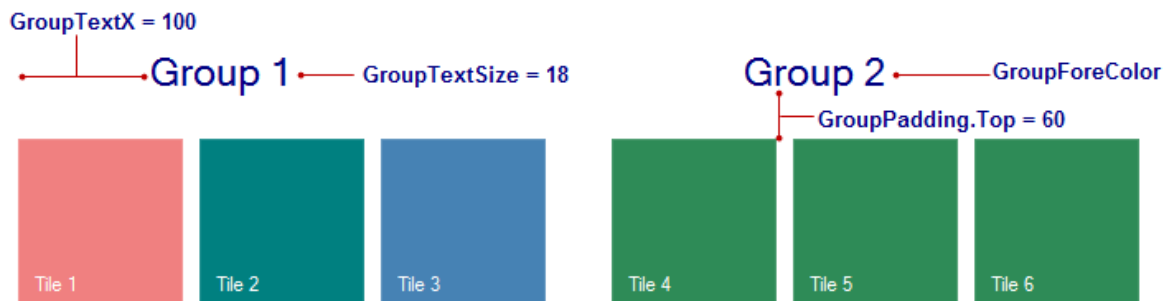
TileControl Groups

TileControl Groups are of the type [Group](#) class. A TileControl can have one or more groups. Each group can have one or more tiles of the type [Tile](#) class. Each group may include a caption that represents the name for the group. The groups caption is specified by the [Text](#) property. The group captions font, forecolor, padding, text size, and position can be modified. The groups caption can also be bolded.

A group arranges its items according to the [Orientation](#) property. The spaces between the groups can be specified through the [GroupSpacing](#) property so a different group can appear detached from the other group.

A Group can be added to the **C1TileControl** at design time through the **C1TileControl.Groups Collection Editor** or programmatically through the [Groups](#) property. When a Group is added to the designer it will appear empty on the C1TileControl. You will need to add tiles to the group. The tiles can be added by clicking on the ellipsis button next to the Tiles property and clicking the Add button. Once the tiles are added the default group caption will appear. To see how to add groups to a C1TileControl see [Adding Groups to the C1TileControl](#).

The following image illustrates the effects of the Groups appearance properties:



The C1TileControl Groups appearance and layout properties are listed in the table below:

Property	Description
GroupFont	Specifies the font for group captions.
GroupForeColor	Specifies the foreground color of a group caption.
GroupPadding	The interior spacing of a tile group.
GroupTextBold	Indicates whether the group caption font is bold. This property takes precedence over the GroupFont properties.
GroupTextSize	Specifies the font size for the group captions. This property takes precedence over the GroupFont properties. The default text size is 15 pixels.
GroupTextX	Specifies the horizontal offset of a group caption. The default horizontal offset size is 20 pixels.
GroupTextY	Specifies the vertical offset of a group caption. The default vertical offset size is 5

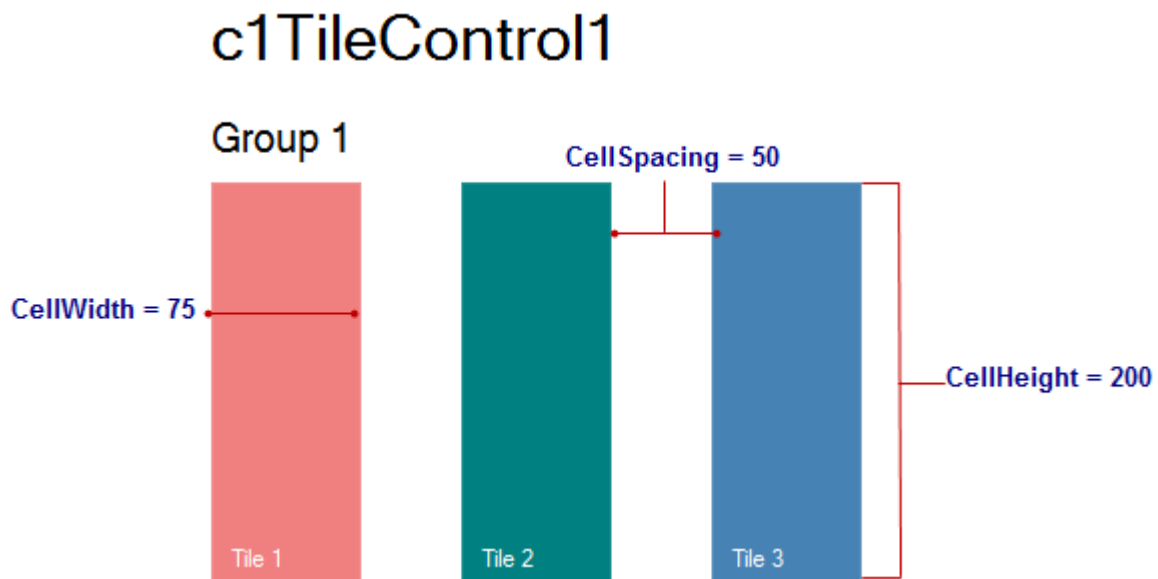
	pixels.
--	---------

TileControl Tiles and Elements

The [Tile](#) class represents a single Tile which can hold several types of elements such as images (ImageElement), text (TextElement), and panels (PanelElement). The Tiles are one of the most important component of the TileControl; they are responsible for the data. The Tiles in the TileControl in their simplest form appear like button controls. The images, text, and panels can be easily be formatted through the properties.

A Tile can be added to the **C1TileControl** at design time through the **Group.Tiles Collection Editor** or programmatically through the [Tiles](#) property. When a Tile is added to the designer it will be added to the specified group of the C1TileControl. A single group appears by default so you can easily start adding the tiles into the group. The tiles can be added at design time by clicking on the ellipsis button next to the **Tiles** property and clicking the **Add** button. To see how to add tiles to a specific group in the C1TileControl see [Adding Tiles to a Specific Group](#).

The following image illustrates the effects of a few of the Tiles appearance properties:



The C1TileControl Groups appearance and layout properties are listed in the table below:

Property	Description
----------	-------------

BackColor	Gets or sets the background color for the tile.
BackColor1	Gets or sets the first additional background color for the tile.
BackColor2	Gets or sets the second additional background color for the tile.
BackColor3	Gets or sets the third additional background color for the tile.
BackColor4	Gets or sets the fourth additional background color for the tile.
BackColor5	Gets or sets the fifth additional background color for the tile.
Checked	Gets or sets whether the tile is checked.
ForeColor	Gets or sets the foreground color for the tile.
ForeColor1	Gets or sets the first additional foreground color for the tile.
ForeColor2	Gets or sets the second additional foreground color for the tile.
ForeColor3	Gets or sets the third additional foreground color for the tile.
ForeColor4	Gets or sets the fourth additional foreground color for the tile.
ForeColor5	Gets or sets the fifth additional foreground color for the tile.
Height	Gets or sets the height of the tile, in pixels.
HorizontalSize	Gets or sets the width of the tile, in pixels.
Image	Gets or sets an image displayed on the tile.
Image1	Gets or sets the first additional image that can be displayed on the tile.
Image2	Gets or sets the second additional image that can be displayed on the tile.

Image3	Gets or sets the third additional image that can be displayed on the tile.
Image4	Gets or sets the fourth additional image that can be displayed on the tile.
Image5	Gets or sets the fifth additional image that can be displayed on the tile.
Symbol	Gets or sets a symbol associated with the tile.
Template	Gets or sets the tile template.
Text	Gets or sets the text on the tile.
Text1	Gets or sets the first additional text string for the tile.
Text2	Gets or sets the second additional text string for the tile.
Text3	Gets or sets the third additional text string for the tile.
Text4	Gets or sets the fourth additional text string for the tile.
Text5	Gets or sets the fifth additional text string for the tile.
Text6	Gets or sets the sixth additional text string for the tile.
Text7	Gets or sets the seventh additional text string for the tile.
Text8	Gets or sets the eighth additional text string for the tile.
Text9	Gets or sets the ninth additional text string for the tile.
ToolTipText	Gets or sets the tooltip text for the tile.
VerticalSize	Gets or sets the height of the tile, in cells.
Width	Gets the width of the tile, in pixels.

The TileControl Tiles can include the following elements:

Images The images are represented by the class, [ImageElement](#).

Panels The panels are represent by the class, [PanelElement](#).

Text The text is represent the by class, [TextElement](#).

See Also

[Image Element](#)

[Panel Element](#)

[Text Element](#)

Image Element

Tiles can display one or several images. An image can be specified in the Tile using its [Image](#), [ImageKey](#), or [Symbol](#) properties. Also, it can be specified as a part of the template's [ImageElement](#) or stored in one of the [CommonImage](#) objects that belong to [C1TileControl](#).

There are a few tricks when working with images. For example, you can create a big image that consists of N images in width and M images in height. If so, the [ImageColumns](#) property must be set to N, and [ImageRows](#) property must be set to N. Also, the [ColumnIndex](#) and [RowIndex](#) properties can be used to pick a small image from large matrix.

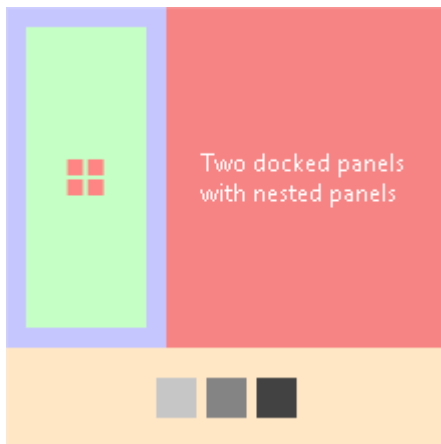
The [ImageList](#) collection should be specified first in order to use the [ImageIndex](#) property.

For more information see [Adding Image Elements to a Tile](#).

Panel Element

Tiles can display one or more panels. A panel can have nested panels. Panel elements of the type [PanelElement](#) class may contain child elements including nested panels. The child elements can be added at design time through the **PanelElement.Children Collection** editor or programmatically through the [Children](#) property.

The following image displays a Tile with two docked panels with nested panels.



Text Element

Tiles can display one or more text elements. The text elements are represented by the [TextElement](#) class. The child elements can be added at design time through the designer or programmatically through the [Text](#), [Text1](#) through [Text6](#) properties.

The following image displays a Tile with a few text element and a badge if IntValue is greater than zero.



TileControl 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.

You can access samples from the **ComponentOne TileControl**. To view samples, click the **Start** button and then click **ComponentOne | Studio for WinForms | TileControl**. The following table provides a short overview of each sample.

Sample	Description
TileImages	The sample shows how to display images on tiles using various techniques.
TileLayout	The sample shows various methods of laying out the template elements.

TileControl for WinForms Task-Based Help

The task-based help section assumes that you are familiar with programming in the Visual Studio .NET environment and have a general understanding of the **ComponentOne TileControl**.

Each topic provides a solution for specific tasks using the [C1TileControl](#). By following the steps outlined in each topic, you will be able to create projects using a variety of **C1TileControl** features.

See Also

[Adding Templates to the C1TileControl](#)

[Assigning a Template to a Specified Tile](#)

[Adding Elements to a Template](#)

[Changing the BackColor of the Template](#)

[Removing Specific Templates](#)

[Alternating the Text View by a Timer](#)

[Saving and Loading TileControl as an XML File](#)

[Setting Text for the TileControl and Group](#)

[Adding Groups to the C1TileControl](#)

[Removing Groups from the C1TileControl](#)

[Modifying the Group's Font Properties](#)

[Setting the TileControl's BackColor](#)

[Adding Tiles to a Specific Group](#)

[Creating a CheckMark for the Tile](#)

[Adding Image Elements to a Tile](#)

Adding Templates to the C1TileControl

Templates can be created at design time or programmatically. At design time they can be created using the **C1TileControl.Templates Collection Editor**. Templates can also be created programmatically through the [TemplateCollection](#) class. The template can be inserted into the TemplateCollection at the specified index using the [InsertItem](#) method.

Design-Time

To add a template at design time, complete the following:

1. Select the **C1TileControl** and click on its smart tag to open the **C1TileControl Tasks** menu.
2. Select **Edit Tiles**.

The **C1TileControl.Templates Collection Editor** editor appears.

3. Click **Add** to add a template to the Members list.

Assigning a Template to a Specified Tile

Once a template is created at design time through the **C1TileControl.Templates Collection Editor** or programmatically through the TemplateCollection class it then can be assigned to a specified tile.

Design-Time

To assign a template to a specified tile, complete the following:

1. Select the tile you wish to add the template to. The **C1TileControl Tasks** menu appears for the selected tile.
2. Select the template from the **Template** dropdown listbox you wish to assign to the specified tile. For example, **template1** is being assigned to **tile1**.

Adding Elements to a Template

Template elements can be created at design time or programmatically. At design time they can be created using the **C1TileControl.Templates Collection Editor**. Template elements can also be created programmatically through the [TemplateCollection](#) class. The template can be inserted into the TemplateCollection at the specified index using the [InsertItem](#) method.

Design Time

To add elements to the template at design time, complete the following:

1. Select the **C1TileControl** and click on its smart tag to open the **C1TileControl Tasks** menu.
2. Select **Edit Tiles**.

The **C1TileControl.Templates Collection Editor** editor appears.

3. Click **Add** to add a template to the **Members** list.
4. Select the ellipsis button next to the **Elements** property. The **Template.Elements Collection Editor** appears.
5. Click on the dropdown arrow and select the **PanelElement** twice. Two panels are added to the template.

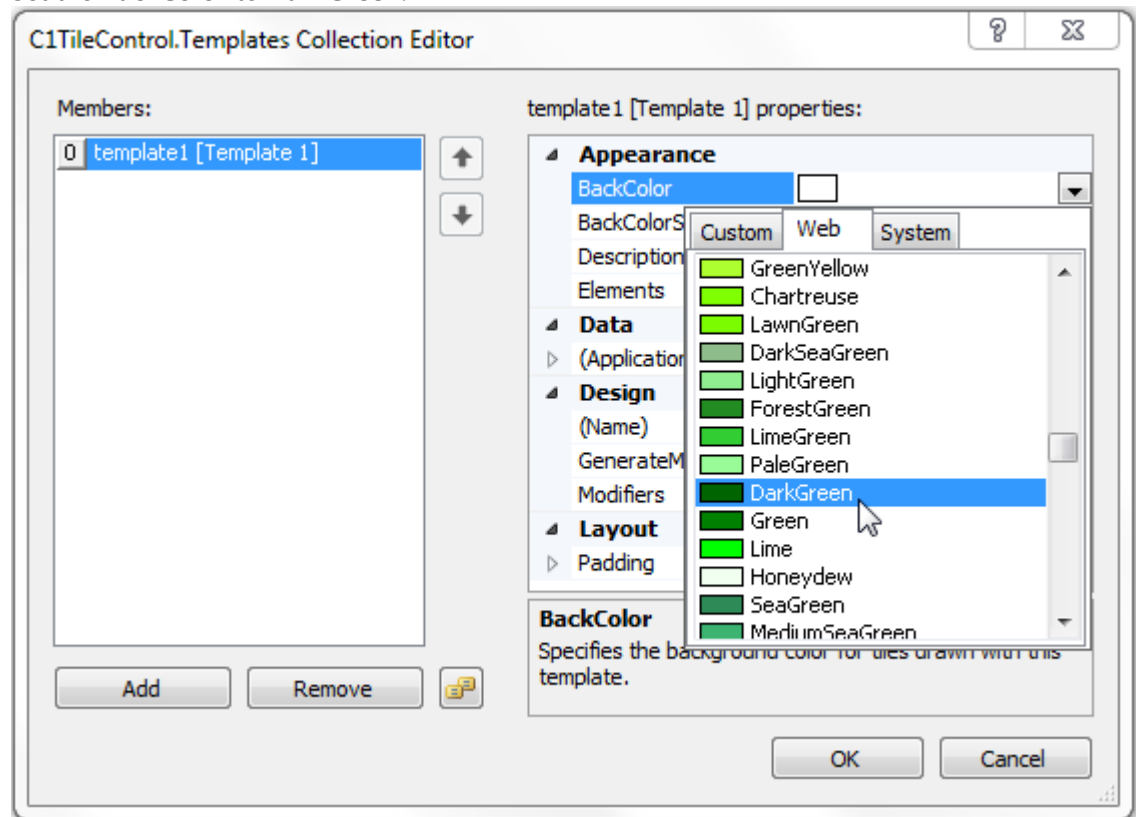
Changing the BackColor of the Template

To change the BackColor of the Template at design time, complete the following:

1. Select the **C1TileControl** and click on its smart tag to open the **C1TileControl Tasks** menu.
2. Select **Edit Tiles**.

The **C1TileControl.Templates Collection Editor** editor appears.

3. Click **Add** to add a template to the Members list.
4. Set the **BackColor** to **DarkGreen**.



5. Set the **BackColorSelector** to **Unbound**.

This will assign the DarkGreen backcolor to this template rather than the default backcolor. Once the Template is assigned to the specified Tile the new BackColor will appear.

6. Select the first Tile and set its Template property to Template1. The template with the new backcolor will be updated for the first Tile.

✔ **This topic illustrates the following:**

The new backcolor for the template appears in the first Tile.



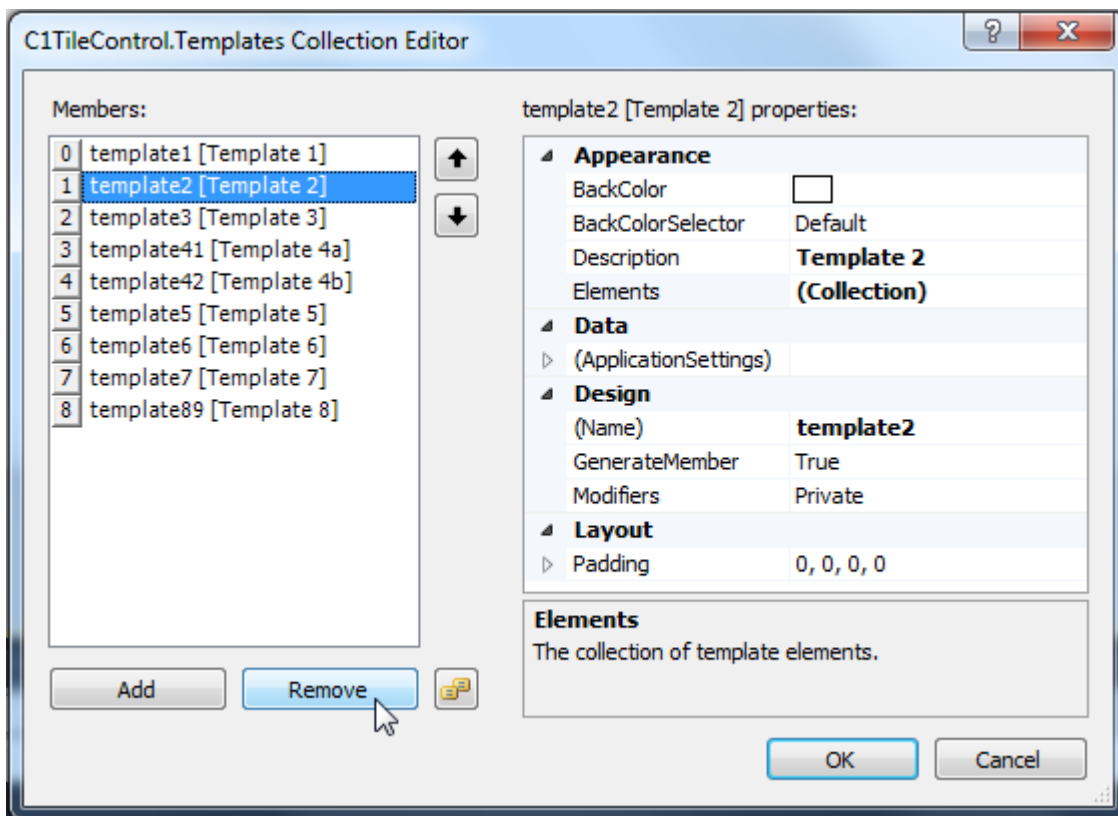
Removing Specific Templates

The TileControls template can be removed programmatically or at design time.

Design-Time

To remove a specific template from the TileControl at design time, complete the following:

1. Right-click on the C1TileControl and select **Edit Templates**. The **C1TileControl.Templates Collection Editor** appears.
2. Select the Template from the Members: list and click **Remove**.

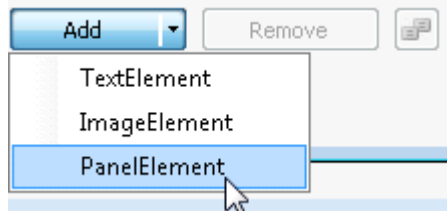


Alternating the Text View by a Timer

To alternate the text view by a timer, complete the following:

Add the First Template

1. Right-click the Tile control and select **Edit Templates**. The **C1TileControl.Templates Collection Editor** appears.
2. Click **Add** twice to add two templates to the **C1TileControl**.
3. Select **template1** and click on the ellipsis button next to the **Elements** collection. The **Template.Elements** collection editor appears.
4. Select the **PanelElement** from the **Add** dropdown listbox.



5. Set the **PanelElements** properties to the following:
 - Alignment property to **TopLeft**.
 - ChildSpacing property to **0**. This will decrease the default spacing between the child elements from 5 pixels to 0 pixels.
 - Orientation property to **Vertical**.
6. Click on the ellipsis button next to the **Children** property.
7. Add two **TextElements** to the **PanelElement**.
8. Select the second text element, **[1] TextElement** and set its **TextSelector** property to **Text1**. This will assign the value of the Text1 property to this template.
9. Click **OK** to save and close the **PanelElement.Children Collection Editor** and click **OK** to save and close the **Template.Elements Collection Editor**.

Add the Second Template

10. Select **template2** in the **C1TileControl.Templates Collection Editor**.
11. Click on the Ellipsis button next to the **Elements Collection**. The **Template.Elements Collection Editor** appears.
12. Click the dropdown arrow next to the **Add** button to add a **PanelElement**.
13. Set the **[0]Panel Element** properties to the following:
 - Alignment property to **TopLeft**.
 - ChildSpacing property to **0**.
 - Orientation property to **Vertical**.
14. Click the ellipsis button next to the **Children (Collection)** property and add two **TextElements**.
15. Select the first text element, **[0] TextElement** and set its **TextSelector** property to **Text1**.
16. Select the second text element, **[1] TextElement** and set its **TextSelector** property to **Text2**.
17. Click **OK** to save and close the **PanelElement.Children Collection Editor** and click **OK** to save and close the **Template.Elements Collection Editor**.
18. Right-click on Tile1 and select **Edit Groups**. The **C1TileControl.Groups Collection Editor** appears.
19. Click on the ellipsis button next to the **Tiles Collection**.

20. Select tile1 and set its properties to the following:
 - Template property to template1. The settings for template1 are applied to Tile1.
 - Text1property to **Detailed description of the Tile.**
 - Text2 property to **More information and details of the Tile behavior.**
21. Click **OK** to save and close the **Group.Tiles Collection Editor**.

Tile1 should appear like the following:



Add a Timer to alternate the template views for Tile1.

22. Double-click on the WindowsForm **Timer** control to add it to your component tray.
23. Set the timer1 **Interval** property to **3000** and the **Enabled** property **True**.
24. Right-click on the TileControl and select **View Code**.
25. Add the following code to your project to create an animation that alternates the text views of each template:

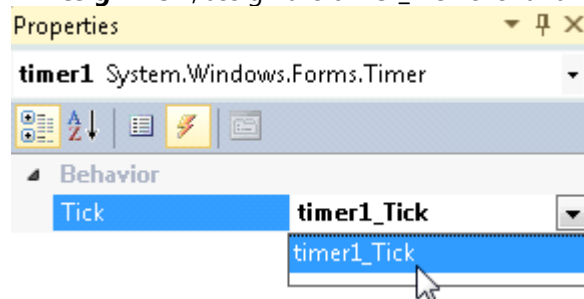
To write code in Visual Basic

Visual Basic	Copy Code
<pre>Public Partial Class Form1 Inherits Form Private _tile1Flipped As Boolean Public Sub New() InitializeComponent() End Sub Private Sub timer1_Tick(sender As Object, e As EventArgs) Dim a As Boolean = _tile1Flipped tile1.Template = If(a, template1, template2) _tile1Flipped = Not a End Sub End Class</pre>	

To write code in C#

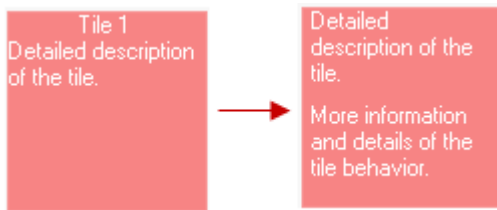
C#	Copy Code
<pre>public partial class Form1 : Form { bool _tile1Flipped; public Form1() { InitializeComponent(); private void timer1_Tick(object sender, EventArgs e) { bool a = _tile1Flipped; tile1.Template = a ? template1 : template2; _tile1Flipped = !a; } } }</pre>	

26. In **Design view**, assign the **timer_Tick** event handler to **timer1**.



✓ **This topic illustrates the following:**

The Tile alternates templates based upon a timer. The first template is displayed for a few seconds and then the second template for the tile appears in place of the first.



Saving and Loading TileControl as an XML File

This topic shows how to save the **C1TileControl** as an XML file and how to load an existing **C1TileControl** from an xml file.

See Also

[Loading TileControl From an XML File](#)

[Saving TileControl as an XML File](#)

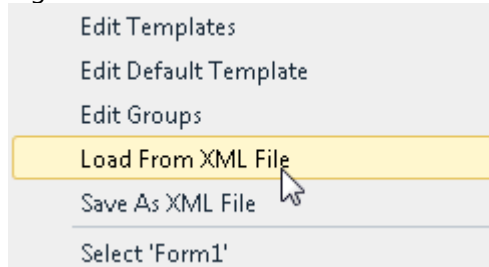
Loading TileControl From an XML File

This task shows how to load the C1TileControl as an XML File at run time and in code.

Load C1TileControl as an XML file at run time

To load the C1TileControl as an XML file at run time, complete the following:

1. Right-click the C1TileControl and select **Load From XML File** item from the context menu.



The **Load From Xml File** dialog box appears.

2. Browse to the location you wish to load the xml file.
3. Click Open in the **Load From Xml File** dialog box.

Load C1TileControl from XML file in code

To load template1 as an XML file in code, complete the following:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre> Private Sub btnLoadXml_Click(sender As Object, e As EventArgs) Using dlg As New OpenFileDialog() dlg.DefaultExt = ".xml" dlg.Filter = "XML files *.xml All files *.*" dlg.Title = "Load From Xml File" If dlg.ShowDialog() = DialogResult.OK Then Try template1.LoadXml(dlg.FileName) Catch MessageBox.Show("Bad tilecontrol XML.", dlg.Title) End Try End If End Using End Sub </pre>	

To write code in C#

C#	Copy Code
<pre> private void btnLoadXml_Click(object sender, EventArgs e) { using (OpenFileDialog dlg = new OpenFileDialog()) { dlg.DefaultExt = ".xml"; dlg.Filter = "XML files *.xml All files *.*"; dlg.Title = "Load From Xml File"; if (dlg.ShowDialog() == DialogResult.OK) { try { Tilecontrol.LoadXml(dlg.FileName); } catch { MessageBox.Show("Bad tilecontrol XML.", dlg.Title); } } } } </pre>	

```

    }
  }
}

```

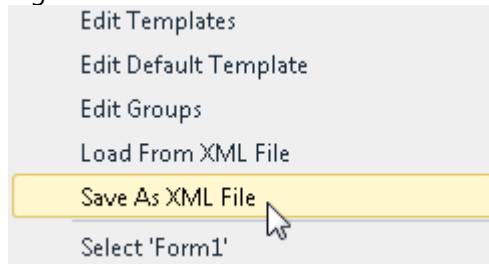
Saving TileControl as an XML File

This task shows how to save the C1TileControl as an XML File at design time and in code.

Save C1TileControl as an XML file at design time

To save the C1TileControl as an XML file at design time, complete the following:

1. Right-click the C1TileControl and select **Save as XML File** item from the context menu.



The **Save As Xml File** dialog box appears.

2. Browse to the location you wish to save the .xml file.
3. Click **Save** in the **Save As Xml File** dialog box.

Save C1TileControl from XML file in code

To save the C1TileControl as an XML file in code, complete the following:

To write code in Visual Basic

Visual Basic	Copy Code
<pre> Private Sub menuItemSaveXml_Click(sender As Object, e As EventArgs) Using dlg As New SaveFileDialog() dlg.DefaultExt = ".xml" dlg.FileName = "tilecontrol dlg.Filter = "XML files *.xml All files *.*" dlg.Title = "Save As Xml File" </pre>	

```

        If dlg.ShowDialog() = DialogResult.OK Then
            TileControl.SaveXml(dlg.FileName)
        End If
    End Using
End Sub

```

To write code in C#

C#	Copy Code
<pre> private void menuItemSaveXml_Click(object sender, EventArgs e) { using (SaveFileDialog dlg = new SaveFileDialog()) { dlg.DefaultExt = ".xml"; dlg.FileName = "tilecontrol"; dlg.Filter = "XML files *.xml All files *.*"; dlg.Title = "Save As Xml File"; if (dlg.ShowDialog() == DialogResult.OK) { TileControl.SaveXml(dlg.FileName); } } } </pre>	

Setting Text for the TileControl and Group

The TileControls text and its font size and color as well as the groups text, font size, and color can be applied to the TileControl and group programmatically or at design time.

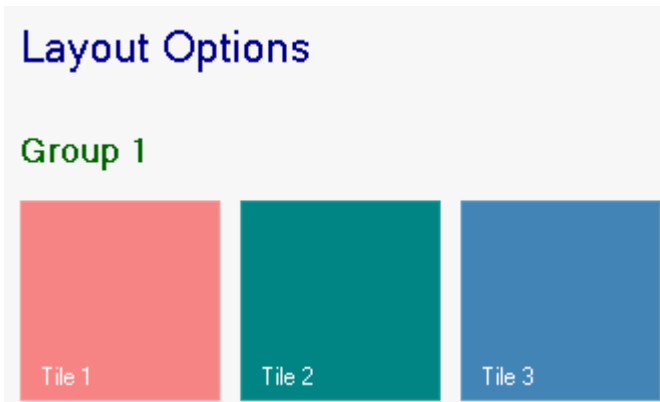
To modify the TileControl and Group text, complete the following:

1. Right-click the **C1TileControl** and select **Properties**. The C1TileControl properties pane appears.
2. Enter the text inside the **Text** textbox that you wish to appear on the C1TileControl, for example **Layout Options**.
3. Set the **ForeColor** property to **Navy**. Note that this sets the groups forecolor as well. To change the groups forecolor it can be specified in the GroupForeColor property.
4. Set the **TextSize** property to **16**. This overrides the **Font.Size** property.
5. Expand the **Groups** node in the C1TileControls properties pane.
6. Set the **GroupFont** to **True** so the groups font appears bold.

7. Set the **GroupForeColor** to **DarkGreen**.

✔ **This topic illustrates the following:**

The C1TileControl and Groups Text is modified.



Adding Groups to the C1TileControl

Groups can be created at design time or programmatically. At design time they can be created using the **C1TileControl.Groups Collection Editor**. Groups can also be created programmatically through the [Group](#) class. The group can be inserted into the GroupCollection at the specified index using the [InsertItem](#) method.

Design-Time

To add a template at design time, complete the following:

1. Right-click the **C1TileControl** and select **Edit Groups** to open the **C1TileControl.Groups Collection Editor**.
2. Click the **Add** button to add a new group to the C1TileControl. The Groups text will appear empty and there will be no tiles until you add the tiles to the group.

Removing Groups from the C1TileControl

Groups can be removed at design time or programmatically. At design time they can be removed using the **C1TileControl.Groups Collection Editor**. Groups can also be removed programmatically through the [GroupCollection](#) class. The group can be removed from the GroupCollection at the specified index using the [RemoveItem](#) method.

Design-Time

To remove a group from the C1TileControl complete the following:

1. Add the TileControl to the windows Form.

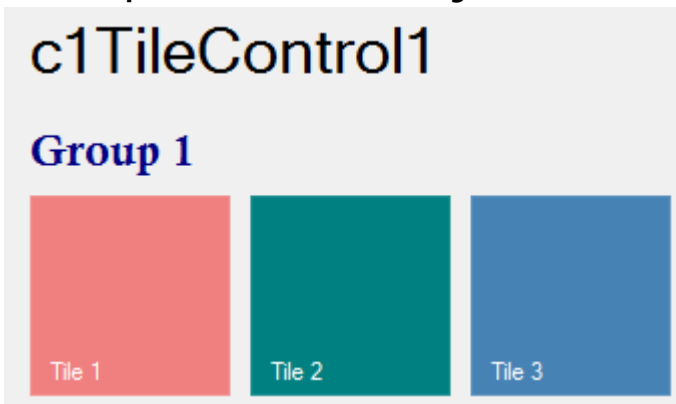
2. Right-click the **C1TileControl** and select **Edit Groups** to open the **C1TileControl.Groups Collection Editor**.
3. Select the Group from the Members list that you want to remove and click the **Remove** button to remove a group from the C1TileControl.

Modifying the Group's Font Properties

To modify the Groups font properties complete the following:

1. Right-click on the **C1TileControl** and select **Properties**.
2. Locate the **GroupFont** property under the **Groups** node and click on the ellipsis button.
3. Set the Font to Calisto MT, FontStyle to Bold, and Size to 20. Note that the GroupTextBold and GroupTextSize will override these settings so if you set the FontStyle to Bold, but the GroupTextBold is set to False then the Group will inherit the setting from the Group.TextBold property.
4. Click **OK** to close and save the Font dialog box.
5. Set the GroupTextSize to 16. Note that this property takes precedence over the Font Size property applied in the Font dialog box.

✓ This topic illustrates the following:



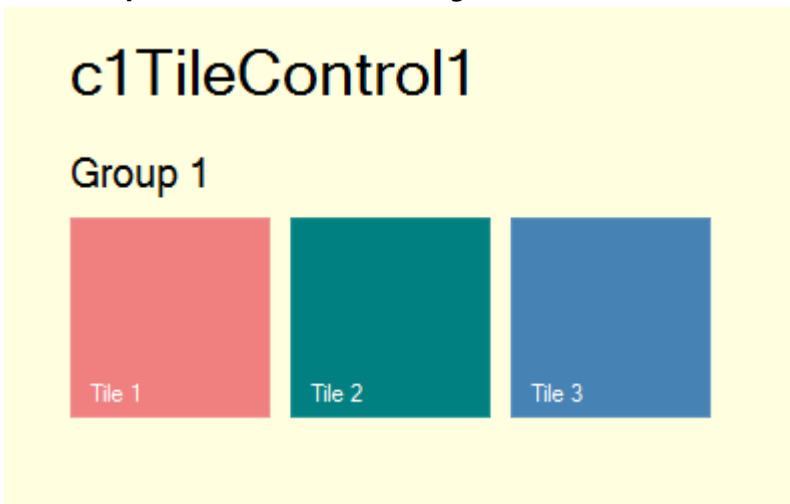
Setting the TileControl's BackColor

The TileControls BackColor can be applied to the TileControl programmatically or at design time.

To set the TileControls BackColor using the Properties window, complete the following:

1. Right-click on the **C1TileControl** and select **Properties**.
2. Set the **BackColor** property to **LightYellow**.

✓ This topic illustrates the following:



Adding Tiles to a Specific Group

Tiles can be created at design time or programmatically. At design time they can be created using the **C1TileControl.Groups Collection Editor** and **Group.Tiles Collection Editor**. Tiles can also be created programmatically through the [Tile](#) class. The tiles can be inserted into the TilesCollection at the specified index using the [InsertItem](#) method. You can then add the tiles to the appropriate group using the Group.Tiles property.

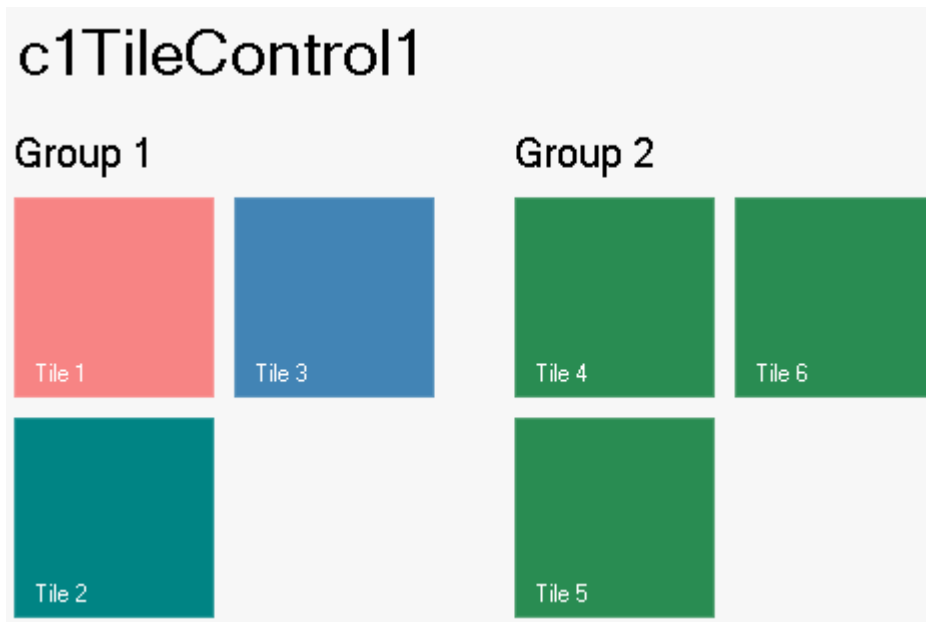
Design-Time

To add a template at design time, complete the following:

1. Right-click the **C1TileControl** and select **Edit Groups** to open the **C1TileControl.Groups Collection Editor**.
2. Select the Group from the members list where you want to add the tiles, for example **Group2**.
3. Click on the ellipsis button next to **Tiles** collection property.
4. Click add three times to add three **Tiles** to the second group, **group2**.
5. Click **OK** to save and close the **Group.Tiles Collection Editor** and click **OK** to save and close the **C1TileControl.Groups Collection Editor**.

✓ This topic illustrates the following:

The three Tiles appear horizontally by default and they all have the same default dark green color:



Creating a CheckMark for the Tile

A checkmark can be displayed in the upper right corner of the tile by setting the [Checked](#) property to True.

Design-Time

1. To apply a checkmark to a specific tile, select **tile2** and check the checkbox next to the `Checked` property.

C1TileControl Tasks

tile2:

Tile Text	<input type="text" value="Tile 2"/>
ToolTip Text	<input type="text"/>
Tile Group	<input type="text" value="group1"/>
Tile Index	<input type="text" value="1"/>
Horizontal Size	<input type="text" value="1"/>
Vertical Size	<input type="text" value="1"/>
IntValue	<input type="text" value="0"/>
<input checked="" type="checkbox"/> Checked	
Template	<input type="text" value="(default)"/>

[Edit Tile Template](#)

[Select Group](#)

[Select C1TileControl](#)

2. Right-click the **C1TileControl** and select **Properties**.
3. Under the **Appearance** node set the `CheckMarkColor` property to **Silver**.

✔ **This topic illustrates the following:**

A checkmark appears in the upper right corner of tile2.



See Also

[Increasing the Size of a Specific Tile](#)

Increasing the Size of a Specific Tile

A Tiles size can be increased using the `HorizontalSize` and `VerticalSize` properties.

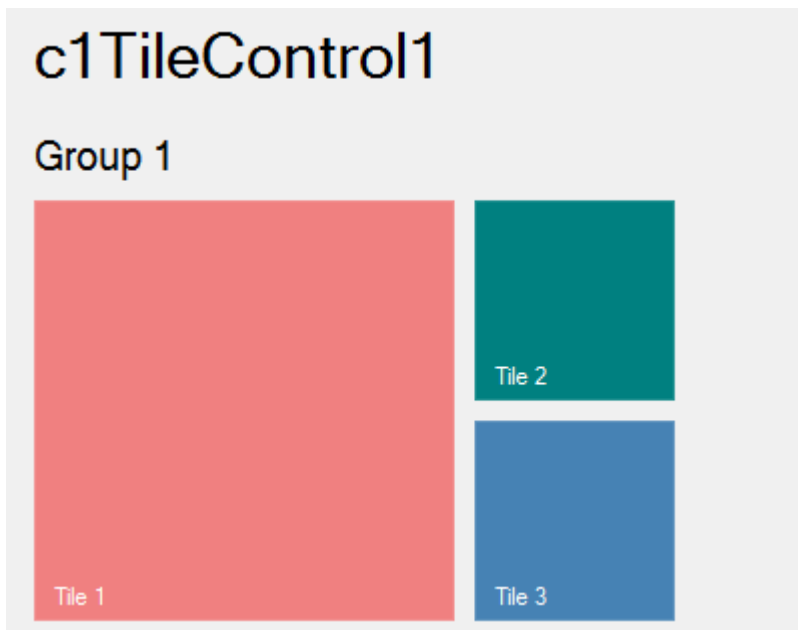
Design-Time

To increase the Tiles size at design-time, complete the following:

1. Select the Group and click on **Edit Tiles** from the C1TileControl Group Tasks menu.
2. In the **Group.Tiles Collection Editor** select **tile1[Tile 1]** and set the **HorizontalSize** to **2** and the **VerticalSize** to **2**.
3. Click **OK** to save and close the **Group.Tiles Collection Editor**.

✔ **This topic illustrates the following:**

Tile 1s size is increased so it appears twice as large as the other two tiles.



Adding Image Elements to a Tile

The following tasks show different methods on how to add images to the tiles.

See Also

[Adding a Symbol to a Tile](#)

[Drawing an Image at Runtime](#)

Adding a Symbol to a Tile

To add a symbol to a tile, complete the following:

1. Right-click on the **C1TileControl** and select **Edit Templates**. The **C1TileControl.Templates Collection Editor** appears.
2. Click **Add** to add a template.

3. Click on the ellipsis button next to the **Elements Collection** property. The **Template.Elements Collection Editor** appears.
4. Select **ImageElement** from the **Add** dropdown listbox.
5. Select **Library** from the **Symbol** dropdown listbox.
6. Select **Symbol** from the dropdown listbox of the **ImageSelector** property. This binds the value of the Symbol property to the specified Tile.
7. Click **OK** to save and close the **Template.Elements Collection Editor**.
8. Right-click the **C1TileControl** and select **Edit Groups**.
9. Click on the ellipsis button next to Tiles. The **Group.Tiles Collection Editor** appears.
10. Select the first Tile from the members list.
11. Set the **Symbol** property to **Home** and **Template** property to **template1**.

✔ **This topic illustrates the following:**

The Home symbol is applied to the first Tile.



Drawing an Image at Runtime

Images can be drawn at runtime using the [Paint](#) event, like the following:

1. Right-click on the **C1TileControl** and select **Edit Templates**.
2. Click **Add** to add a template to the **C1TileControl**.
3. Add the following code to your project to draw an image at runtime:

[To write code in Visual Basic](#)

Visual Basic	Copy Code
<pre>Private Sub template1_Paint(sender As Object, e As C1.Win.C1Tile.TemplatePaintEventArgs) Dim g As Graphics = e.Graphics g.SmoothingMode = System.Drawing.Drawing2D.SmoothingMode.HighQuality Dim rect As Rectangle = e.ClipRectangle rect.X += (rect.Width - 28) \ 2 rect.Y += (rect.Height - 28) \ 2 rect.Width = 28 rect.Height = 28</pre>	

```

Dim brush As Brush = New SolidBrush(e.Tile.GetBackColor())
Dim pen As New Pen(e.Tile.GetForeColor())
Select Case e.Tile.IntValue
    Case 1
        g.FillPie(brush, rect, 50F, 270F)
        g.DrawPie(pen, rect, 50F, 270F)
        Exit Select
    Case 2
        g.FillRectangle(brush, rect)
        g.DrawRectangle(pen, rect)
        Exit Select
    Case Else
        g.FillEllipse(brush, rect)
        g.DrawEllipse(pen, rect)
        Exit Select
End Select
brush.Dispose()
pen.Dispose()
End Sub

```

[To write code in C#](#)

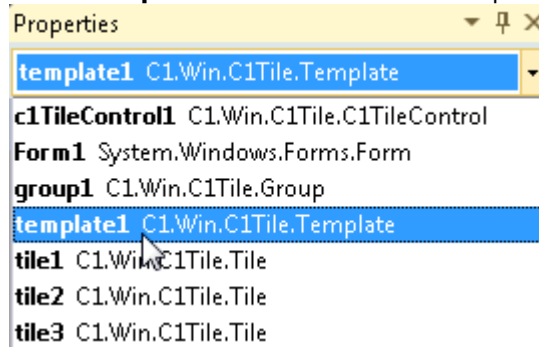
C#	Copy Code
<pre> private void template8_Paint(object sender, C1.Win.C1Tile.TemplatePaintEventArgs e) { Graphics g = e.Graphics; g.SmoothingMode = System.Drawing.Drawing2D.SmoothingMode.HighQuality; Rectangle rect = e.ClipRectangle; rect.X += (rect.Width - 28) / 2; rect.Y += (rect.Height - 28) / 2; rect.Width = 28; rect.Height = 28; Brush brush = new SolidBrush(e.Tile.GetBackColor()); Pen pen = new Pen(e.Tile.GetForeColor()); switch (e.Tile.IntValue) { </pre>	

```

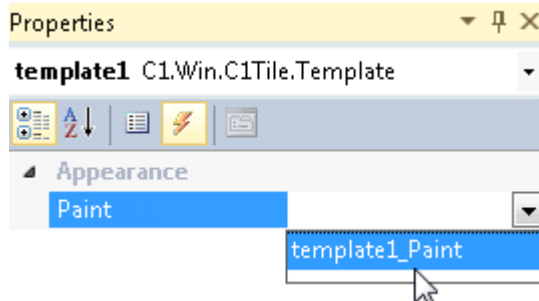
        case 1:
            g.FillPie(brush, rect, 50f, 270f);
            g.DrawPie(pen, rect, 50f, 270f);
            break;
        case 2:
            g.FillRectangle(brush, rect);
            g.DrawRectangle(pen, rect);
            break;
        default:
            g.FillEllipse(brush, rect);
            g.DrawEllipse(pen, rect);
            break;
    }
    brush.Dispose();
    pen.Dispose();
}

```

4. In design view, right-click on the **C1TileControl** and select **Properties**.
5. Select **Template1** from the Windows dropdown listbox.



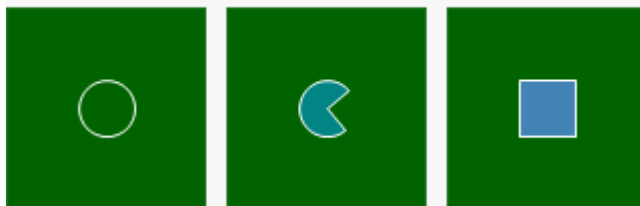
6. Click on the events button and set the Paint event to template1_Paint.



7. Select tile1 so its **C1TileControl Tasks** menu appears and set its properties to the following:
 - **Horizontal Size** to **1**.
 - **Vertical Size** to **1**.
 - **IntValue** to **0**. This will apply the first drawing to the first tile.
 - **Template** to **template1**.

8. Select tile2 so its **C1TileControl Tasks** menu appears and set its properties to the following:
 - **Horizontal Size** to **1**.
 - **Vertical Size** to **1**.
 - **IntValue** to **1**. This will apply the second drawing to the second tile.
 - **Template** to **template1**.
9. . Select tile2 so its **C1TileControl Tasks** menu appears and set its properties to the following:
 - **Horizontal Size** to **1**.
 - **Vertical Size** to **1**.
 - **IntValue** to **2**. This will apply the third drawing to the third tile.
 - **Template** to **template1**.
10. Run your project and observe the drawings made on the tiles.

Group 1



C1.Win.C1TileControl.4 Assembly

Overview

Namespaces
















Namespace	Description
C1.Win.C1Tile	
C1.Win.C1Tile.Localization	

Namespaces

C1.Win.C1Tile Namespace


Overview

Classes



	Class	Description
	BaseElement	The base class for all template elements.
	C1TileControl	Represents a scrollable surface with tiles.
	CommonImage	Represents an image or set of images that can be referenced from an ImageElement .
	ElementCollection	Represents a collection of template elements.
	Group	Represents a group of tiles.
	GroupCollection	Represents a collection of groups.
	ImageElement	The element drawing an image.
	PanelElement	The panel element containing other elements.
	Template	Defines a custom template for tiles.
	TemplateCollection	Represents a collection of tile templates.
	TemplatePaintEventArgs	Provides data for Template.Paint event.
	TextElement	The element drawing some text.
	Tile	Represents a single tile.
	TileCollection	Represents a collection of tiles.
	TileEventArgs	Provides data for C1TileControl events.

Interfaces










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





 ITileControlDesigner	This is an infrastructure interface. Don't use it directly.
--	---

Delegates

Delegate	Description
 TemplatePaintEventHandler	Represents a delegate that handles Template.Paint event.
 TileEventHandler	Represents a delegate that handles C1TileControl events.

Enumerations

Enumeration	Description
 BackColorSelector	Defines which property of a Tile object should be bound to the background color of a template element.
 BackImageLayout	Defines the different types of the background image layout.
 ForeColorSelector	Defines which property of a Tile object should be bound to the foreground color of a template element.
 ForeImageLayout	Defines the different types of the foreground image layout.
 ImageSelector	Defines which property of a Tile object should be bound to the image of a template element.
 IntValueSelector	Defines which property of a Tile object should be bound to an integer value within a template element.
 LayoutOrientation	Defines the different methods of arranging the groups or elements.
 ScrollBarStyle	Defines the styles of the scroll bar.
 SymbolSize	Enumerates the available sizes for tile symbols.

	TextSelector	Defines which property of a Tile object should be bound to the text of a template element.
	TextTrimming	Defines the method of trimming characters that do not fit in the available space.
	ThreeStateBoolean	Defines a boolean type with an additional state which indicates that the value is not stored here.
	TileSymbol	Enumerates the tile symbols.

See Also

Reference

[C1.Win.C1TileControl.4 Assembly](#)

Classes

BaseElement

The base class for all template elements.

Object Model

BaseElement

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class BaseElement</code>	
C#	
<code>public abstract class BaseElement</code>	

Inheritance Hierarchy

System.Object

C1.Win.C1Tile.BaseElement

[C1.Win.C1Tile.ImageElement](#)

[C1.Win.C1Tile.PanelElement](#)
[C1.Win.C1Tile.TextElement](#)

Requirements

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

See Also

Reference

[BaseElement Members](#)
[C1.Win.C1Tile Namespace](#)

Overview

The base class for all template elements.

Object Model

BaseElement

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit Class BaseElement</code>	
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Inheritance Hierarchy

System.Object

C1.Win.C1Tile.BaseElement
[C1.Win.C1Tile.ImageElement](#)
[C1.Win.C1Tile.PanelElement](#)
[C1.Win.C1Tile.TextElement](#)

Requirements

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

See Also

Reference

[BaseElement Members](#)







[C1.Win.C1Tile Namespace](#)

Members

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

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




Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds.
	AlignmentOfContents	Gets or sets the alignment of contents within the element.
	Description	Gets or sets the description for this element.
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically.
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically.
	Margin	Gets or sets the outer spacing of the element.

[Top](#)

Public Methods

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

	Clone	Creates a new BaseElement that is a copy of the current instance.
	Dispose	Clean up any resources being used.
	ResetMargin	Resets the value of the Margin property.

[Top](#)

See Also




Reference

[BaseElement Class](#)

[C1.Win.C1Tile Namespace](#)

Methods

>

Name	Description
 Clone	Creates a new BaseElement that is a copy of the current instance.
 Dispose	Clean up any resources being used.
 ResetMargin	Resets the value of the Margin property.

[Top](#)

See Also

Reference

[BaseElement Class](#)

[C1.Win.C1Tile Namespace](#)

Clone Method

Creates a new [BaseElement](#) that is a copy of the current instance.

Syntax

Visual Basic (Declaration)	
Public Function Clone () As System.Object	

C#	
<pre>public System.object Clone()</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

[BaseElement Class](#)

[BaseElement Members](#)

Dispose Method

Clean up any resources being used.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Dispose()</pre>	
C#	
<pre>public void Dispose()</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

[BaseElement Class](#)

[BaseElement Members](#)

ResetMargin Method

Resets the value of the [Margin](#) property.

Syntax

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

Requirements

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

See Also

Reference






[BaseElement Class](#)


[BaseElement Members](#)

Properties

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

Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds.
	AlignmentOfContents	Gets or sets the alignment of contents within the element.
	Description	Gets or sets the description for this element.
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically.
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to

		calculate width dynamically.
	Margin	Gets or sets the outer spacing of the element.

[Top](#)

See Also

Reference

[BaseElement Class](#)

[C1.Win.C1Tile Namespace](#)

Alignment Property

Gets or sets the alignment of element within its parent bounds.

Syntax

Visual Basic (Declaration)	
Public Property Alignment As System.Drawing.ContentAlignment	
C#	
public System.Drawing.ContentAlignment 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

[BaseElement Class](#)

[BaseElement Members](#)

AlignmentOfContents Property

Gets or sets the alignment of contents within the element.

Syntax

Visual Basic (Declaration)	
Public Property AlignmentOfContents As System.Drawing.ContentAlignment	
C#	
public System.Drawing.ContentAlignment AlignmentOfContents { get ; set ;}	

Requirements

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

See Also

Reference

[BaseElement Class](#)

[BaseElement Members](#)

Description Property

Gets or sets the description for this element.

Syntax

Visual Basic (Declaration)	
Public Property Description As System.String	
C#	
public System. string Description { get ; set ;}	

Requirements

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

See Also

Reference

[BaseElement Class](#)

[BaseElement Members](#)

FixedHeight Property

Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically.

Syntax

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

Requirements

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

See Also

Reference

[BaseElement Class](#)

[BaseElement Members](#)

FixedWidth Property

Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically.

Syntax

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

Requirements

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

See Also

Reference

[BaseElement Class](#)

[BaseElement Members](#)

Margin Property

Gets or sets the outer spacing of the element.

Syntax

Visual Basic (Declaration)	
Public Property Margin As System.Windows.Forms.Padding	
C#	
public System.Windows.Forms.Padding Margin { get ; set ;}	

Requirements

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

See Also

Reference

[BaseElement Class](#)

[BaseElement Members](#)

C1TileControl

Represents a scrollable surface with tiles.

Object Model

C1TileControl

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1TileControl Inherits System.Windows.Forms.Control</pre>	
C#	
<pre>public class C1TileControl : System.Windows.Forms.Control</pre>	

Inheritance Hierarchy

System.Object
 System.MarshalByRefObject
 System.ComponentModel.Component
 System.Windows.Forms.Control
 C1.Win.C1Tile.C1TileControl

Requirements

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

See Also

Reference

[C1TileControl Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Represents a scrollable surface with tiles.

Object Model

C1TileControl

Syntax

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

```
Public Class C1TileControl
    Inherits System.Windows.Forms.Control

C#

public class C1TileControl : System.Windows.Forms.Control
```

Inheritance Hierarchy

```
System.Object
  System.MarshalByRefObject
    System.ComponentModel.Component
      System.Windows.Forms.Control
        C1.Win.C1Tile.C1TileControl
```

Requirements

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

See Also

Reference

[C1TileControl Members](#)


[C1.Win.C1Tile Namespace](#)

Members

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
















The following tables list the members exposed by [C1TileControl](#).


















Public Constructors


















	Name	Description
	C1TileControl Constructor	Initializes a new instance of a C1TileControl .

















[Top](#)

















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)
	AllowChecking	Gets or sets whether the user can check/uncheck tiles using a swipe gesture or mouse right-click.
	AllowPanningFeedback	Gets or sets whether the owner form has to display a visual cue when a user reaches the end of a pannable area.
	Anchor	(Inherited from System.Windows.Forms.Control)
	AutomaticLayout	Gets or sets whether the tiles should be arranged automatically or manually. The Tile.LeftCell and Tile.TopCell properties are ignored in automatic mode.
	AutoScrollOffset	(Inherited from System.Windows.Forms.Control)
	BackColor	(Inherited from System.Windows.Forms.Control)
	BackgroundImage	(Inherited from System.Windows.Forms.Control)
	BackImageLayout	Gets or sets the background image layout.
	BindingContext	(Inherited from System.Windows.Forms.Control)
	Bottom	(Inherited from System.Windows.Forms.Control)

















	Bounds	(Inherited from System.Windows.Forms.Control)
	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)
	CellHeight	Gets or sets the height of a single tile cell.
	CellSpacing	Gets or sets the gap between tile cells in a group.
	CellWidth	Gets or sets the width of a single tile cell.
	CheckBorderColor	Gets or sets the color of the tile border when it is checked.
	CheckedTiles	Gets an array of all visible checked tiles.
	CheckMarkColor	Gets or sets the color of the check mark for checked tiles.
	CheckWaitingColor	Gets or sets the color of the supposed check mark.
	ClientRectangle	(Inherited from System.Windows.Forms.Control)
	ClientSize	(Inherited from System.Windows.Forms.Control)
	CommonImage1	Gets the first common image.
	CommonImage2	Gets the second common image.
	CommonImage3	Gets the third common image.








	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)
	Created	(Inherited from System.Windows.Forms.Control)
	Cursor	Overridden. Gets or sets the cursor that is displayed when the mouse pointer is over the control.
	DataBindings	(Inherited from System.Windows.Forms.Control)
	DefaultTemplate	Gets the default template for tiles.
	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)
	Focused	(Inherited from System.Windows.Forms.Control)
	FocusedBorderColor	Gets or sets the color of the tile border when the tile is selected with keyboard.
	FocusedTile	Gets or sets the tile that has the keyboard focus.

 Font	(Inherited from System.Windows.Forms.Control)
 ForeColor	(Inherited from System.Windows.Forms.Control)
 GroupFont	Gets or sets the font for group captions.
 GroupForeColor	Gets or sets the foreground color of a group caption.
 GroupPadding	Gets or sets the interior spacing of a tile group.
 Groups	Gets the collection of tile groups.
 GroupSpacing	Gets or sets the gap between groups on the scrollable surface.
 GroupTextBold	Gets or sets a value that indicates whether the group caption font is bold.
 GroupTextSize	Gets or sets the font size for group captions.
 GroupTextX	Gets or sets the horizontal offset of a group caption.
 GroupTextY	Gets or sets the vertical offset of a group caption.
 Handle	(Inherited from System.Windows.Forms.Control)
 HasChildren	(Inherited from System.Windows.Forms.Control)
 Height	(Inherited from System.Windows.Forms.Control)
 HotBorderColor	Gets or sets the color of the tile border when it is hovered by the mouse pointer.
 ImageList	Gets or sets the ImageList that contains the images to display on the tiles.

 ImeMode	This property is not relevant to this class.
 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)
 MaximumRowsOrColumns	Gets or sets the maximum number of cell rows (for horizontal orientation) or cell columns (for vertical orientation) in automatic layout mode.
 MaximumSize	(Inherited from System.Windows.Forms.Control)
 MinimumSize	(Inherited from System.Windows.Forms.Control)
 MovingBackground	Gets or sets whether the background image should be scrolled with the tiles.
 Name	(Inherited from System.Windows.Forms.Control)
 OffsetLimit	Gets the minimal negative offset of the scrolling area.








	Orientation	Gets or sets whether the groups are arranged horizontally or vertically.
	Padding	Gets or sets the interior spacing of the C1TileControl .
	Parent	(Inherited from System.Windows.Forms.Control)
	PassthroughNavigation	Gets or sets whether the keyboard should navigate to the next row/column after focusing the last tile in the current row/column (for vertical/horizontal layout).
	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)
	SBThumbBorderColor	Gets or sets the color of the scroll bar thumb border.
	SBThumbInnerColor	Gets or sets the color of the scroll bar thumb interior.
	ScrollBarStyle	Gets or sets whether the default or system scroll bar should appear.
	ScrollOffset	Gets or sets the negative or zero offset of the scrollable area.
	ShowToolTips	Gets or sets whether the tooltips should appear for tiles.


















 Site	(Inherited from System.Windows.Forms.Control)
 Size	(Inherited from System.Windows.Forms.Control)
 SurfaceContentAlignment	Gets or sets the alignment of groups on the scrollable surface.
 SurfacePadding	Gets or sets the interior spacing of the scrollable surface.
 SwipeDistance	Gets or sets the distance for a swipe gesture.
 TabIndex	(Inherited from System.Windows.Forms.Control)
 TabStop	(Inherited from System.Windows.Forms.Control)
 Tag	(Inherited from System.Windows.Forms.Control)
 Templates	Gets the collection of custom tile templates.
 Text	Overridden. Gets or sets the main caption text.
 TextBold	Gets or sets a value that indicates whether the caption text font is bold.
 TextSize	Gets or sets the font size for the caption text.
 TextX	Gets or sets the x-coordinate of the text caption.
 TextY	Gets or sets the y-coordinate of the text caption.
 TileBackColor	Gets or sets the default background color of tiles.
 TileBorderColor	Gets or sets the color of a thin border that is drawn around tiles.



















	TileForeColor	Gets or sets the default foreground color of tiles.
	ToolTipInitialDelay	Gets or sets the time that passes before the tooltips appear, in milliseconds.
	Top	(Inherited from System.Windows.Forms.Control)
	TopLevelControl	(Inherited from System.Windows.Forms.Control)
	UseWaitCursor	(Inherited from System.Windows.Forms.Control)
	Visible	(Inherited from System.Windows.Forms.Control)
	Width	(Inherited from System.Windows.Forms.Control)



















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Public Methods

	Name	Description
	BeginInvoke	Overloaded. (Inherited from System.Windows.Forms.Control)
	BeginUpdate	Maintains drawing performance while applying massive changes to C1TileControl .
	BringToFront	(Inherited from System.Windows.Forms.Control)
	ClearCache	Releases memory occupied by internal cached images. It doesn't force garbage collection though.
	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	(Inherited from System.ComponentModel.Component)
≡  DoDragDrop	(Inherited from System.Windows.Forms.Control)
≡  DrawToBitmap	(Inherited from System.Windows.Forms.Control)
≡  EndInvoke	(Inherited from System.Windows.Forms.Control)
≡  EndUpdate	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)
≡  GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡  GetNextControl	(Inherited from System.Windows.Forms.Control)
≡  GetPreferredSize	(Inherited from System.Windows.Forms.Control)
≡  GetTileAt	Gets a Tile at the point specified in C1TileControl 's client coordinates.
≡  Hide	(Inherited from System.Windows.Forms.Control)
≡  InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡  Invalidate	Overloaded. (Inherited from System.Windows.Forms.Control)














≡  Invoke	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  LoadXml	Overloaded. Loads the layout of C1TileControl 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)
≡  ResetCheckBorderColor	Resets the value of the CheckBorderColor property.
≡  ResetCheckMarkColor	Resets the value of the CheckMarkColor property.
≡  ResetCheckWaitingColor	Resets the value of the CheckWaitingColor property.
≡  ResetFocusedBorderColor	Resets the value of the FocusedBorderColor property.
≡  ResetGroupForeColor	Resets the value of the GroupForeColor property.
≡  ResetGroupPadding	Resets the value of the GroupPadding property.
≡  ResetHotBorderColor	Resets the value of the HotBorderColor property.
≡  ResetPadding	Resets the value of the Padding property.



















≡  ResetSBThumbBorderColor	Resets the value of the SBThumbBorderColor property.
≡  ResetSBThumbInnerColor	Resets the value of the SBThumbInnerColor property.
≡  ResetSurfacePadding	Resets the value of the SurfacePadding property.
≡  ResetText	(Inherited from System.Windows.Forms.Control)
≡  ResetTileBackColor	Resets the value of the TileBackColor property.
≡  ResetTileBorderColor	Resets the value of the TileBorderColor property.
≡  ResetTileForeColor	Resets the value of the TileForeColor property.
≡  ResumeLayout	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  SaveXml	Overloaded. Saves the layout of C1TileControl into an XML file.
≡  Scale	(Inherited from System.Windows.Forms.Control)
≡  ScrollToGroup	Scrolls the surface and make the specified Group visible.
≡  ScrollToTile	Scrolls the surface and make the specified Tile visible.
≡  Select	(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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Public Events

	Name	Description
	BackColorChanged	(Inherited from System.Windows.Forms.Control)
	BackgroundImageChanged	(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)
	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)
	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)
	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)
	PaddingChanged	(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)
	TextChanged	(Inherited from System.Windows.Forms.Control)
	TileChecked	Occurs when some tile is checked.
	TileClicked	Occurs when some tile is clicked.
	TileUnchecked	Occurs when some tile is unchecked.
	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

[C1TileControl Class](#)

[C1.Win.C1Tile Namespace](#)

C1TileControl Constructor

Initializes a new instance of a [C1TileControl](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1TileControl()	

Requirements

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

See Also

Reference

[C1TileControl Class](#)


















[C1TileControl Members](#)


















Methods

For a list of all members of this type, see [C1TileControl members](#).









Public Methods

	Name	Description
≡	BeginInvoke	Overloaded. (Inherited from System.Windows.Forms.Control)
≡	BeginUpdate	Maintains drawing performance while applying massive changes to C1TileControl .

≡  BringToFront	(Inherited from System.Windows.Forms.Control)
≡  ClearCache	Releases memory occupied by internal cached images. It doesn't force garbage collection though.
≡  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	(Inherited from System.ComponentModel.Component)
≡  DoDragDrop	(Inherited from System.Windows.Forms.Control)
≡  DrawToBitmap	(Inherited from System.Windows.Forms.Control)
≡  EndInvoke	(Inherited from System.Windows.Forms.Control)
≡  EndUpdate	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)
≡  GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡  GetNextControl	(Inherited from System.Windows.Forms.Control)

⇒  GetPreferredSize	(Inherited from System.Windows.Forms.Control)
⇒  GetTileAt	Gets a Tile at the point specified in C1TileControl 's client coordinates.
⇒  Hide	(Inherited from System.Windows.Forms.Control)
⇒  InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
⇒  Invalidate	Overloaded. (Inherited from System.Windows.Forms.Control)
⇒  Invoke	Overloaded. (Inherited from System.Windows.Forms.Control)
⇒  LoadXml	Overloaded. Loads the layout of C1TileControl 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)
⇒  ResetCheckBorderColor	Resets the value of the CheckBorderColor property.
⇒  ResetCheckMarkColor	Resets the value of the CheckMarkColor property.

≡  ResetCheckWaitingColor	Resets the value of the CheckWaitingColor property.
≡  ResetFocusedBorderColor	Resets the value of the FocusedBorderColor property.
≡  ResetGroupForeColor	Resets the value of the GroupForeColor property.
≡  ResetGroupPadding	Resets the value of the GroupPadding property.
≡  ResetHotBorderColor	Resets the value of the HotBorderColor property.
≡  ResetPadding	Resets the value of the Padding property.
≡  ResetSBThumbBorderColor	Resets the value of the SBThumbBorderColor property.
≡  ResetSBThumbInnerColor	Resets the value of the SBThumbInnerColor property.
≡  ResetSurfacePadding	Resets the value of the SurfacePadding property.
≡  ResetText	(Inherited from System.Windows.Forms.Control)
≡  ResetTileBackColor	Resets the value of the TileBackColor property.
≡  ResetTileBorderColor	Resets the value of the TileBorderColor property.
≡  ResetTileForeColor	Resets the value of the TileForeColor property.
≡  ResumeLayout	Overloaded. (Inherited from System.Windows.Forms.Control)
≡  SaveXml	Overloaded. Saves the layout of C1TileControl into an XML file.
≡  Scale	(Inherited from System.Windows.Forms.Control)
≡  ScrollToGroup	Scrolls the surface and make the specified Group visible.
≡  ScrollToTile	Scrolls the surface and make the specified Tile visible.

	Select	(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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See Also

Reference

[C1TileControl Class](#)

[C1.Win.C1Tile Namespace](#)

BeginUpdate Method

Maintains drawing performance while applying massive changes to [C1TileControl](#).

Syntax

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

[C1TileControl Class](#)

[C1TileControl Members](#)

ClearCache Method

Releases memory occupied by internal cached images. It doesn't force garbage collection though.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

EndUpdate Method

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

Syntax

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

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

[C1TileControl Class](#)

[C1TileControl Members](#)

GetTileAt Method

Gets a [Tile](#) at the point specified in [C1TileControl](#)'s client coordinates.

Syntax

Visual Basic (Declaration)
<code>Public Function GetTileAt(_ ByVal pt As System.Drawing.Point _) As Tile</code>
C#
<code>public Tile GetTileAt(System.Drawing.Point pt)</code>

Parameters

pt

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

LoadXml Method

Loads the layout of [C1TileControl](#) from an XML file.

Overload List

Overload	Description
LoadXml(String)	Loads the layout of C1TileControl from an XML file.
LoadXml(Stream)	Loads the layout of C1TileControl from a System.IO.Stream .
LoadXml(XmlDocument)	Loads the layout of C1TileControl 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

[C1TileControl Class](#)

[C1TileControl Members](#)

LoadXml(String) Method

Loads the layout of [C1TileControl](#) from an XML file.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadXml(_ ByVal fileName As System.String _</pre>	

```
)
```

C#

```
public void LoadXml(  
    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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

LoadXml(Stream) Method

Loads the layout of [C1TileControl](#) from a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub LoadXml( _  
    ByVal stream As System.IO.Stream _  
)
```

C#

```
public void LoadXml(  
    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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

LoadXml(XmlDocument) Method

Loads the layout of [C1TileControl](#) from an **System.Xml.XmlDocument**.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub LoadXml(_ ByVal doc As System.Xml.XmlDocument _)</pre>	
C#	
<pre>public void LoadXml(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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

ResetCheckBorderColor Method

Resets the value of the [CheckBorderColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)
[C1TileControl Members](#)

ResetCheckMarkColor Method

Resets the value of the [CheckMarkColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetCheckWaitingColor Method

Resets the value of the [CheckWaitingColor](#) property.

Syntax

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

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetFocusedBorderColor Method

Resets the value of the [FocusedBorderColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetGroupForeColor Method

Resets the value of the [GroupForeColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetGroupPadding Method

Resets the value of the [GroupPadding](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetHotBorderColor Method

Resets the value of the [HotBorderColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetPadding Method

Resets the value of the [Padding](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetSBThumbBorderColor Method

Resets the value of the [SBThumbBorderColor](#) property.

Syntax

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

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

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetSBThumbInnerColor Method

Resets the value of the [SBThumbInnerColor](#) property.

Syntax

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

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetSurfacePadding Method

Resets the value of the [SurfacePadding](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetTileBackColor Method

Resets the value of the [TileBackColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetTileBorderColor Method

Resets the value of the [TileBorderColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ResetTileForeColor Method

Resets the value of the [TileForeColor](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetTileForeColor()	
C#	

```
public void ResetTileForeColor()
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SaveXml Method

Saves the layout of [C1TileControl](#) into an XML file.

Overload List

Overload	Description
SaveXml(String)	Saves the layout of C1TileControl into an XML file.
SaveXml(String,Encoding)	Saves the layout of C1TileControl into an XML file.
SaveXml(Stream)	Saves the layout of C1TileControl into a System.IO.Stream .
SaveXml(Stream,Encoding)	Saves the layout of C1TileControl into a System.IO.Stream .
SaveXml(XmlWriter)	Saves the layout of C1TileControl 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

[C1TileControl Class](#)

[C1TileControl Members](#)

SaveXml(String) Method

Saves the layout of [C1TileControl](#) into an XML file.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveXml( _  
    ByVal fileName As System.String _  
)
```

C#

```
public void SaveXml(  
    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

[C1TileControl Class](#)

[C1TileControl Members](#)

[Overload List](#)

SaveXml(String,Encoding) Method

Saves the layout of [C1TileControl](#) into an XML file.

Syntax

Visual Basic (Declaration)

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

C#

```
public void SaveXml(  
    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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

SaveXml(Stream) Method

Saves the layout of [C1TileControl](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

```
Public Overloads Sub SaveXml( _  
    ByVal stream As System.IO.Stream _
```

```
)
```

C#

```
public void SaveXml(  
    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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

SaveXml(Stream,Encoding) Method

Saves the layout of [C1TileControl](#) into a **System.IO.Stream**.

Syntax

Visual Basic (Declaration)

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

C#

```
public void SaveXml(  
    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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

SaveXml(XmlWriter) Method

Saves the layout of [C1TileControl](#) into an **System.Xml.XmlWriter**.

Syntax

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

[C1TileControl Class](#)
[C1TileControl Members](#)
[Overload List](#)

ScrollToGroup Method

Scrolls the surface and make the specified [Group](#) visible.

Syntax

Visual Basic (Declaration)

```
Public Sub ScrollToGroup( _  
    ByVal group As Group, _  
    ByVal immediate As System.Boolean _  
)
```

C#

```
public void ScrollToGroup(  
    Group group,  
    System.bool immediate  
)
```

Parameters

group

immediate

Requirements

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

See Also

Reference

[C1TileControl Class](#)
[C1TileControl Members](#)

ScrollToTile Method

Scrolls the surface and make the specified [Tile](#) visible.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub ScrollToTile(_ ByVal tile As Tile, _ ByVal immediate As System.Boolean _)</pre>	
C#	
<pre>public void ScrollToTile(Tile tile, System.bool immediate)</pre>	

Parameters

tile

immediate

Requirements

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

See Also















Reference


















[C1TileControl Class](#)
[C1TileControl Members](#)


















Properties

















For a list of all members of this type, see [C1TileControl 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)
	AllowChecking	Gets or sets whether the user can check/uncheck tiles using a swipe gesture or mouse right-click.
	AllowPanningFeedback	Gets or sets whether the owner form has to display a visual cue when a user reaches the end of a pannable area.
	Anchor	(Inherited from System.Windows.Forms.Control)
	AutomaticLayout	Gets or sets whether the tiles should be arranged automatically or manually. The Tile.LeftCell and Tile.TopCell properties are ignored in automatic mode.
	AutoScrollOffset	(Inherited from System.Windows.Forms.Control)
	BackColor	(Inherited from System.Windows.Forms.Control)
	BackgroundImage	(Inherited from System.Windows.Forms.Control)
	BackImageLayout	Gets or sets the background image layout.
	BindingContext	(Inherited from System.Windows.Forms.Control)


















	Bottom	(Inherited from System.Windows.Forms.Control)
	Bounds	(Inherited from System.Windows.Forms.Control)
	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)
	CellHeight	Gets or sets the height of a single tile cell.
	CellSpacing	Gets or sets the gap between tile cells in a group.
	CellWidth	Gets or sets the width of a single tile cell.
	CheckBorderColor	Gets or sets the color of the tile border when it is checked.
	CheckedTiles	Gets an array of all visible checked tiles.
	CheckMarkColor	Gets or sets the color of the check mark for checked tiles.
	CheckWaitingColor	Gets or sets the color of the supposed check mark.
	ClientRectangle	(Inherited from System.Windows.Forms.Control)
	ClientSize	(Inherited from System.Windows.Forms.Control)
	CommonImage1	Gets the first common image.
	CommonImage2	Gets the second common image.








	CommonImage3	Gets the third common image.
	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)
	Created	(Inherited from System.Windows.Forms.Control)
	Cursor	Overridden. Gets or sets the cursor that is displayed when the mouse pointer is over the control.
	DataBindings	(Inherited from System.Windows.Forms.Control)
	DefaultTemplate	Gets the default template for tiles.
	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)
	Focused	(Inherited from System.Windows.Forms.Control)
	FocusedBorderColor	Gets or sets the color of the tile border when the tile is selected with keyboard.

 FocusedTile	Gets or sets the tile that has the keyboard focus.
 Font	(Inherited from System.Windows.Forms.Control)
 ForeColor	(Inherited from System.Windows.Forms.Control)
 GroupFont	Gets or sets the font for group captions.
 GroupForeColor	Gets or sets the foreground color of a group caption.
 GroupPadding	Gets or sets the interior spacing of a tile group.
 Groups	Gets the collection of tile groups.
 GroupSpacing	Gets or sets the gap between groups on the scrollable surface.
 GroupTextBold	Gets or sets a value that indicates whether the group caption font is bold.
 GroupTextSize	Gets or sets the font size for group captions.
 GroupTextX	Gets or sets the horizontal offset of a group caption.
 GroupTextY	Gets or sets the vertical offset of a group caption.
 Handle	(Inherited from System.Windows.Forms.Control)
 HasChildren	(Inherited from System.Windows.Forms.Control)
 Height	(Inherited from System.Windows.Forms.Control)
 HotBorderColor	Gets or sets the color of the tile border when it is hovered by the mouse pointer.

 ImageList	Gets or sets the ImageList that contains the images to display on the tiles.
 ImeMode	This property is not relevant to this class.
 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)
 MaximumRowsOrColumns	Gets or sets the maximum number of cell rows (for horizontal orientation) or cell columns (for vertical orientation) in automatic layout mode.
 MaximumSize	(Inherited from System.Windows.Forms.Control)
 MinimumSize	(Inherited from System.Windows.Forms.Control)
 MovingBackground	Gets or sets whether the background image should be scrolled with the tiles.
 Name	(Inherited from System.Windows.Forms.Control)

 OffsetLimit	Gets the minimal negative offset of the scrolling area.
 Orientation	Gets or sets whether the groups are arranged horizontally or vertically.
 Padding	Gets or sets the interior spacing of the C1TileControl .
 Parent	(Inherited from System.Windows.Forms.Control)
 PassthroughNavigation	Gets or sets whether the keyboard should navigate to the next row/column after focusing the last tile in the current row/column (for vertical/horizontal layout).
 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)
 SBThumbBorderColor	Gets or sets the color of the scroll bar thumb border.
 SBThumbInnerColor	Gets or sets the color of the scroll bar thumb interior.
 ScrollBarStyle	Gets or sets whether the default or system scroll bar should appear.
 ScrollOffset	Gets or sets the negative or zero offset of the scrollable area.

 ShowToolTips	Gets or sets whether the tooltips should appear for tiles.
 Site	(Inherited from System.Windows.Forms.Control)
 Size	(Inherited from System.Windows.Forms.Control)
 SurfaceContentAlignment	Gets or sets the alignment of groups on the scrollable surface.
 SurfacePadding	Gets or sets the interior spacing of the scrollable surface.
 SwipeDistance	Gets or sets the distance for a swipe gesture.
 TabIndex	(Inherited from System.Windows.Forms.Control)
 TabStop	(Inherited from System.Windows.Forms.Control)
 Tag	(Inherited from System.Windows.Forms.Control)
 Templates	Gets the collection of custom tile templates.
 Text	Overridden. Gets or sets the main caption text.
 TextBold	Gets or sets a value that indicates whether the caption text font is bold.
 TextSize	Gets or sets the font size for the caption text.
 TextX	Gets or sets the x-coordinate of the text caption.
 TextY	Gets or sets the y-coordinate of the text caption.
 TileBackColor	Gets or sets the default background color of tiles.
 TileBorderColor	Gets or sets the color of a thin border that is drawn around

		tiles.
	TileForeColor	Gets or sets the default foreground color of tiles.
	ToolTipInitialDelay	Gets or sets the time that passes before the tooltips appear, in milliseconds.
	Top	(Inherited from System.Windows.Forms.Control)
	TopLevelControl	(Inherited from System.Windows.Forms.Control)
	UseWaitCursor	(Inherited from System.Windows.Forms.Control)
	Visible	(Inherited from System.Windows.Forms.Control)
	Width	(Inherited from System.Windows.Forms.Control)

[Top](#)

See Also

Reference

[C1TileControl Class](#)

[C1.Win.C1Tile Namespace](#)

AllowChecking Property

Gets or sets whether the user can check/uncheck tiles using a swipe gesture or mouse right-click.

Syntax

Visual Basic (Declaration)	
Public Property AllowChecking As System.Boolean	
C#	
public System.bool AllowChecking { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

AllowPanningFeedback Property

Gets or sets whether the owner form has to display a visual cue when a user reaches the end of a pannable area.

Syntax

Visual Basic (Declaration)	
Public Property AllowPanningFeedback As System.Boolean	
C#	
public System.bool AllowPanningFeedback { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

AutomaticLayout Property

Gets or sets whether the tiles should be arranged automatically or manually. The [Tile.LeftCell](#) and [Tile.TopCell](#) properties are ignored in automatic mode.

Syntax

Visual Basic (Declaration)	
Public Property AutomaticLayout As System.Boolean	
C#	
public System.bool AutomaticLayout { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

BackImageLayout Property

Gets or sets the background image layout.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CellHeight Property

Gets or sets the height of a single tile cell.

Syntax

Visual Basic (Declaration)

```
Public Property CellHeight As System.Integer
```

C#

```
public System.int CellHeight {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CellSpacing Property

Gets or sets the gap between tile cells in a group.

Syntax

Visual Basic (Declaration)

```
Public Property CellSpacing As System.Integer
```

C#

```
public System.int CellSpacing {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CellWidth Property

Gets or sets the width of a single tile cell.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CheckBorderColor Property

Gets or sets the color of the tile border when it is checked.

Syntax

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

Public Property CheckBorderColor As System.Drawing.Color
--

C#

public System.Drawing.Color CheckBorderColor {get; set;}
--

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CheckedTiles Property

Gets an array of all visible checked tiles.

Syntax

Visual Basic (Declaration)

Public ReadOnly Property CheckTiles As Tile()

C#

public Tile[] CheckTiles {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

[C1TileControl Class](#)

[C1TileControl Members](#)

CheckMarkColor Property

Gets or sets the color of the check mark for checked tiles.

Syntax

Visual Basic (Declaration)	
Public Property CheckMarkColor As System.Drawing.Color	
C#	
public System.Drawing.Color CheckMarkColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CheckWaitingColor Property

Gets or sets the color of the supposed check mark.

Syntax

Visual Basic (Declaration)	
Public Property CheckWaitingColor As System.Drawing.Color	
C#	
public System.Drawing.Color CheckWaitingColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

CommonImage1 Property

Gets the first common image.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property CommonImage1 As CommonImage</code>	
C#	
<code>public CommonImage CommonImage1 {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

[C1TileControl Class](#)

[C1TileControl Members](#)

CommonImage2 Property

Gets the second common image.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property CommonImage2 As CommonImage</code>	
C#	

```
public CommonImage CommonImage2 {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

[C1TileControl Class](#)

[C1TileControl Members](#)

CommonImage3 Property

Gets the third common image.

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property CommonImage3 As CommonImage</pre>	
C#	
<pre>public CommonImage CommonImage3 {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

[C1TileControl Class](#)

[C1TileControl Members](#)

Cursor Property

Gets or sets the cursor that is displayed when the mouse pointer is over the control.

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Property Cursor As System.Windows.Forms.Cursor</code>	
C#	
<code>public override System.Windows.Forms.Cursor Cursor {get; set;}</code>	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

DefaultTemplate Property

Gets the default template for tiles.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property DefaultTemplate As Template</code>	
C#	
<code>public Template DefaultTemplate {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

[C1TileControl Class](#)

[C1TileControl Members](#)

FocusedBorderColor Property

Gets or sets the color of the tile border when the tile is selected with keyboard.

Syntax

Visual Basic (Declaration)

```
Public Property FocusedBorderColor As System.Drawing.Color
```

C#

```
public System.Drawing.Color FocusedBorderColor {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

FocusedTile Property

Gets or sets the tile that has the keyboard focus.

Syntax

Visual Basic (Declaration)

```
Public Property FocusedTile As Tile
```

C#

```
public Tile FocusedTile {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupFont Property

Gets or sets the font for group captions.

Syntax

Visual Basic (Declaration)	
Public Property GroupFont As System.Drawing.Font	
C#	
public System.Drawing.Font GroupFont { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupForeColor Property

Gets or sets the foreground color of a group caption.

Syntax

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

Public Property GroupForeColor As System.Drawing.Color
C#
public System.Drawing.Color GroupForeColor {get; set;}

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupPadding Property

Gets or sets the interior spacing of a tile group.

Syntax

Visual Basic (Declaration)
Public Property GroupPadding As System.Windows.Forms.Padding
C#
public System.Windows.Forms.Padding GroupPadding {get; set;}

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

Groups Property

Gets the collection of tile groups.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Groups As GroupCollection	
C#	
public GroupCollection Groups { 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

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupSpacing Property

Gets or sets the gap between groups on the scrollable surface.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupTextBold Property

Gets or sets a value that indicates whether the group caption font is bold.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupTextSize Property

Gets or sets the font size for group captions.

Syntax

Visual Basic (Declaration)	
Public Property GroupTextSize As System.Single	
C#	

```
public System.float GroupTextSize {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupTextX Property

Gets or sets the horizontal offset of a group caption.

Syntax

Visual Basic (Declaration)

```
Public Property GroupTextX As System.Integer
```

C#

```
public System.int GroupTextX {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

GroupTextY Property

Gets or sets the vertical offset of a group caption.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

HotBorderColor Property

Gets or sets the color of the tile border when it is hovered by the mouse pointer.

Syntax

Visual Basic (Declaration)	
Public Property HotBorderColor As System.Drawing.Color	
C#	
public System.Drawing.Color HotBorderColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ImageList Property

Gets or sets the ImageList that contains the images to display on the tiles.

Syntax

Visual Basic (Declaration)	
Public Property ImageList As System.Windows.Forms.ImageList	
C#	
public System.Windows.Forms.ImageList ImageList { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ImeMode Property

This property is not relevant to this class.

Syntax

Visual Basic (Declaration)	
Public Shadows Property ImeMode As System.Windows.Forms.ImeMode	
C#	
public new System.Windows.Forms.ImeMode ImeMode { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

MaximumRowsOrColumns Property

Gets or sets the maximum number of cell rows (for horizontal orientation) or cell columns (for vertical orientation) in automatic layout mode.

Syntax

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

Remarks

If this property is set to zero, the number of row/columns depends on the actual available space.

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

MovingBackground Property

Gets or sets whether the background image should be scrolled with the tiles.

Syntax

Visual Basic (Declaration)	
Public Property MovingBackground As System.Boolean	
C#	
public System.bool MovingBackground { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

OffsetLimit Property

Gets the minimal negative offset of the scrolling area.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property OffsetLimit As System.Integer	
C#	
public System.int OffsetLimit { 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

[C1TileControl Class](#)

[C1TileControl Members](#)

Orientation Property

Gets or sets whether the groups are arranged horizontally or vertically.

Syntax

Visual Basic (Declaration)	
Public Property Orientation As LayoutOrientation	
C#	
public LayoutOrientation 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

[C1TileControl Class](#)

[C1TileControl Members](#)

Padding Property

Gets or sets the interior spacing of the [C1TileControl](#).

Syntax

Visual Basic (Declaration)	
Public Shadows Property Padding As System.Windows.Forms.Padding	
C#	
public new System.Windows.Forms.Padding Padding { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

PassthroughNavigation Property

Gets or sets whether the keyboard should navigate to the next row/column after focusing the last tile in the current row/column (for vertical/horizontal layout).

Syntax

Visual Basic (Declaration)	
Public Property PassthroughNavigation As System.Boolean	
C#	
public System.bool PassthroughNavigation { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SBThumbBorderColor Property

Gets or sets the color of the scroll bar thumb border.

Syntax

Visual Basic (Declaration)	
Public Property SBThumbBorderColor As System.Drawing.Color	
C#	
public System.Drawing.Color SBThumbBorderColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SBThumbInnerColor Property

Gets or sets the color of the scroll bar thumb interior.

Syntax

Visual Basic (Declaration)	
Public Property SBThumbInnerColor As System.Drawing.Color	
C#	
public System.Drawing.Color SBThumbInnerColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ScrollBarStyle Property

Gets or sets whether the default or system scroll bar should appear.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ScrollOffset Property

Gets or sets the negative or zero offset of the scrollable area.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ShowToolTips Property

Gets or sets whether the tooltips should appear for tiles.

Syntax

Visual Basic (Declaration)	
Public Property ShowToolTips As System.Boolean	
C#	
public System.bool ShowToolTips { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SurfaceContentAlignment Property

Gets or sets the alignment of groups on the scrollable surface.

Syntax

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

Public Property SurfaceContentAlignment As System.Drawing.ContentAlignment	
C#	
public System.Drawing.ContentAlignment SurfaceContentAlignment {get; set;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SurfacePadding Property

Gets or sets the interior spacing of the scrollable surface.

Syntax

Visual Basic (Declaration)	
Public Property SurfacePadding As System.Windows.Forms.Padding	
C#	
public System.Windows.Forms.Padding SurfacePadding {get; set;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

SwipeDistance Property

Gets or sets the distance for a swipe gesture.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

Templates Property

Gets the collection of custom tile templates.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Templates As TemplateCollection	
C#	
public TemplateCollection Templates { 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

[C1TileControl Class](#)

[C1TileControl Members](#)

Text Property

Gets or sets the main caption text.

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Property Text As System.String</code>	
C#	
<code>public override System.string Text {get; set;}</code>	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TextBold Property

Gets or sets a value that indicates whether the caption text font is bold.

Syntax

Visual Basic (Declaration)	
<code>Public Property TextBold As ThreeStateBoolean</code>	
C#	

```
public ThreeStateBoolean TextBold {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TextSize Property

Gets or sets the font size for the caption text.

Syntax

Visual Basic (Declaration)

```
Public Property TextSize As System.Single
```

C#

```
public System.float TextSize {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TextX Property

Gets or sets the x-coordinate of the text caption.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TextY Property

Gets or sets the y-coordinate of the text caption.

Syntax

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

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TileBackColor Property

Gets or sets the default background color of tiles.

Syntax

Visual Basic (Declaration)

```
Public Property TileBackColor As System.Drawing.Color
```

C#

```
public System.Drawing.Color TileBackColor {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TileBorderColor Property

Gets or sets the color of a thin border that is drawn around tiles.

Syntax

Visual Basic (Declaration)

```
Public Property TileBorderColor As System.Drawing.Color
```

C#

```
public System.Drawing.Color TileBorderColor {get; set;}
```

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

TileForeColor Property

Gets or sets the default foreground color of tiles.

Syntax

Visual Basic (Declaration)	
Public Property TileForeColor As System.Drawing.Color	
C#	
public System.Drawing.Color TileForeColor { get ; set ;}	

Requirements

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

See Also

Reference

[C1TileControl Class](#)

[C1TileControl Members](#)

ToolTipInitialDelay Property

Gets or sets the time that passes before the tooltips appear, in milliseconds.

Syntax

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

Public Property ToolTipInitialDelay **As** System.Integer

C#

```
public System.int ToolTipInitialDelay {get; set;}
```

Requirements

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

See Also

Reference








[C1TileControl Class](#)



















[C1TileControl Members](#)



















Events



















For a list of all members of this type, see [C1TileControl members](#).






Public Events

	Name	Description
	BackColorChanged	(Inherited from System.Windows.Forms.Control)
	BackgroundImageChanged	(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)
	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)
	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)
	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)
	MouseClick	(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)
	PaddingChanged	(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)
	TextChanged	(Inherited from System.Windows.Forms.Control)
	TileChecked	Occurs when some tile is checked.

	TileClicked	Occurs when some tile is clicked.
	TileUnchecked	Occurs when some tile is unchecked.
	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

[C1TileControl Class](#)

[C1.Win.C1Tile Namespace](#)

TileChecked Event

Occurs when some tile is checked.

Syntax

Visual Basic (Declaration)	
Public Event TileChecked As TileEventHandler	
C#	
public event TileEventHandler TileChecked	

Event Data

The event handler receives an argument of type [TileEventArgs](#) containing data related to this event. The following **TileEventArgs** properties provide information specific to this event.

Property	Description
Tile	Gets the Tile object affected by the 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

[C1TileControl Class](#)

[C1TileControl Members](#)

TileClicked Event

Occurs when some tile is clicked.

Syntax

Visual Basic (Declaration)

```
Public Event TileClicked As TileEventHandler
```

C#

```
public event TileEventHandler TileClicked
```

Event Data

The event handler receives an argument of type [TileEventArgs](#) containing data related to this event. The following **TileEventArgs** properties provide information specific to this event.

Property	Description
Tile	Gets the Tile object affected by the 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

[C1TileControl Class](#)

[C1TileControl Members](#)

TileUnchecked Event

Occurs when some tile is unchecked.

Syntax

Visual Basic (Declaration)	
Public Event TileUnchecked As TileEventHandler	
C#	
public event TileEventHandler TileUnchecked	

Event Data

The event handler receives an argument of type [TileEventArgs](#) containing data related to this event. The following **TileEventArgs** properties provide information specific to this event.

Property	Description
Tile	Gets the Tile object affected by the 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

[C1TileControl Class](#)

[C1TileControl Members](#)

[CommonImage](#)

Represents an image or set of images that can be referenced from an [ImageElement](#).

Object Model

Syntax

Visual Basic (Declaration)	
<code>Public NotInheritable Class CommonImage</code>	
C#	
<code>public sealed class CommonImage</code>	

Inheritance Hierarchy

System.Object

C1.Win.C1Tile.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.C1Tile Namespace](#)

Overview

Represents an image or set of images that can be referenced from an [ImageElement](#).

Object Model

Syntax

Visual Basic (Declaration)	
<code>Public NotInheritable Class CommonImage</code>	

C#

```
public sealed class CommonImage
```

Inheritance Hierarchy

System.Object

C1.Win.C1Tile.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.C1Tile Namespace](#)

Members

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



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


Public Constructors

	Name	Description
	CommonImage Constructor	Initializes a new instance of a CommonImage .

[Top](#)


Public Properties

	Name	Description
	Image	Gets or sets the image. It may consist of several rows and/or columns.
	ImageColumns	Gets or sets the number of columns in the compound image.

	ImageRows	Gets or sets the number rows in the compound image.
---	---------------------------	---

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Public Methods

	Name	Description
	Dispose	Clean up any resources being used.

[Top](#)

See Also

Reference

[CommonImage Class](#)

[C1.Win.C1Tile Namespace](#)

CommonImage Constructor

Initializes a new instance of a [CommonImage](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal tc As C1TileControl _)</pre>	
C#	
<pre>public CommonImage(C1TileControl tc)</pre>	

Parameters

tc

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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](#)

Methods

>

Name	Description
 Dispose	Clean up any resources being used.

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See Also

Reference

[CommonImage Class](#)
[C1.Win.C1Tile Namespace](#)

Dispose Method
Clean up any resources being used.

Syntax

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

Requirements

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

See Also

Reference




[CommonImage Class](#)

[CommonImage Members](#)

Properties

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

Public Properties

	Name	Description
	Image	Gets or sets the image. It may consist of several rows and/or columns.
	ImageColumns	Gets or sets the number of columns in the compound image.
	ImageRows	Gets or sets the number rows in the compound image.

[Top](#)

See Also

Reference

[CommonImage Class](#)

[C1.Win.C1Tile Namespace](#)

Image Property

Gets or sets the image. It may consist of several rows and/or columns.

Syntax

Visual Basic (Declaration)	
Public Property Image As System.Drawing.Image	
C#	
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

[CommonImage Class](#)

[CommonImage Members](#)

ImageColumns Property

Gets or sets the number of columns in the compound image.

Syntax

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

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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](#)

ImageRows Property

Gets or sets the number rows in the compound image.

Syntax

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

Public Property ImageRows As System.Integer	
---	--

C#	
----	--

public System.int ImageRows {get; set;}	
---	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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](#)

ElementCollection

Represents a collection of template elements.

Object Model

ElementCollection

Syntax

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

Public Class ElementCollection Inherits System.Collections.ObjectModel.Collection(Of BaseElement)	
--	--

C#	
----	--

public class ElementCollection : System.Collections.ObjectModel.Collection<BaseElement>	
--	--

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.ElementCollection

Requirements

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

See Also

Reference

[ElementCollection Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Represents a collection of template elements.

Object Model

ElementCollection

Syntax

Visual Basic (Declaration)	
<pre>Public Class ElementCollection Inherits System.Collections.ObjectModel.Collection(Of BaseElement)</pre>	
C#	
<pre>public class ElementCollection : System.Collections.ObjectModel.Collection<BaseElement></pre>	

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.ElementCollection

Requirements

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

See Also

Reference

[ElementCollection Members](#)



[C1.Win.C1Tile Namespace](#)

Members

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







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




Public Properties

	Name	Description
	Count	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Item	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)

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Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Clear	Overloaded. Removes all elements from the collection, then disposes the elements.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	IndexOf	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)

	Insert	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Remove	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)

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See Also










Reference

[ElementCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Methods

>

Name	Description
	Add (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Clear Overloaded. Removes all elements from the collection, then disposes the elements.
	Contains (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	CopyTo (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	GetEnumerator (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	IndexOf (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Insert (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	Remove (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)
	RemoveAt (Inherited from System.Collections.ObjectModel.Collection<BaseElement>)

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See Also

Reference

[ElementCollection Class](#)
[C1.Win.C1Tile Namespace](#)

Clear Method

Removes all elements from the collection, then disposes the elements.

Overload List

Overload	Description
Clear(Boolean)	Removes all elements from the collection, then disposes the elements.
Clear()	(Inherited from System.Collections.ObjectModel.Collection<BaseElement>)

Requirements

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

See Also

Reference

[ElementCollection Class](#)
[ElementCollection Members](#)

Clear(Boolean) Method

Removes all elements from the collection, then disposes the elements.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Clear(_ ByVal dispose As System.Boolean _)</pre>	
C#	
<pre>public void Clear(System.bool dispose</pre>	

)

Parameters

dispose

Requirements

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

See Also

Reference

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

Group

Represents a group of tiles.

Object Model

Group

Syntax

Visual Basic (Declaration)

```
Public Class Group
    Inherits System.ComponentModel.Component
```

C#

```
public class Group : System.ComponentModel.Component
```

Inheritance Hierarchy

System.Object
 System.MarshalByRefObject
 System.ComponentModel.Component
 C1.Win.C1Tile.Group

Requirements

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

See Also

Reference

[Group Members](#)
[C1.Win.C1Tile Namespace](#)

Overview
Represents a group of tiles.

Object Model

Group

Syntax

Visual Basic (Declaration)	
Public Class Group Inherits System.ComponentModel.Component	
C#	
public class Group : System.ComponentModel.Component	

Inheritance Hierarchy

System.Object
 System.MarshalByRefObject
 System.ComponentModel.Component
 C1.Win.C1Tile.Group

Requirements

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

See Also

Reference

[Group Members](#)


[C1.Win.C1Tile Namespace](#)

Members

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









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







Public Constructors

	Name	Description
	Group Constructor	Initializes a new instance of a Group .

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Public Properties

	Name	Description
	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets the height of the tile group, in pixels.
	Index	Gets or sets the index of group in owner C1TileControl.Groups collection.
	IsDisposed	Gets a value indicating whether the Group has been disposed.
	Name	Gets or sets the unique name for this Group .
	Site	(Inherited from System.ComponentModel.Component)
	Tag	Gets or sets an object that contains additional data about the Group .
	Text	Gets or sets the group title.

	TileControl	Gets the owner C1TileControl .
	Tiles	Gets the collection of tiles.
	Visible	Gets or sets whether the Group is visible.
	Width	Gets the width of the tile group, in pixels.
	X	Gets the X-coordinate of the group relative to the scrollable surface, in pixels.
	Y	Gets the Y-coordinate of the group relative to the scrollable surface, in pixels.


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Public Methods

	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	(Inherited from System.ComponentModel.Component)
	GetLifetimeService	(Inherited from System.MarshalByRefObject)
	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
	ToString	(Inherited from System.ComponentModel.Component)

[Top](#)

Public Events

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

	Paint	Occurs when the group is redrawing.
---	-----------------------	-------------------------------------

[Top](#)

See Also

Reference

[Group Class](#)

[C1.Win.C1Tile Namespace](#)

Group Constructor

Initializes a new instance of a [Group](#).

Syntax

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

[Group Class](#)















[Group Members](#)

Properties

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

Public Properties

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

	Container	(Inherited from System.ComponentModel.Component)
	Height	Gets the height of the tile group, in pixels.
	Index	Gets or sets the index of group in owner C1TileControl.Groups collection.
	IsDisposed	Gets a value indicating whether the Group has been disposed.
	Name	Gets or sets the unique name for this Group .
	Site	(Inherited from System.ComponentModel.Component)
	Tag	Gets or sets an object that contains additional data about the Group .
	Text	Gets or sets the group title.
	TileControl	Gets the owner C1TileControl .
	Tiles	Gets the collection of tiles.
	Visible	Gets or sets whether the Group is visible.
	Width	Gets the width of the tile group, in pixels.
	X	Gets the X-coordinate of the group relative to the scrollable surface, in pixels.
	Y	Gets the Y-coordinate of the group relative to the scrollable surface, in pixels.

[Top](#)

See Also

Reference

[Group Class](#)

[C1.Win.C1Tile Namespace](#)

Height Property

Gets the height of the tile group, in pixels.

Syntax

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

Requirements

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

See Also

Reference

[Group Class](#)

[Group Members](#)

Index Property

Gets or sets the index of group in owner [C1TileControl.Groups](#) collection.

Syntax

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

Requirements

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

See Also

Reference

[Group Class](#)

[Group Members](#)

IsDisposed Property

Gets a value indicating whether the [Group](#) has been disposed.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property IsDisposed As System.Boolean</code>	
C#	
<code>public System.bool IsDisposed {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

[Group Class](#)

[Group Members](#)

Name Property

Gets or sets the unique name for this [Group](#).

Syntax

Visual Basic (Declaration)	
<code>Public Property Name As System.String</code>	
C#	

```
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

[Group Class](#)

[Group Members](#)

Tag Property

Gets or sets an object that contains additional data about the [Group](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Property Tag As System.Object</pre>	
C#	
<pre>public System.object Tag {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

[Group Class](#)

[Group Members](#)

Text Property

Gets or sets the group title.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text As System.String</code>	
C#	
<code>public System.string Text {get; set;}</code>	

Requirements

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

See Also

Reference

[Group Class](#)

[Group Members](#)

TileControl Property

Gets the owner [C1TileControl](#).

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property TileControl As C1TileControl</code>	
C#	
<code>public C1TileControl TileControl {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

[Group Class](#)
[Group Members](#)

Tiles Property

Gets the collection of tiles.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Tiles As TileCollection</code>	
C#	
<code>public TileCollection Tiles {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

[Group Class](#)
[Group Members](#)

Visible Property

Gets or sets whether the [Group](#) is visible.

Syntax

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

Requirements

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

See Also

Reference

[Group Class](#)

[Group Members](#)

Width Property

Gets the width of the tile group, in pixels.

Syntax

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

[Group Class](#)

[Group Members](#)

X Property

Gets the X-coordinate of the group relative to the scrollable surface, in pixels.

Syntax

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

Public ReadOnly Property X As System.Integer
--

C#

public System.int X {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

[Group Class](#)

[Group Members](#)

Y Property

Gets the Y-coordinate of the group relative to the scrollable surface, in pixels.

Syntax

Visual Basic (Declaration)

Public ReadOnly Property Y As System.Integer
--

C#

public System.int Y {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



[Group Class](#)

[Group Members](#)

Events

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

Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)
	Paint	Occurs when the group is redrawing.

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See Also

Reference

[Group Class](#)

[C1.Win.C1Tile Namespace](#)

Paint Event

Occurs when the group is redrawing.

Syntax

Visual Basic (Declaration)	
Public Event Paint As System.Windows.Forms.PaintEventHandler	
C#	
public event System.Windows.Forms.PaintEventHandler Paint	

Event Data

The event handler receives an argument of type System.Windows.Forms.PaintEventArgs containing data related to this event. The following **PaintEventArgs** properties provide information specific to this event.

Property	Description
ClipRectangle	Gets the rectangle in which to paint.

Graphics	Gets the graphics used to paint.
-----------------	----------------------------------

Requirements

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

See Also

Reference

[Group Class](#)
[Group Members](#)

[GroupCollection](#)
Represents a collection of groups.

Object Model

GroupCollection

Syntax

Visual Basic (Declaration)	
<pre>Public Class GroupCollection Inherits System.Collections.ObjectModel.Collection(Of Group)</pre>	
C#	
<pre>public class GroupCollection : System.Collections.ObjectModel.Collection<Group></pre>	

Inheritance Hierarchy

System.Object
 System.Collections.ObjectModel.Collection<T>
 C1.Win.C1Tile.GroupCollection

Requirements

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

See Also

Reference

[GroupCollection Members](#)
[C1.Win.C1Tile Namespace](#)

Overview

Represents a collection of groups.

Object Model

GroupCollection

Syntax

Visual Basic (Declaration)

```
Public Class GroupCollection
    Inherits System.Collections.ObjectModel.Collection(Of Group)
```

C#

```
public class GroupCollection : System.Collections.ObjectModel.Collection<Group>
```

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.GroupCollection

Requirements

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

See Also

Reference

[GroupCollection Members](#)



[C1.Win.C1Tile Namespace](#)

Members

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








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



Public Properties

	Name	Description
	Count	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Item	(Inherited from System.Collections.ObjectModel.Collection<Group>)

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Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Clear	Overloaded. Removes all groups from the collection, then disposes the groups.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Insert	(Inherited from System.Collections.ObjectModel.Collection<Group>)

	Remove	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Group>)

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See Also

Reference










[GroupCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Methods

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

Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Clear	Overloaded. Removes all groups from the collection, then disposes the groups.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Insert	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	Remove	(Inherited from System.Collections.ObjectModel.Collection<Group>)
	RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Group>)

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See Also

Reference

[GroupCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Clear Method

Removes all groups from the collection, then disposes the groups.

Overload List

Overload	Description
Clear(Boolean)	Removes all groups from the collection, then disposes the groups.
Clear()	(Inherited from System.Collections.ObjectModel.Collection<Group>)

Requirements

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

See Also

Reference

[GroupCollection Class](#)

[GroupCollection Members](#)

Clear(Boolean) Method

Removes all groups from the collection, then disposes the groups.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Clear(_ ByVal dispose As System.Boolean _</pre>	

```
)
```

C#

```
public void Clear(  
    System.bool dispose  
)
```

Parameters

dispose

Requirements

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

See Also

Reference

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

ImageElement

The element drawing an image.

Object Model

ImageElement

Syntax

Visual Basic (Declaration)

```
Public Class ImageElement  
    Inherits BaseElement
```

C#

```
public class ImageElement : BaseElement
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.ImageElement

Requirements

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

See Also

Reference

[ImageElement Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

The element drawing an image.

Object Model

ImageElement

Syntax

Visual Basic (Declaration)

```
Public Class ImageElement  
    Inherits BaseElement
```

C#

```
public class ImageElement : BaseElement
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.ImageElement

Requirements

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

See Also


Reference

[ImageElement Members](#)
[C1.Win.C1Tile Namespace](#)

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





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














Public Constructors



	Name	Description
	ImageElement Constructor	Initializes a new instance of an ImageElement .

[Top](#)

Public Properties





	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	ColumnIndex	Gets or sets the index of a column within the compound image.
	ColumnIndexSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of a column index within the compound image.

	Description	Gets or sets the description for this element. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	ForeColor	Gets or sets the foreground color for symbols, numbers, and stars.
	ForeColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of foreground color for this element.
	Image	Gets or sets the image to display in unbound mode. It may consist of several parts. Only one part of a compound image can be displayed at a time.
	ImageColumns	Gets or sets the number of columns in the compound image.
	ImageLayout	Gets or sets the type of image layout.
	ImageRows	Gets or sets the number rows in the compound image.
	ImageSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of an image that will be drawn by this element.
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	RowIndex	Gets or sets the index of a row within the compound image.
	RowIndexSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of a row index within the compound image.

	Symbol	Gets or sets a symbol to display in "UnboundSymbol" mode.
	SymbolSize	Gets or sets a value specifying the size of a symbol.

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Public Methods

	Name	Description
	Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
	Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
	ResetForeColor	Resets the value of the ForeColor property.
	ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)

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See Also

Reference

[ImageElement Class](#)

[C1.Win.C1Tile Namespace](#)

ImageElement Constructor

Initializes a new instance of an [ImageElement](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	

```
public ImageElement()
```

Requirements

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

See Also





Reference

[ImageElement Class](#)

[ImageElement Members](#)

Methods

>

Name	Description
 Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
 Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
 ResetForeColor	Resets the value of the ForeColor property.
 ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)

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See Also

Reference

[ImageElement Class](#)

[C1.Win.C1Tile Namespace](#)

ResetForeColor Method

Resets the value of the [ForeColor](#) property.

Syntax

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

Requirements

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

See Also

Reference






[ImageElement Class](#)














[ImageElement Members](#)


Properties

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

Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	ColumnIndex	Gets or sets the index of a column within the compound image.
	ColumnIndexSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of a column index within the compound image.
	Description	Gets or sets the description for this element. (Inherited from

		C1.Win.C1Tile.BaseElement)
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	ForeColor	Gets or sets the foreground color for symbols, numbers, and stars.
	ForeColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of foreground color for this element.
	Image	Gets or sets the image to display in unbound mode. It may consist of several parts. Only one part of a compound image can be displayed at a time.
	ImageColumns	Gets or sets the number of columns in the compound image.
	ImageLayout	Gets or sets the type of image layout.
	ImageRows	Gets or sets the number rows in the compound image.
	ImageSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of an image that will be drawn by this element.
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	RowIndex	Gets or sets the index of a row within the compound image.
	RowIndexSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of a row index within the compound image.
	Symbol	Gets or sets a symbol to display in "UnboundSymbol" mode.

	SymbolSize	Gets or sets a value specifying the size of a symbol.
---	----------------------------	---

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See Also

Reference

[ImageElement Class](#)

[C1.Win.C1Tile Namespace](#)

ColumnIndex Property

Gets or sets the index of a column within the compound image.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ColumnIndexSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of a column index within the compound image.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ForeColor Property

Gets or sets the foreground color for symbols, numbers, and stars.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ForeColorSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of foreground color for this element.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

Image Property

Gets or sets the image to display in unbound mode. It may consist of several parts. Only one part of a compound image can be displayed at a time.

Syntax

Visual Basic (Declaration)	
Public Property Image As System.Drawing.Image	
C#	
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

[ImageElement Class](#)

[ImageElement Members](#)

ImageColumns Property

Gets or sets the number of columns in the compound image.

Syntax

Visual Basic (Declaration)

```
Public Property ImageColumns As System.Integer
```

C#

```
public System.int ImageColumns {get; set;}
```

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ImageLayout Property

Gets or sets the type of image layout.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ImageRows Property

Gets or sets the number rows in the compound image.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

ImageSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of an image that will be drawn by this element.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

RowIndex Property

Gets or sets the index of a row within the compound image.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

RowIndexSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of a row index within the compound image.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

Symbol Property

Gets or sets a symbol to display in "UnboundSymbol" mode.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

SymbolSize Property

Gets or sets a value specifying the size of a symbol.

Syntax

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

Requirements

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

See Also

Reference

[ImageElement Class](#)

[ImageElement Members](#)

[PanelElement](#)

The panel element containing other elements.

Object Model

PanelElement

Syntax

Visual Basic (Declaration)

```
Public Class PanelElement  
    Inherits BaseElement
```

C#

```
public class PanelElement : BaseElement
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.PanelElement

Requirements

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

See Also

Reference

[PanelElement Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

The panel element containing other elements.

Object Model

Syntax

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

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.PanelElement

Requirements

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

See Also

Reference

[PanelElement Members](#)


[C1.Win.C1Tile Namespace](#)

Members

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













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




Public Constructors

	Name	Description
	PanelElement Constructor	Initializes a new instance of a PanelElement .

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Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	BackColor	Gets or sets the background color of the panel element.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this element.
	Children	Gets the collection of child elements contained in this PanelElement .
	ChildSpacing	Gets or sets the amount of space between child elements.
	Description	Gets or sets the description for this element. (Inherited from C1.Win.C1Tile.BaseElement)
	Dock	Gets or sets which panel borders are docked to its parent element.
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	Orientation	Gets or sets whether the child elements are arranged horizontally or

		vertically.
	Padding	Gets or sets the interior spacing of the PanelElement .
	Visible	Gets or sets whether the panel element is visible.
	VisibleSelector	Gets or sets a value indicating which integer property of a Tile object is checked to determine whether the panel element is visible, if the property value is not equal to zero.

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Public Methods

	Name	Description
	Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
	Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
	ResetBackColor	Resets the value of the BackColor property.
	ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)
	ResetPadding	Resets the value of the Padding property.

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See Also

Reference

[PanelElement Class](#)

[C1.Win.C1Tile Namespace](#)

PanelElement Constructor

Initializes a new instance of a [PanelElement](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public PanelElement()	

Requirements

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

See Also






Reference

[PanelElement Class](#)

[PanelElement Members](#)

Methods

>

Name	Description
 Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
 Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
 ResetBackColor	Resets the value of the BackColor property.
 ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)
 ResetPadding	Resets the value of the Padding property.

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See Also

Reference

[PanelElement Class](#)

[C1.Win.C1Tile Namespace](#)

ResetBackColor Method

Resets the value of the [BackColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

ResetPadding Method

Resets the value of the [Padding](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetPadding()	
C#	


```
public void ResetPadding()
```

Requirements

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

See Also

Reference








[PanelElement Class](#)









[PanelElement Members](#)

Properties

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

Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	BackColor	Gets or sets the background color of the panel element.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this element.
	Children	Gets the collection of child elements contained in this PanelElement .
	ChildSpacing	Gets or sets the amount of space between child elements.
	Description	Gets or sets the description for this element. (Inherited from C1.Win.C1Tile.BaseElement)

	Dock	Gets or sets which panel borders are docked to its parent element.
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	Orientation	Gets or sets whether the child elements are arranged horizontally or vertically.
	Padding	Gets or sets the interior spacing of the PanelElement .
	Visible	Gets or sets whether the panel element is visible.
	VisibleSelector	Gets or sets a value indicating which integer property of a Tile object is checked to determine whether the panel element is visible, if the property value is not equal to zero.

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See Also

Reference

[PanelElement Class](#)

[C1.Win.C1Tile Namespace](#)

BackColor Property

Gets or sets the background color of the panel element.

Syntax

Visual Basic (Declaration)

Public Property BackColor As System.Drawing.Color
C#
public System.Drawing.Color BackColor { get ; set ;}

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

BackColorSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of background color for this element.

Syntax

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

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

Children Property

Gets the collection of child elements contained in this [PanelElement](#).

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property Children As ElementCollection</code>	
C#	
<code>public ElementCollection Children {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

[PanelElement Class](#)

[PanelElement Members](#)

ChildSpacing Property

Gets or sets the amount of space between child elements.

Syntax

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

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

Dock Property

Gets or sets which panel borders are docked to its parent element.

Syntax

Visual Basic (Declaration)	
Public Property Dock As System.Windows.Forms.DockStyle	
C#	
public System.Windows.Forms.DockStyle Dock { get ; set ;}	

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

Orientation Property

Gets or sets whether the child elements are arranged horizontally or vertically.

Syntax

Visual Basic (Declaration)	
Public Property Orientation As LayoutOrientation	
C#	

```
public LayoutOrientation 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

[PanelElement Class](#)

[PanelElement Members](#)

Padding Property

Gets or sets the interior spacing of the [PanelElement](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Property Padding As System.Windows.Forms.Padding</pre>	
C#	
<pre>public 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

[PanelElement Class](#)

[PanelElement Members](#)

Visible Property

Gets or sets whether the panel element is visible.

Syntax

Visual Basic (Declaration)	
Public Property Visible As System.Boolean	
C#	
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

[PanelElement Class](#)

[PanelElement Members](#)

VisibleSelector Property

Gets or sets a value indicating which integer property of a [Tile](#) object is checked to determine whether the panel element is visible, if the property value is not equal to zero.

Syntax

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

Requirements

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

See Also

Reference

[PanelElement Class](#)

[PanelElement Members](#)

Template

Defines a custom template for tiles.

Object Model

Template

Syntax

Visual Basic (Declaration)

```
Public Class Template
    Inherits System.ComponentModel.Component
```

C#

```
public class Template : System.ComponentModel.Component
```

Inheritance Hierarchy

System.Object

System.MarshalByRefObject

System.ComponentModel.Component

C1.Win.C1Tile.Template

Requirements

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

See Also

Reference

[Template Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Defines a custom template for tiles.

Object Model

Template

Syntax

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

Inheritance Hierarchy

System.Object
 System.MarshalByRefObject
 System.ComponentModel.Component
 C1.Win.C1Tile.Template

Requirements

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

See Also


Reference

[Template Members](#)
[C1.Win.C1Tile Namespace](#)

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












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

Public Constructors

	Name	Description
	Template Constructor	Initializes a new instance of a Template .

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Public Properties

	Name	Description
	BackColor	Gets or sets the background color for tiles drawn with this template.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this template.
	Container	(Inherited from System.ComponentModel.Component)
	Description	Gets or sets the description for this Template .
	Elements	Gets the collection of template elements.
	IsDefault	Gets a value indicating if this is the default template for a C1TileControl .
	IsDisposed	Gets a value indicating whether the Template has been disposed.
	Name	Gets or sets the unique name for this Template .
	Padding	Gets or sets the interior spacing of the Template .
	Site	(Inherited from System.ComponentModel.Component)
	TileControl	Gets the owner C1TileControl .

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Public Methods

	Name	Description
⇒	Clone	Creates a new Template that is a copy of the current instance.
⇒	CreateObjRef	(Inherited from System.MarshalByRefObject)
⇒	Dispose	(Inherited from System.ComponentModel.Component)
⇒	GetLifetimeService	(Inherited from System.MarshalByRefObject)
⇒	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
⇒	ResetBackColor	Resets the value of the BackColor property.
⇒	ResetDescription	Resets the value of the Description property.
⇒	ResetPadding	Resets the value of the Padding property.
⇒	ToString	(Inherited from System.ComponentModel.Component)

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Public Events

	Name	Description
⚡	Disposed	(Inherited from System.ComponentModel.Component)
⚡	Paint	Occurs when the template is used for drawing a tile.

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See Also

Reference

[Template Class](#)

[C1.Win.C1Tile Namespace](#)

Template Constructor

Initializes a new instance of a [Template](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public Template()	

Requirements

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

See Also








Reference

[Template Class](#)

[Template Members](#)

Methods

>

Name	Description
 Clone	Creates a new Template that is a copy of the current instance.
 CreateObjRef	(Inherited from System.MarshalByRefObject)
 Dispose	(Inherited from System.ComponentModel.Component)
 GetLifetimeService	(Inherited from System.MarshalByRefObject)
 InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
 ResetBackColor	Resets the value of the BackColor property.
 ResetDescription	Resets the value of the Description property.

- [ResetPadding](#) Resets the value of the [Padding](#) property.
- [ToString](#) (Inherited from [System.ComponentModel.Component](#))

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See Also

Reference

[Template Class](#)

[C1.Win.C1Tile Namespace](#)

Clone Method

Creates a new [Template](#) that is a copy of the current instance.

Syntax

Visual Basic (Declaration)	
<code>Public Function Clone() As System.Object</code>	
C#	
<code>public System.object Clone()</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

[Template Class](#)

[Template Members](#)

ResetBackColor Method

Resets the value of the [BackColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

ResetDescription Method

Resets the value of the [Description](#) property.

Syntax

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

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

ResetPadding Method

Resets the value of the [Padding](#) property.

Syntax

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

Requirements

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

See Also

Reference




[Template Class](#)









[Template Members](#)

Properties

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

Public Properties

	Name	Description
	BackColor	Gets or sets the background color for tiles drawn with this template.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this template.
	Container	(Inherited from System.ComponentModel.Component)

	Description	Gets or sets the description for this Template .
	Elements	Gets the collection of template elements.
	IsDefault	Gets a value indicating if this is the default template for a C1TileControl .
	IsDisposed	Gets a value indicating whether the Template has been disposed.
	Name	Gets or sets the unique name for this Template .
	Padding	Gets or sets the interior spacing of the Template .
	Site	(Inherited from System.ComponentModel.Component)
	TileControl	Gets the owner C1TileControl .

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See Also

Reference

[Template Class](#)

[C1.Win.C1Tile Namespace](#)

BackColor Property

Gets or sets the background color for tiles drawn with this template.

Syntax

Visual Basic (Declaration)	
Public Property BackColor As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor { get ; set ;}	

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

BackColorSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of background color for this template.

Syntax

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

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

Description Property

Gets or sets the description for this [Template](#).

Syntax

Visual Basic (Declaration)	
Public Property Description As System.String	
C#	
public System.string Description { get ; set ;}	

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

Elements Property

Gets the collection of template elements.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Elements As ElementCollection	
C#	
public ElementCollection Elements { 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

[Template Class](#)

[Template Members](#)

IsDefault Property

Gets a value indicating if this is the default template for a [C1TileControl](#).

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property IsDefault As System.Boolean</code>	
C#	
<code>public System.bool IsDefault {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

[Template Class](#)

[Template Members](#)

IsDisposed Property

Gets a value indicating whether the [Template](#) has been disposed.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property IsDisposed As System.Boolean</code>	
C#	
<code>public System.bool IsDisposed {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

[Template Class](#)

[Template Members](#)

Name Property

Gets or sets the unique name for this [Template](#).

Syntax

Visual Basic (Declaration)	
<code>Public Property Name As System.String</code>	
C#	
<code>public System.string Name {get; set;}</code>	

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

Padding Property

Gets or sets the interior spacing of the [Template](#).

Syntax

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

<code>Public Property Padding As System.Windows.Forms.Padding</code>
C#
<code>public System.Windows.Forms.Padding Padding {get; set;}</code>

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

TileControl Property

Gets the owner [C1TileControl](#).

Syntax

Visual Basic (Declaration)
<code>Public ReadOnly Property TileControl As C1TileControl</code>
C#
<code>public C1TileControl TileControl {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



[Template Class](#)

[Template Members](#)

Events

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

Public Events

	Name	Description
	Disposed	(Inherited from System.ComponentModel.Component)
	Paint	Occurs when the template is used for drawing a tile.

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See Also

Reference

[Template Class](#)

[C1.Win.C1Tile Namespace](#)

Paint Event

Occurs when the template is used for drawing a tile.

Syntax

Visual Basic (Declaration)	
Public Event Paint As TemplatePaintEventHandler	
C#	
public event TemplatePaintEventHandler Paint	

Event Data

The event handler receives an argument of type [TemplatePaintEventArgs](#) containing data related to this event. The following **TemplatePaintEventArgs** properties provide information specific to this event.

Property	Description
ClipRectangle (Inherited from System.Windows.Forms.PaintEventArgs)	

Graphics (Inherited from System.Windows.Forms.PaintEventArgs)	
Tile	Gets the Tile object providing data for the template.

Requirements

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

See Also

Reference

[Template Class](#)

[Template Members](#)

TemplateCollection

Represents a collection of tile templates.

Object Model

TemplateCollection

Syntax

Visual Basic (Declaration)	
<pre>Public Class TemplateCollection Inherits System.Collections.ObjectModel.Collection(Of Template)</pre>	
C#	
<pre>public class TemplateCollection : System.Collections.ObjectModel.Collection<Template></pre>	

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.TemplateCollection

Requirements

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

See Also

Reference

[TemplateCollection Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Represents a collection of tile templates.

Object Model

TemplateCollection

Syntax

Visual Basic (Declaration)	
<pre>Public Class TemplateCollection Inherits System.Collections.ObjectModel.Collection(Of Template)</pre>	
C#	
<pre>public class TemplateCollection : System.Collections.ObjectModel.Collection<Template></pre>	

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.TemplateCollection

Requirements

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

See Also

Reference

[TemplateCollection Members](#)



[C1.Win.C1Tile Namespace](#)

Members

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






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





Public Properties

	Name	Description
	Count	(Inherited from System.Collections.ObjectModel.Collection<Template>)
	Item	(Inherited from System.Collections.ObjectModel.Collection<Template>)

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Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<Template>)
	Clear	Overloaded. Removes all templates from the collection, then disposes the templates.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<Template>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Template>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Template>)

≡  IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  Insert	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  Remove	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Template>)

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See Also

Reference

[TemplateCollection Class](#)
[C1.Win.C1Tile Namespace](#)

Methods

>

Name	Description
≡  Add	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  Clear	Overloaded. Removes all templates from the collection, then disposes the templates.
≡  Contains	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  Insert	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  Remove	(Inherited from System.Collections.ObjectModel.Collection<Template>)
≡  RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Template>)

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See Also

Reference

[TemplateCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Clear Method

Removes all templates from the collection, then disposes the templates.

Overload List

Overload	Description
Clear(Boolean)	Removes all templates from the collection, then disposes the templates.
Clear()	(Inherited from System.Collections.ObjectModel.Collection<Template>)

Requirements

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

See Also

Reference

[TemplateCollection Class](#)

[TemplateCollection Members](#)

Clear(Boolean) Method

Removes all templates from the collection, then disposes the templates.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Clear(_ ByVal dispose As System.Boolean _)</pre>	

C#

```
public void Clear(  
    System.bool dispose  
)
```

Parameters

dispose

Requirements

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

See Also

Reference

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

TemplatePaintEventArgs
Provides data for [Template.Paint](#) event.

Object Model

TemplatePaintEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class TemplatePaintEventArgs  
    Inherits System.Windows.Forms.PaintEventArgs
```

C#

```
public class TemplatePaintEventArgs : System.Windows.Forms.PaintEventArgs
```

Inheritance Hierarchy

System.Object
System.EventArgs
System.Windows.Forms.PaintEventArgs
C1.Win.C1Tile.TemplatePaintEventArgs

Requirements

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

See Also

Reference

[TemplatePaintEventArgs Members](#)
[C1.Win.C1Tile Namespace](#)

Overview

Provides data for [Template.Paint](#) event.

Object Model

TemplatePaintEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class TemplatePaintEventArgs  
    Inherits System.Windows.Forms.PaintEventArgs
```

C#

```
public class TemplatePaintEventArgs : System.Windows.Forms.PaintEventArgs
```

Inheritance Hierarchy

System.Object
System.EventArgs
System.Windows.Forms.PaintEventArgs
C1.Win.C1Tile.TemplatePaintEventArgs

Requirements

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

See Also

Reference


[TemplatePaintEventArgs Members](#)
[C1.Win.C1Tile Namespace](#)

Members

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




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

Public Constructors

	Name	Description
	TemplatePaintEventArgs Constructor	Initializes a new instance of a TemplatePaintEventArgs .

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Public Properties

	Name	Description
	ClipRectangle	(Inherited from System.Windows.Forms.PaintEventArgs)
	Graphics	(Inherited from System.Windows.Forms.PaintEventArgs)
	Tile	Gets the Tile object providing data for the template.

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Public Methods

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

	Dispose	(Inherited from System.Windows.Forms.PaintEventArgs)
---	-------------------------	--

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See Also

Reference

[TemplatePaintEventArgs Class](#)

[C1.Win.C1Tile Namespace](#)

TemplatePaintEventArgs Constructor

Initializes a new instance of a [TemplatePaintEventArgs](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal graphics As System.Drawing.Graphics, _ ByVal clipRect As System.Drawing.Rectangle, _ ByVal tile As Tile _)</pre>	
C#	
<pre>public TemplatePaintEventArgs(System.Drawing.Graphics graphics, System.Drawing.Rectangle clipRect, Tile tile)</pre>	

Parameters

graphics

clipRect

tile

Requirements

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




See Also

Reference

[TemplatePaintEventArgs Class](#)
[TemplatePaintEventArgs Members](#)

Properties

>

Name	Description
 ClipRectangle	(Inherited from System.Windows.Forms.PaintEventArgs)
 Graphics	(Inherited from System.Windows.Forms.PaintEventArgs)
 Tile	Gets the Tile object providing data for the template.

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See Also

Reference

[TemplatePaintEventArgs Class](#)
[C1.Win.C1Tile Namespace](#)

Tile Property

Gets the [Tile](#) object providing data for the template.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Tile As Tile	
C#	
public Tile Tile { 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

[TemplatePaintEventArgs Class](#)

[TemplatePaintEventArgs Members](#)

TextElement

The element drawing some text.

Object Model

TextElement

Syntax

Visual Basic (Declaration)

```
Public Class TextElement
    Inherits BaseElement
```

C#

```
public class TextElement : BaseElement
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.TextElement

Requirements

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

See Also

Reference

[TextElement Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

The element drawing some text.

Object Model

TextElement

Syntax

Visual Basic (Declaration)

```
Public Class TextElement
    Inherits BaseElement
```

C#

```
public class TextElement : BaseElement
```

Inheritance Hierarchy

System.Object

[C1.Win.C1Tile.BaseElement](#)

C1.Win.C1Tile.TextElement

Requirements

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

See Also

Reference

[TextElement Members](#)


[C1.Win.C1Tile Namespace](#)

Members

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









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














Public Constructors




	Name	Description
	TextElement Constructor	Initializes a new instance of a TextElement .

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Public Properties






	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	BackColor	Gets or sets the text background color.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this element.
	Description	Gets or sets the description for this element. (Inherited from C1.Win.C1Tile.BaseElement)
	DirectionVertical	Gets or sets whether the text is vertically aligned (if so the background color is not used).
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from

		C1.Win.C1Tile.BaseElement)
	Font	Gets or sets the font for the text element.
	FontBold	Gets or sets a value that indicates whether the element shows bold text.
	FontItalic	Gets or sets a value that indicates whether the element shows italic text.
	FontPadding	Gets or sets whether the text bounding rectangle should include padding (only if the text has background).
	FontSize	Gets or sets the font size for the text element.
	FontStrikeout	Gets or sets a value that indicates whether the element shows text with a line through the middle.
	FontUnderline	Gets or sets a value that indicates whether the element shows underlined text.
	ForeColor	Gets or sets the foreground color of the text element.
	ForeColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of foreground color for this element.
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	MeasureTrailingSpaces	Gets or sets whether the text bounding rectangle includes the trailing space at the end of each line (only if the text has no background).
	RightToLeft	Gets or sets whether the text should be displayed from right to left.
	SingleLine	Gets or sets whether text should be displayed in a single line.

	Text	Gets or sets the text displayed in unbound mode.
	TextSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of text that will be displayed by this element.
	TextTrimming	Gets or sets how to trim characters that do not fit in the space available.

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Public Methods

	Name	Description
	Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
	Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
	ResetBackColor	Resets the value of the BackColor property.
	ResetForeColor	Resets the value of the ForeColor property.
	ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)

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See Also

Reference

[TextElement Class](#)

[C1.Win.C1Tile Namespace](#)

TextElement Constructor

Initializes a new instance of a [TextElement](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public TextElement()	

Requirements

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

See Also






Reference

[TextElement Class](#)

[TextElement Members](#)

Methods

>

Name	Description
 Clone	Creates a new BaseElement that is a copy of the current instance. (Inherited from C1.Win.C1Tile.BaseElement)
 Dispose()	Clean up any resources being used. (Inherited from C1.Win.C1Tile.BaseElement)
 ResetBackColor	Resets the value of the BackColor property.
 ResetForeColor	Resets the value of the ForeColor property.
 ResetMargin	Resets the value of the Margin property. (Inherited from C1.Win.C1Tile.BaseElement)

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See Also

Reference

[TextElement Class](#)

[C1.Win.C1Tile Namespace](#)

ResetBackColor Method

Resets the value of the [BackColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

ResetForeColor Method

Resets the value of the [ForeColor](#) property.

Syntax

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

Requirements

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

See Also

Reference








[TextElement Class](#)














[TextElement Members](#)





Properties

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

Public Properties

	Name	Description
	Alignment	Gets or sets the alignment of element within its parent bounds. (Inherited from C1.Win.C1Tile.BaseElement)
	AlignmentOfContents	Gets or sets the alignment of contents within the element. (Inherited from C1.Win.C1Tile.BaseElement)
	BackColor	Gets or sets the text background color.
	BackColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of background color for this element.
	Description	Gets or sets the description for this element. (Inherited from C1.Win.C1Tile.BaseElement)
	DirectionVertical	Gets or sets whether the text is vertically aligned (if so the background color is not used).
	FixedHeight	Gets or sets the fixed height of the contents, if appropriate. Set to 0 to calculate height dynamically. (Inherited from C1.Win.C1Tile.BaseElement)

	FixedWidth	Gets or sets the fixed width of the contents, if appropriate. Set to 0 to calculate width dynamically. (Inherited from C1.Win.C1Tile.BaseElement)
	Font	Gets or sets the font for the text element.
	FontBold	Gets or sets a value that indicates whether the element shows bold text.
	FontItalic	Gets or sets a value that indicates whether the element shows italic text.
	FontPadding	Gets or sets whether the text bounding rectangle should include padding (only if the text has background).
	FontSize	Gets or sets the font size for the text element.
	FontStrikeout	Gets or sets a value that indicates whether the element shows text with a line through the middle.
	FontUnderline	Gets or sets a value that indicates whether the element shows underlined text.
	ForeColor	Gets or sets the foreground color of the text element.
	ForeColorSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of foreground color for this element.
	Margin	Gets or sets the outer spacing of the element. (Inherited from C1.Win.C1Tile.BaseElement)
	MeasureTrailingSpaces	Gets or sets whether the text bounding rectangle includes the trailing space at the end of each line (only if the text has no background).
	RightToLeft	Gets or sets whether the text should be displayed from right to left.

	SingleLine	Gets or sets whether text should be displayed in a single line.
	Text	Gets or sets the text displayed in unbound mode.
	TextSelector	Gets or sets a value indicating which property of a Tile object behaves as the source of text that will be displayed by this element.
	TextTrimming	Gets or sets how to trim characters that do not fit in the space available.

[Top](#)

See Also

Reference

[TextElement Class](#)

[C1.Win.C1Tile Namespace](#)

BackColor Property

Gets or sets the text background color.

Syntax

Visual Basic (Declaration)	
Public Property BackColor As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor { get ; set ;}	

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

BackColorSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of background color for this element.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

DirectionVertical Property

Gets or sets whether the text is vertically aligned (if so the background color is not used).

Syntax

Visual Basic (Declaration)	
Public Property DirectionVertical As System.Boolean	
C#	
public System.bool DirectionVertical { get ; set ;}	

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

Font Property

Gets or sets the font for the text element.

Syntax

Visual Basic (Declaration)	
Public Property Font As System.Drawing.Font	
C#	
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

[TextElement Class](#)

[TextElement Members](#)

FontBold Property

Gets or sets a value that indicates whether the element shows bold text.

Syntax

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

Public Property FontBold As ThreeStateBoolean
C#
public ThreeStateBoolean FontBold {get; set;}

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

FontItalic Property

Gets or sets a value that indicates whether the element shows italic text.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

FontPadding Property

Gets or sets whether the text bounding rectangle should include padding (only if the text has background).

Syntax

Visual Basic (Declaration)	
Public Property FontPadding As System.Boolean	
C#	
public System.bool FontPadding { get ; set ;}	

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

FontSize Property

Gets or sets the font size for the text element.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

FontStrikeout Property

Gets or sets a value that indicates whether the element shows text with a line through the middle.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

FontUnderline Property

Gets or sets a value that indicates whether the element shows underlined text.

Syntax

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

Public Property FontUnderline As ThreeStateBoolean
C#
public ThreeStateBoolean FontUnderline {get; set;}

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

ForeColor Property

Gets or sets the foreground color of the text element.

Syntax

Visual Basic (Declaration)
Public Property ForeColor As System.Drawing.Color
C#
public System.Drawing.Color ForeColor {get; set;}

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

ForeColorSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of foreground color for this element.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

MeasureTrailingSpaces Property

Gets or sets whether the text bounding rectangle includes the trailing space at the end of each line (only if the text has no background).

Syntax

Visual Basic (Declaration)	
Public Property MeasureTrailingSpaces As System.Boolean	
C#	
public System.bool MeasureTrailingSpaces { get ; set ;}	

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

RightToLeft Property

Gets or sets whether the text should be displayed from right to left.

Syntax

Visual Basic (Declaration)	
Public Property RightToLeft As System.Windows.Forms.RightToLeft	
C#	
public 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

[TextElement Class](#)

[TextElement Members](#)

SingleLine Property

Gets or sets whether text should be displayed in a single line.

Syntax

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

Public Property SingleLine As System.Boolean
--

C#

public System.bool SingleLine {get; set;}

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

Text Property

Gets or sets the text displayed in unbound mode.

Syntax

Visual Basic (Declaration)

Public Property Text As System.String

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

[TextElement Class](#)

[TextElement Members](#)

TextSelector Property

Gets or sets a value indicating which property of a [Tile](#) object behaves as the source of text that will be displayed by this element.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)

[TextElement Members](#)

TextTrimming Property

Gets or sets how to trim characters that do not fit in the space available.

Syntax

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

Requirements

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

See Also

Reference

[TextElement Class](#)
[TextElement Members](#)

Tile
Represents a single tile.

Object Model

Tile

Syntax

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

Inheritance Hierarchy

System.Object
 System.MarshalByRefObject
 System.ComponentModel.Component
 C1.Win.C1Tile.Tile

Requirements

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

See Also

Reference

[Tile Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Represents a single tile.

Object Model

Tile

Syntax

Visual Basic (Declaration)

```
Public Class Tile
    Inherits System.ComponentModel.Component
```

C#

```
public class Tile : System.ComponentModel.Component
```

Inheritance Hierarchy

System.Object

System.MarshalByRefObject

System.ComponentModel.Component

C1.Win.C1Tile.Tile

Requirements

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

See Also

Reference

[Tile Members](#)


[C1.Win.C1Tile Namespace](#)

Members

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












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


















Public Constructors

















	Name	Description
	Tile Constructor	Initializes a new instance of a Tile .














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Public Properties

	Name	Description
	BackColor	Gets or sets the background color for the tile.
	BackColor1	Gets or sets the first additional background color for the tile.
	BackColor2	Gets or sets the second additional background color for the tile.
	BackColor3	Gets or sets the third additional background color for the tile.
	BackColor4	Gets or sets the fourth additional background color for the tile.
	BackColor5	Gets or sets the fifth additional background color for the tile.
	Checked	Gets or sets whether the tile is checked.
	Container	(Inherited from System.ComponentModel.Component)
	ForeColor	Gets or sets the foreground color for the tile.
	ForeColor1	Gets or sets the first additional foreground color for the tile.
	ForeColor2	Gets or sets the second additional foreground color for the tile.



 ForeColor3	Gets or sets the third additional foreground color for the tile.
 ForeColor4	Gets or sets the fourth additional foreground color for the tile.
 ForeColor5	Gets or sets the fifth additional foreground color for the tile.
 Group	Gets or sets the owner group of the Tile .
 Height	Gets the height of the tile, in pixels.
 HorizontalSize	Gets or sets the width of the tile, in cells.
 Image	Gets or sets an image displayed on the tile.
 Image1	Gets or sets the first additional image that can be displayed on the tile.
 Image2	Gets or sets the second additional image that can be displayed on the tile.
 Image3	Gets or sets the third additional image that can be displayed on the tile.
 Image4	Gets or sets the fourth additional image that can be displayed on the tile.
 Image5	Gets or sets the fifth additional image that can be displayed on the tile.
 ImageIndex	Gets or sets the index of an image in the C1TileControl.ImageList .
 ImageKey	Gets or sets the image key in the C1TileControl.ImageList .
 Index	Gets or sets the index of tile in owner group's Tiles collection.
 IntValue	Gets or sets an integer value that can be used by template elements.
 IntValue1	Gets or sets the first additional integer value that can be used by template elements.



 IntValue2	Gets or sets the second additional integer value that can be used by template elements.
 IntValue3	Gets or sets the third additional integer value that can be used by template elements.
 IntValue4	Gets or sets the fourth additional integer value that can be used by template elements.
 IntValue5	Gets or sets the fifth additional integer value that can be used by template elements.
 IsDisposed	Gets a value indicating whether the Tile has been disposed.
 LeftCell	Gets or sets the ordinal number of the tile's left cell.
 Name	Gets or sets the unique name for this Tile .
 Site	(Inherited from System.ComponentModel.Component)
 Symbol	Gets or sets a symbol associated with the tile.
 Tag	Gets or sets an object that contains additional data about the Tile .
 Template	Gets or sets the tile template.
 Text	Gets or sets the text on the tile.
 Text1	Gets or sets the first additional text string for the tile.
 Text2	Gets or sets the second additional text string for the tile.
 Text3	Gets or sets the third additional text string for the tile.
 Text4	Gets or sets the fourth additional text string for the tile.




 Text5	Gets or sets the fifth additional text string for the tile.
 Text6	Gets or sets the sixth additional text string for the tile.
 Text7	Gets or sets the seventh additional text string for the tile.
 Text8	Gets or sets the eighth additional text string for the tile.
 Text9	Gets or sets the ninth additional text string for the tile.
 TileControl	Gets the owner C1TileControl .
 ToolTipText	Gets or sets the tooltip text for the tile.
 TopCell	Gets or sets the ordinal number of the tile's top cell.
 VerticalSize	Gets or sets the height of the tile, in cells.
 Visible	Gets or sets whether the tile is visible.
 Width	Gets the width of the tile, in pixels.
 X	Gets the X-coordinate of the tile relative to the owner group, in pixels.
 Y	Gets the Y-coordinate of the tile relative to the owner group, in pixels.

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Public Methods





	Name	Description
	CreateObjRef	(Inherited from System.MarshalByRefObject)
	Dispose	(Inherited from System.ComponentModel.Component)

	GetBackColor	Returns the background color of the tile.
	GetForeColor	Returns the foreground color of the tile.
	GetImage	Returns an image from either C1TileControl.ImageList or the Image property of this Tile .
	GetLifetimeService	(Inherited from System.MarshalByRefObject)
	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
	Invalidate	Invalidates the tile, causes the C1TileControl to redraw.
	PerformClick	Generates a Click event for the tile.
	ResetBackColor	Resets the value of the BackColor property.
	ResetBackColor1	Resets the value of the BackColor1 property.
	ResetBackColor2	Resets the value of the BackColor2 property.
	ResetBackColor3	Resets the value of the BackColor3 property.
	ResetBackColor4	Resets the value of the BackColor4 property.
	ResetBackColor5	Resets the value of the BackColor5 property.
	ResetForeColor	Resets the value of the ForeColor property.
	ResetForeColor1	Resets the value of the ForeColor1 property.
	ResetForeColor2	Resets the value of the ForeColor2 property.
	ResetForeColor3	Resets the value of the ForeColor3 property.

 ResetForeColor4	Resets the value of the ForeColor4 property.
 ResetForeColor5	Resets the value of the ForeColor5 property.
 ToString	(Inherited from System.ComponentModel.Component)

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Public Events

	Name	Description
	CheckedChanged	Occurs when the tile is checked or unchecked.
	Click	Occurs when the tile is clicked.
	Disposed	(Inherited from System.ComponentModel.Component)
	Paint	Occurs when the tile is redrawing, after painting the tile's template.

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See Also

Reference

[Tile Class](#)

[C1.Win.C1Tile Namespace](#)

Tile Constructor

Initializes a new instance of a [Tile](#).

Syntax

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

```
public Tile()
```

Requirements

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

See Also

Reference

[Tile Class](#)















[Tile Members](#)

Methods

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

Public Methods

	Name	Description
≡	CreateObjRef	(Inherited from System.MarshalByRefObject)
≡	Dispose	(Inherited from System.ComponentModel.Component)
≡	GetBackColor	Returns the background color of the tile.
≡	GetForeColor	Returns the foreground color of the tile.
≡	GetImage	Returns an image from either C1TileControl.ImageList or the Image property of this Tile .
≡	GetLifetimeService	(Inherited from System.MarshalByRefObject)
≡	InitializeLifetimeService	(Inherited from System.MarshalByRefObject)
≡	Invalidate	Invalidates the tile, causes the C1TileControl to redraw.

 PerformClick	Generates a Click event for the tile.
 ResetBackColor	Resets the value of the BackColor property.
 ResetBackColor1	Resets the value of the BackColor1 property.
 ResetBackColor2	Resets the value of the BackColor2 property.
 ResetBackColor3	Resets the value of the BackColor3 property.
 ResetBackColor4	Resets the value of the BackColor4 property.
 ResetBackColor5	Resets the value of the BackColor5 property.
 ResetForeColor	Resets the value of the ForeColor property.
 ResetForeColor1	Resets the value of the ForeColor1 property.
 ResetForeColor2	Resets the value of the ForeColor2 property.
 ResetForeColor3	Resets the value of the ForeColor3 property.
 ResetForeColor4	Resets the value of the ForeColor4 property.
 ResetForeColor5	Resets the value of the ForeColor5 property.
 ToString	(Inherited from System.ComponentModel.Component)

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See Also

Reference

[Tile Class](#)

[C1.Win.C1Tile Namespace](#)

GetBackColor Method

Returns the background color of the tile.

Syntax

Visual Basic (Declaration)	
Public Function GetBackColor() As System.Drawing.Color	
C#	
public System.Drawing.Color GetBackColor()	

Remarks

This method never returns the Color.Empty value. If the background color is not set for the given [Tile](#), it is obtained from the [TileBackColor](#) property of the owner 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

[Tile Class](#)

[Tile Members](#)

GetForeColor Method

Returns the foreground color of the tile.

Syntax

Visual Basic (Declaration)	
Public Function GetForeColor() As System.Drawing.Color	
C#	
public System.Drawing.Color GetForeColor()	

Remarks

This method never returns the `Color.Empty` value. If the foreground color is not set for the given [Tile](#), it is obtained from the [TileForeColor](#) property of the owner 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

[Tile Class](#)

[Tile Members](#)

GetImage Method

Returns an image from either [C1TileControl.ImageList](#) or the [Image](#) property of this [Tile](#).

Syntax

Visual Basic (Declaration)	
Public 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

[Tile Class](#)

[Tile Members](#)

Invalidate Method

Invalidates the tile, causes the [C1TileControl](#) to redraw.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

PerformClick Method

Generates a [Click](#) event for the tile.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetBackColor Method

Resets the value of the [BackColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetBackColor1 Method

Resets the value of the [BackColor1](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetBackColor1()	
C#	
public void ResetBackColor1()	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetBackColor2 Method

Resets the value of the [BackColor2](#) property.

Syntax

Visual Basic (Declaration)	
<code>Public Sub ResetBackColor2()</code>	
C#	
<code>public void ResetBackColor2()</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

[Tile Class](#)

[Tile Members](#)

ResetBackColor3 Method

Resets the value of the [BackColor3](#) property.

Syntax

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

<code>Public Sub ResetBackColor3()</code>	
C#	
<code>public void ResetBackColor3()</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

[Tile Class](#)

[Tile Members](#)

ResetBackColor4 Method

Resets the value of the [BackColor4](#) property.

Syntax

Visual Basic (Declaration)	
<code>Public Sub ResetBackColor4()</code>	
C#	
<code>public void ResetBackColor4()</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

[Tile Class](#)

[Tile Members](#)

ResetBackColor5 Method

Resets the value of the [BackColor5](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetBackColor5()	
C#	
public void ResetBackColor5()	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor Method

Resets the value of the [ForeColor](#) property.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor1 Method

Resets the value of the [ForeColor1](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetForeColor1()	
C#	
public void ResetForeColor1()	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor2 Method

Resets the value of the [ForeColor2](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetForeColor2()	
C#	

```
public void ResetForeColor2()
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor3 Method

Resets the value of the [ForeColor3](#) property.

Syntax

Visual Basic (Declaration)

```
Public Sub ResetForeColor3()
```

C#

```
public void ResetForeColor3()
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor4 Method

Resets the value of the [ForeColor4](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetForeColor4()	
C#	
public void ResetForeColor4()	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ResetForeColor5 Method

Resets the value of the [ForeColor5](#) property.

Syntax

Visual Basic (Declaration)	
Public Sub ResetForeColor5()	
C#	
public void ResetForeColor5()	

Requirements

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

See Also

Reference















[Tile Class](#)

















[Tile Members](#)


















Properties











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

Public Properties

	Name	Description
	BackColor	Gets or sets the background color for the tile.
	BackColor1	Gets or sets the first additional background color for the tile.
	BackColor2	Gets or sets the second additional background color for the tile.
	BackColor3	Gets or sets the third additional background color for the tile.
	BackColor4	Gets or sets the fourth additional background color for the tile.
	BackColor5	Gets or sets the fifth additional background color for the tile.
	Checked	Gets or sets whether the tile is checked.
	Container	(Inherited from System.ComponentModel.Component)
	ForeColor	Gets or sets the foreground color for the tile.
	ForeColor1	Gets or sets the first additional foreground color for the tile.
	ForeColor2	Gets or sets the second additional foreground color for the tile.
	ForeColor3	Gets or sets the third additional foreground color for the tile.
	ForeColor4	Gets or sets the fourth additional foreground color for the tile.
	ForeColor5	Gets or sets the fifth additional foreground color for the tile.

 Group	Gets or sets the owner group of the Tile .
 Height	Gets the height of the tile, in pixels.
 HorizontalSize	Gets or sets the width of the tile, in cells.
 Image	Gets or sets an image displayed on the tile.
 Image1	Gets or sets the first additional image that can be displayed on the tile.
 Image2	Gets or sets the second additional image that can be displayed on the tile.
 Image3	Gets or sets the third additional image that can be displayed on the tile.
 Image4	Gets or sets the fourth additional image that can be displayed on the tile.
 Image5	Gets or sets the fifth additional image that can be displayed on the tile.
 ImageIndex	Gets or sets the index of an image in the C1TileControl.ImageList .
 ImageKey	Gets or sets the image key in the C1TileControl.ImageList .
 Index	Gets or sets the index of tile in owner group's Tiles collection.
 IntValue	Gets or sets an integer value that can be used by template elements.
 IntValue1	Gets or sets the first additional integer value that can be used by template elements.
 IntValue2	Gets or sets the second additional integer value that can be used by template elements.
 IntValue3	Gets or sets the third additional integer value that can be used by template elements.

 IntValue4	Gets or sets the fourth additional integer value that can be used by template elements.
 IntValue5	Gets or sets the fifth additional integer value that can be used by template elements.
 IsDisposed	Gets a value indicating whether the Tile has been disposed.
 LeftCell	Gets or sets the ordinal number of the tile's left cell.
 Name	Gets or sets the unique name for this Tile .
 Site	(Inherited from System.ComponentModel.Component)
 Symbol	Gets or sets a symbol associated with the tile.
 Tag	Gets or sets an object that contains additional data about the Tile .
 Template	Gets or sets the tile template.
 Text	Gets or sets the text on the tile.
 Text1	Gets or sets the first additional text string for the tile.
 Text2	Gets or sets the second additional text string for the tile.
 Text3	Gets or sets the third additional text string for the tile.
 Text4	Gets or sets the fourth additional text string for the tile.
 Text5	Gets or sets the fifth additional text string for the tile.
 Text6	Gets or sets the sixth additional text string for the tile.
 Text7	Gets or sets the seventh additional text string for the tile.

 Text8	Gets or sets the eighth additional text string for the tile.
 Text9	Gets or sets the ninth additional text string for the tile.
 TileControl	Gets the owner C1TileControl .
 ToolTipText	Gets or sets the tooltip text for the tile.
 TopCell	Gets or sets the ordinal number of the tile's top cell.
 VerticalSize	Gets or sets the height of the tile, in cells.
 Visible	Gets or sets whether the tile is visible.
 Width	Gets the width of the tile, in pixels.
 X	Gets the X-coordinate of the tile relative to the owner group, in pixels.
 Y	Gets the Y-coordinate of the tile relative to the owner group, in pixels.

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See Also

Reference

[Tile Class](#)

[C1.Win.C1Tile Namespace](#)

BackColor Property

Gets or sets the background color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property BackColor As System.Drawing.Color	
C#	

```
public System.Drawing.Color BackColor {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

BackColor1 Property

Gets or sets the first additional background color for the tile.

Syntax

Visual Basic (Declaration)

```
Public Property BackColor1 As System.Drawing.Color
```

C#

```
public System.Drawing.Color BackColor1 {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

BackColor2 Property

Gets or sets the second additional background color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property BackColor2 As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor2 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

BackColor3 Property

Gets or sets the third additional background color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property BackColor3 As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor3 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

BackColor4 Property

Gets or sets the fourth additional background color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property BackColor4 As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor4 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

BackColor5 Property

Gets or sets the fifth additional background color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property BackColor5 As System.Drawing.Color	
C#	
public System.Drawing.Color BackColor5 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Checked Property

Gets or sets whether the tile is checked.

Syntax

Visual Basic (Declaration)	
Public Property Checked As System.Boolean	
C#	
public System.bool Checked { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor Property

Gets or sets the foreground color for the tile.

Syntax

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

Public Property ForeColor As System.Drawing.Color
C#
public System.Drawing.Color ForeColor {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor1 Property

Gets or sets the first additional foreground color for the tile.

Syntax

Visual Basic (Declaration)
Public Property ForeColor1 As System.Drawing.Color
C#
public System.Drawing.Color ForeColor1 {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor2 Property

Gets or sets the second additional foreground color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property ForeColor2 As System.Drawing.Color	
C#	
public System.Drawing.Color ForeColor2 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor3 Property

Gets or sets the third additional foreground color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property ForeColor3 As System.Drawing.Color	
C#	
public System.Drawing.Color ForeColor3 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor4 Property

Gets or sets the fourth additional foreground color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property ForeColor4 As System.Drawing.Color	
C#	
public System.Drawing.Color ForeColor4 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ForeColor5 Property

Gets or sets the fifth additional foreground color for the tile.

Syntax

Visual Basic (Declaration)	
Public Property ForeColor5 As System.Drawing.Color	
C#	

```
public System.Drawing.Color ForeColor5 {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Group Property

Gets or sets the owner group of the [Tile](#).

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Height Property

Gets the height of the tile, in pixels.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

HorizontalSize Property

Gets or sets the width of the tile, in cells.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Image Property

Gets or sets an image displayed on the tile.

Syntax

Visual Basic (Declaration)	
Public Property Image As System.Drawing.Image	
C#	
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

[Tile Class](#)

[Tile Members](#)

Image1 Property

Gets or sets the first additional image that can be displayed on the tile.

Syntax

Visual Basic (Declaration)	
Public Property Image1 As System.Drawing.Image	
C#	
public System.Drawing.Image Image1 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Image2 Property

Gets or sets the second additional image that can be displayed on the tile.

Syntax

Visual Basic (Declaration)	
Public Property Image2 As System.Drawing.Image	
C#	
public System.Drawing.Image Image2 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Image3 Property

Gets or sets the third additional image that can be displayed on the tile.

Syntax

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

Public Property Image3 As System.Drawing.Image
C#
public System.Drawing.Image Image3 {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Image4 Property

Gets or sets the fourth additional image that can be displayed on the tile.

Syntax

Visual Basic (Declaration)
Public Property Image4 As System.Drawing.Image
C#
public System.Drawing.Image Image4 {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Image5 Property

Gets or sets the fifth additional image that can be displayed on the tile.

Syntax

Visual Basic (Declaration)	
Public Property Image5 As System.Drawing.Image	
C#	
public System.Drawing.Image Image5 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ImageIndex Property

Gets or sets the index of an image in the [C1TileControl.ImageList](#).

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

ImageKey Property

Gets or sets the image key in the [C1TileControl.ImageList](#).

Syntax

Visual Basic (Declaration)	
Public Property ImageKey As System.String	
C#	
public System.string ImageKey { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Index Property

Gets or sets the index of tile in owner group's Tiles collection.

Syntax

Visual Basic (Declaration)	
Public Property Index As System.Integer	
C#	

```
public System.int Index {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue Property

Gets or sets an integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)

```
Public Property IntValue As System.Integer
```

C#

```
public System.int IntValue {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue1 Property

Gets or sets the first additional integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)	
<code>Public Property IntValue1 As System.Integer</code>	
C#	
<code>public System.int IntValue1 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue2 Property

Gets or sets the second additional integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)	
<code>Public Property IntValue2 As System.Integer</code>	
C#	
<code>public System.int IntValue2 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue3 Property

Gets or sets the third additional integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)	
<code>Public Property IntValue3 As System.Integer</code>	
C#	
<code>public System.int IntValue3 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue4 Property

Gets or sets the fourth additional integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)	
<code>Public Property IntValue4 As System.Integer</code>	
C#	
<code>public System.int IntValue4 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IntValue5 Property

Gets or sets the fifth additional integer value that can be used by template elements.

Syntax

Visual Basic (Declaration)	
Public Property IntValue5 As System.Integer	
C#	
public System.int IntValue5 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

IsDisposed Property

Gets a value indicating whether the [Tile](#) has been disposed.

Syntax

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

<code>Public ReadOnly Property IsDisposed As System.Boolean</code>
C#
<code>public System.bool IsDisposed {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

[Tile Class](#)

[Tile Members](#)

LeftCell Property

Gets or sets the ordinal number of the tile's left cell.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Name Property

Gets or sets the unique name for this [Tile](#).

Syntax

Visual Basic (Declaration)	
Public Property Name As System.String	
C#	
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

[Tile Class](#)

[Tile Members](#)

Symbol Property

Gets or sets a symbol associated with the tile.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Tag Property

Gets or sets an object that contains additional data about the [Tile](#).

Syntax

Visual Basic (Declaration)	
<code>Public Property Tag As System.Object</code>	
C#	
<code>public System.object Tag {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Template Property

Gets or sets the tile template.

Syntax

Visual Basic (Declaration)	
<code>Public Property Template As Template</code>	
C#	

```
public Template Template {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text Property

Gets or sets the text on the tile.

Syntax

Visual Basic (Declaration)

```
Public Property Text As System.String
```

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

[Tile Class](#)

[Tile Members](#)

Text1 Property

Gets or sets the first additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text1 As System.String</code>	
C#	
<code>public System.string Text1 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text2 Property

Gets or sets the second additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text2 As System.String</code>	
C#	
<code>public System.string Text2 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text3 Property

Gets or sets the third additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text3 As System.String</code>	
C#	
<code>public System.string Text3 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text4 Property

Gets or sets the fourth additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text4 As System.String</code>	
C#	
<code>public System.string Text4 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text5 Property

Gets or sets the fifth additional text string for the tile.

Syntax

Visual Basic (Declaration)	
Public Property Text5 As System.String	
C#	
public System.string Text5 { get ; set ;}	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text6 Property

Gets or sets the sixth additional text string for the tile.

Syntax

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

Public Property Text6 As System.String
C#
public System.string Text6 {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text7 Property

Gets or sets the seventh additional text string for the tile.

Syntax

Visual Basic (Declaration)
Public Property Text7 As System.String
C#
public System.string Text7 {get; set;}

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text8 Property

Gets or sets the eighth additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text8 As System.String</code>	
C#	
<code>public System.string Text8 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Text9 Property

Gets or sets the ninth additional text string for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property Text9 As System.String</code>	
C#	
<code>public System.string Text9 {get; set;}</code>	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

TileControl Property

Gets the owner [C1TileControl](#).

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property TileControl As C1TileControl</code>	
C#	
<code>public C1TileControl TileControl {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

[Tile Class](#)

[Tile Members](#)

ToolTipText Property

Gets or sets the tooltip text for the tile.

Syntax

Visual Basic (Declaration)	
<code>Public Property ToolTipText As System.String</code>	
C#	


```
public System.string ToolTipText {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

TopCell Property

Gets or sets the ordinal number of the tile's top cell.

Syntax

Visual Basic (Declaration)

```
Public Property TopCell As System.Integer
```

C#

```
public System.int TopCell {get; set;}
```

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

VerticalSize Property

Gets or sets the height of the tile, in cells.

Syntax

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

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Visible Property

Gets or sets whether the tile is visible.

Syntax

Visual Basic (Declaration)	
Public Property Visible As System.Boolean	
C#	
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

[Tile Class](#)

[Tile Members](#)

Width Property

Gets the width of the tile, in pixels.

Syntax

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

[Tile Class](#)

[Tile Members](#)

X Property

Gets the X-coordinate of the tile relative to the owner group, 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

[Tile Class](#)

[Tile Members](#)

Y Property

Gets the Y-coordinate of the tile relative to the owner group, in pixels.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Y As System.Integer	
C#	
public System.int Y {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

[Tile Class](#)





[Tile Members](#)

Events

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

Public Events

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

	CheckedChanged	Occurs when the tile is checked or unchecked.
	Click	Occurs when the tile is clicked.
	Disposed	(Inherited from System.ComponentModel.Component)
	Paint	Occurs when the tile is redrawing, after painting the tile's template.

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See Also

Reference

[Tile Class](#)

[C1.Win.C1Tile Namespace](#)

CheckedChanged Event

Occurs when the tile is checked or unchecked.

Syntax

Visual Basic (Declaration)	
<code>Public Event CheckedChanged As System.EventHandler</code>	
C#	
<code>public event System.EventHandler CheckedChanged</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

[Tile Class](#)

[Tile Members](#)

Click Event

Occurs when the tile is clicked.

Syntax

Visual Basic (Declaration)	
Public Event Click As System.EventHandler	
C#	
public event System.EventHandler Click	

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

Paint Event

Occurs when the tile is redrawing, after painting the tile's template.

Syntax

Visual Basic (Declaration)	
Public Event Paint As System.Windows.Forms.PaintEventHandler	
C#	
public event System.Windows.Forms.PaintEventHandler Paint	

Event Data

The event handler receives an argument of type System.Windows.Forms.PaintEventArgs containing data related to this event. The following **PaintEventArgs** properties provide information specific to this event.

Property	Description
ClipRectangle	Gets the rectangle in which to paint.
Graphics	Gets the graphics used to paint.

Requirements

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

See Also

Reference

[Tile Class](#)

[Tile Members](#)

TileCollection

Represents a collection of tiles.

Object Model

TileCollection

Syntax

Visual Basic (Declaration)	
<pre>Public Class TileCollection Inherits System.Collections.ObjectModel.Collection(Of Tile)</pre>	
C#	
<pre>public class TileCollection : System.Collections.ObjectModel.Collection<Tile></pre>	

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.TileCollection

Requirements

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

See Also

Reference

[TileCollection Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

Represents a collection of tiles.

Object Model

TileCollection

Syntax

Visual Basic (Declaration)

```
Public Class TileCollection
    Inherits System.Collections.ObjectModel.Collection(Of Tile)
```

C#

```
public class TileCollection : System.Collections.ObjectModel.Collection<Tile>
```

Inheritance Hierarchy

System.Object

System.Collections.ObjectModel.Collection<T>

C1.Win.C1Tile.TileCollection

Requirements

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

See Also

Reference

[TileCollection Members](#)



[C1.Win.C1Tile Namespace](#)

Members

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








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



Public Properties

	Name	Description
	Count	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Item	(Inherited from System.Collections.ObjectModel.Collection<Tile>)

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Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Clear	Overloaded. Removes all tiles from the collection, then disposes the tiles.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Insert	(Inherited from System.Collections.ObjectModel.Collection<Tile>)

	Remove	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Tile>)

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See Also

Reference










[TileCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Methods

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

Public Methods

	Name	Description
	Add	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Clear	Overloaded. Removes all tiles from the collection, then disposes the tiles.
	Contains	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	CopyTo	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	GetEnumerator	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	IndexOf	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Insert	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	Remove	(Inherited from System.Collections.ObjectModel.Collection<Tile>)
	RemoveAt	(Inherited from System.Collections.ObjectModel.Collection<Tile>)

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See Also

Reference

[TileCollection Class](#)

[C1.Win.C1Tile Namespace](#)

Clear Method

Removes all tiles from the collection, then disposes the tiles.

Overload List

Overload	Description
Clear(Boolean)	Removes all tiles from the collection, then disposes the tiles.
Clear()	(Inherited from System.Collections.ObjectModel.Collection<Tile>)

Requirements

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

See Also

Reference

[TileCollection Class](#)

[TileCollection Members](#)

Clear(Boolean) Method

Removes all tiles from the collection, then disposes the tiles.

Syntax

Visual Basic (Declaration)	
<pre>Public Overloads Sub Clear(_ ByVal dispose As System.Boolean _)</pre>	

C#

```
public void Clear(  
    System.bool dispose  
)
```

Parameters

dispose

Requirements

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

See Also

Reference

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

TileEventArgs

Provides data for [C1TileControl](#) events.

Object Model

TileEventArgs

Syntax

Visual Basic (Declaration)

```
Public Class TileEventArgs  
    Inherits System.EventArgs
```

C#

```
public class TileEventArgs : System.EventArgs
```

Inheritance Hierarchy

System.Object
System.EventArgs
C1.Win.C1Tile.TileEventArgs

Requirements

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

See Also

Reference

[TileEventArgs Members](#)
[C1.Win.C1Tile Namespace](#)

Overview

Provides data for [C1TileControl](#) events.

Object Model

TileEventArgs

Syntax

Visual Basic (Declaration)	
Public Class TileEventArgs Inherits System.EventArgs	
C#	
public class TileEventArgs : System.EventArgs	

Inheritance Hierarchy

System.Object
System.EventArgs
C1.Win.C1Tile.TileEventArgs

Requirements

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

See Also

Reference

[TileEventArgs Members](#)


[C1.Win.C1Tile Namespace](#)

Members

[Properties](#)


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

Public Constructors

	Name	Description
	TileEventArgs Constructor	Initializes a new instance of a TileEventArgs .

[Top](#)

Public Properties

	Name	Description
	Tile	Gets the Tile object affected by the event.

[Top](#)

See Also

Reference

[TileEventArgs Class](#)

[C1.Win.C1Tile Namespace](#)

TileEventArgs Constructor

Initializes a new instance of a [TileEventArgs](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal tile As Tile _)</pre>	
C#	
<pre>public TileEventArgs(Tile tile)</pre>	

Parameters

tile

Requirements

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


See Also

Reference

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

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

Public Properties

	Name	Description
	Tile	Gets the Tile object affected by the event.

[Top](#)

See Also

Reference

[TileEventArgs Class](#)
[C1.Win.C1Tile Namespace](#)

Tile Property

Gets the [Tile](#) object affected by the event.

Syntax

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

[TileEventArgs Class](#)
[TileEventArgs Members](#)

Enumerations

BackColorSelector

Defines which property of a [Tile](#) object should be bound to the background color of a template element.

Syntax

Visual Basic (Declaration)	
<code>Public Enum BackColorSelector Inherits System.Enum</code>	
C#	


```
public enum BackColorSelector : System.Enum
```

Members

Member	Description
BackColor1	Bind to the first additional background color of a Tile .
BackColor2	Bind to the second additional background color of a Tile .
BackColor3	Bind to the third additional background color of a Tile .
BackColor4	Bind to the fourth additional background color of a Tile .
BackColor5	Bind to the fifth additional background color of a Tile .
Default	Bind to the default background color of a Tile .
Unbound	Don't bind to any background color. Show the background color that is defined in the template.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.BackColorSelector

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

BackImageLayout

Defines the different types of the background image layout.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum BackImageLayout Inherits System.Enum</pre>	
C#	
<pre>public enum BackImageLayout : System.Enum</pre>	

Members

Member	Description
Clip	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.C1Tile.BackImageLayout

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace

ForeColorSelector

Defines which property of a [Tile](#) object should be bound to the foreground color of a template element.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum ForeColorSelector Inherits System.Enum</pre>	
C#	
<pre>public enum ForeColorSelector : System.Enum</pre>	

Members

Member	Description
Default	Bind to the default foreground color of a Tile .
ForeColor1	Bind to the first additional foreground color of a Tile .
ForeColor2	Bind to the second additional foreground color of a Tile .
ForeColor3	Bind to the third additional foreground color of a Tile .
ForeColor4	Bind to the fourth additional foreground color of a Tile .
ForeColor5	Bind to the fifth additional foreground color of a Tile .
Unbound	Don't bind to any foreground color. Show the foreground color that is defined in the template.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.ForeColorSelector

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

ForeImageLayout

Defines the different types of the foreground image layout.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum ForeImageLayout Inherits System.Enum</pre>	
C#	
<pre>public enum ForeImageLayout : System.Enum</pre>	

Members

Member	Description
Clip	The image is clipped if necessary.
ClipNoPadding	The image is displayed as it is and doesn't take into account the owner's Padding.
ScaleInner	Scale the image to fit into the available area.

ScaleOuter	Scale the image to fill the whole available area.
Stretch	Stretch the image to fill the available area.
Tile	The image is tiled across the available area.
TileStretch	Tile the image into the 3x3 matrix and stretch it to fill the available area.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.ForeImageLayout

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

ImageSelector

Defines which property of a [Tile](#) object should be bound to the image of a template element.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum ImageSelector Inherits System.Enum</pre>	
C#	
<pre>public enum ImageSelector : System.Enum</pre>	

Members

Member	Description
CommonImage1	Bind to the first common image in the C1TileControl object.
CommonImage2	Bind to the second common image in the C1TileControl object.
CommonImage3	Bind to the third common image in the C1TileControl object.
Default	Bind to the default image of a Tile .
Image1	Bind to the first additional image of a Tile .
Image2	Bind to the second additional image of a Tile .
Image3	Bind to the third additional image of a Tile .
Image4	Bind to the fourth additional image of a Tile .
Image5	Bind to the fifth additional image of a Tile .
Number	Bind to the "badge number" images (row index may vary from 0 to 100).
Stars	Bind to the "5-stars" images (row index may vary from 0 to 10).
Symbol	Bind to a symbol defined in a Tile .
Unbound	Don't bind to any image properties. Show the own fixed image or its part.
UnboundSymbol	Show a symbol that is specified in an ImageElement .

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Tile.ImageSelector

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

IntValueSelector

Defines which property of a [Tile](#) object should be bound to an integer value within a template element.

Syntax

Visual Basic (Declaration)

```
Public Enum IntValueSelector
    Inherits System.Enum
```

C#

```
public enum IntValueSelector : System.Enum
```

Members

Member	Description
Default	Bind to an integer value that is stored in the Tile.IntValue property.
IntValue1	Bind to an integer value that is stored in the Tile.IntValue1 property.
IntValue2	Bind to an integer value that is stored in the Tile.IntValue2 property.
IntValue3	Bind to an integer value that is stored in the Tile.IntValue3 property.
IntValue4	Bind to an integer value that is stored in the Tile.IntValue4 property.

IntValue5	Bind to an integer value that is stored in the Tile.IntValue5 property.
Unbound	Don't bind to any properties. Use the template's own value.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Tile.IntValueSelector

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

[LayoutOrientation](#)

Defines the different methods of arranging the groups or elements.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum LayoutOrientation Inherits System.Enum</pre>	
C#	
<pre>public enum LayoutOrientation : System.Enum</pre>	

Members

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

Horizontal	Groups or elements are horizontally stacked.
Vertical	Groups or elements are vertically stacked.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.LayoutOrientation

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

ScrollBarStyle

Defines the styles of the scroll bar.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum ScrollBarStyle Inherits System.Enum</pre>	
C#	
<pre>public enum ScrollBarStyle : System.Enum</pre>	

Members

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

Default	Scroll bar uses the same style as on Windows 8 start screen.
System	The default system scroll bar should appear.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.ScrollBarStyle

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

SymbolSize

Enumerates the available sizes for tile symbols.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum SymbolSize Inherits System.Enum</pre>	
C#	
<pre>public enum SymbolSize : System.Enum</pre>	

Members

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

Image16x16	Size of symbol is 16x16, in pixels.
Image24x24	Size of symbol is 24x24, in pixels.
Image32x32	Size of symbol is 32x32, in pixels.
Image40x40	Size of symbol is 40x40, in pixels.
Image48x48	Size of symbol is 48x48, in pixels.
Image56x56	Size of symbol is 56x56, in pixels.
Image64x64	Size of symbol is 64x64, in pixels.
Image80x80	Size of symbol is 80x80, in pixels.
Image96x96	Size of symbol is 96x96, in pixels.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Tile.SymbolSize

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

TextSelector

Defines which property of a [Tile](#) object should be bound to the text of a template element.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum TextSelector Inherits System.Enum</pre>	
C#	
<pre>public enum TextSelector : System.Enum</pre>	

Members

Member	Description
Default	Bind to the default text string of a Tile .
Text1	Bind to the first additional text string of a Tile .
Text2	Bind to the second additional text string of a Tile .
Text3	Bind to the third additional text string of a Tile .
Text4	Bind to the fourth additional text string of a Tile .
Text5	Bind to the fifth additional text string of a Tile .
Text6	Bind to the sixth additional text string of a Tile .
Text7	Bind to the seventh additional text string of a Tile .
Text8	Bind to the eighth additional text string of a Tile .
Text9	Bind to the ninth additional text string of a Tile .
Unbound	Don't bind to any string properties. Show the fixed text string.

Inheritance Hierarchy

System.Object
System.ValueType
System.Enum
C1.Win.C1Tile.TextSelector

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

TextTrimming

Defines the method of trimming characters that do not fit in the available space.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum TextTrimming Inherits System.Enum</pre>	
C#	
<pre>public enum TextTrimming : System.Enum</pre>	

Members

Member	Description
EndEllipsis	Specifies that the text is trimmed to the nearest character, and an ellipsis is inserted at the end of a trimmed line.
None	Specifies no trimming.
PathEllipsis	The center is removed from trimmed lines and replaced by an ellipsis.

WordEllipsis	Specifies that text is trimmed to the nearest word, and an ellipsis is inserted at the end of a trimmed line.
---------------------	---

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.TextTrimming

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

ThreeStateBoolean

Defines a boolean type with an additional state which indicates that the value is not stored here.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum ThreeStateBoolean Inherits System.Enum</pre>	
C#	
<pre>public enum ThreeStateBoolean : System.Enum</pre>	

Members

Member	Description
Default	The value is not explicitly specified.

False	Corresponds to Boolean false.
True	Corresponds to Boolean true.

Inheritance Hierarchy

System.Object

System.ValueType

System.Enum

C1.Win.C1Tile.ThreeStateBoolean

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

TileSymbol

Enumerates the tile symbols.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum TileSymbol Inherits System.Enum</pre>	
C#	
<pre>public enum TileSymbol : System.Enum</pre>	

Members

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

Accept	Displays the Accept symbol.
Accessibility	Displays the Accessibility symbol.
Accounts	Displays the Accounts symbol.
Add	Displays the Add symbol.
AddContact	Displays the AddContact symbol.
AddNewFolder	Displays the AddNewFolder symbol.
AddressBook	Displays the AddressBook symbol.
AddToFavorite	Displays the AddToFavorite symbol.
AlignCenter	Displays the AlignCenter symbol.
AlignLeft	Displays the AlignLeft symbol.
AlignRight	Displays the AlignRight symbol.
AllApps	Displays the AllApps symbol.
AllAppsMirrored	Displays the AllAppsMirrored symbol.
AlternateAudioTrack	Displays the AlternateAudioTrack symbol.
AppBar	Displays the AppBar symbol.
Attach	Displays the Attach symbol.
AutoplayStop	Displays the AutoplayStop symbol.
Backspace	Displays the Backspace symbol.

BackToWindow	Displays the BackToWindow symbol.
Backward	Displays the Backward symbol.
Bcc	Displays the Bcc symbol.
BlockContact	Displays the BlockContact symbol.
Bold	Displays the Bold symbol.
BoldGerman	Displays the BoldGerman symbol.
BoldItalian	Displays the BoldItalian symbol.
BoldKorean	Displays the BoldKorean symbol.
BoldRussian	Displays the BoldRussian symbol.
BoldSpanish	Displays the BoldSpanish symbol.
Bookmarks	Displays the Bookmarks symbol.
BookmarksMirrored	Displays the BookmarksMirrored symbol.
BrokenHeart	Displays the BrokenHeart symbol.
BrowseByAlbum	Displays the BrowseByAlbum symbol.
BrowseByAlbumMirrored	Displays the BrowseByAlbumMirrored symbol.
BrowsePhotos	Displays the BrowsePhotos symbol.
Calculator	Displays the Calculator symbol.
Calendar	Displays the Calendar symbol.

CalendarReply	Displays the CalendarReply symbol.
Camera	Displays the Camera symbol.
Cancel	Displays the Cancel symbol.
Caption	Displays the Caption symbol.
CategoryAZ	Displays the CategoryAZ symbol.
CellPhone	Displays the CellPhone symbol.
CharmsBar	Displays the CharmsBar symbol.
CharmsBarMirrored	Displays the CharmsBarMirrored symbol.
CheckBox	Displays the CheckBox symbol.
CheckComposite	Displays the CheckComposite symbol.
CheckFill	Displays the CheckFill symbol.
CheckReversed	Displays the CheckReversed symbol.
ChooseLikeOrDislike	Displays the ChooseLikeOrDislike symbol.
Circle	Displays the Circle symbol.
CircleWithBalloon	Displays the CircleWithBalloon symbol.
CircleWithChat	Displays the CircleWithChat symbol.
CircleWithFood	Displays the CircleWithFood symbol.
CircleWithHelpDesk	Displays the CircleWithHelpDesk symbol.

CircleWithMinus	Displays the CircleWithMinus symbol.
CircleWithMultiply	Displays the CircleWithMultiply symbol.
CircleWithPlane	Displays the CircleWithPlane symbol.
CircleWithPlus	Displays the CircleWithPlus symbol.
CircleWithSmile	Displays the CircleWithSmile symbol.
CircleWithWeather	Displays the CircleWithWeather symbol.
ClearSelection	Displays the ClearSelection symbol.
ClearSelectionMirrored	Displays the ClearSelectionMirrored symbol.
ClosedCaption	Displays the ClosedCaption symbol.
ClosedCaptionEuro	Displays the ClosedCaptionEuro symbol.
ClosedCaptionJPN	Displays the ClosedCaptionJPN symbol.
CloseMetadata	Displays the CloseMetadata symbol.
CloseMetadataMirrored	Displays the CloseMetadataMirrored symbol.
Comment	Displays the Comment symbol.
ContactInfo	Displays the ContactInfo symbol.
Copy	Displays the Copy symbol.
Crop	Displays the Crop symbol.
CurrentLocation	Displays the CurrentLocation symbol.

Cut	Displays the Cut symbol.
Day	Displays the Day symbol.
Delete	Displays the Delete symbol.
Details	Displays the Details symbol.
DetailsMirrored	Displays the DetailsMirrored symbol.
Device	Displays the Device symbol.
Digit0	Displays the Digit0 symbol.
Digit1	Displays the Digit1 symbol.
Digit2	Displays the Digit2 symbol.
Digit3	Displays the Digit3 symbol.
Digit4	Displays the Digit4 symbol.
Digit5	Displays the Digit5 symbol.
Digit6	Displays the Digit6 symbol.
Digit7	Displays the Digit7 symbol.
Digit8	Displays the Digit8 symbol.
Digit9	Displays the Digit9 symbol.
Direction	Displays the Direction symbol.
DisableUpdates	Displays the DisableUpdates symbol.

DisclosureDown	Displays the DisclosureDown symbol.
DisclosureDown2	Displays the DisclosureDown2 symbol.
DisclosureLeft	Displays the DisclosureLeft symbol.
DisclosureLeft2	Displays the DisclosureLeft2 symbol.
DisclosureRight	Displays the DisclosureRight symbol.
DisclosureRight2	Displays the DisclosureRight2 symbol.
DisclosureUp	Displays the DisclosureUp symbol.
DisclosureUp2	Displays the DisclosureUp2 symbol.
DisconnectNetworkDrive	Displays the DisconnectNetworkDrive symbol.
Dislike	Displays the Dislike symbol.
Dock	Displays the Dock symbol.
DockMirrored	Displays the DockMirrored symbol.
Document	Displays the Document symbol.
Download	Displays the Download symbol.
Edit	Displays the Edit symbol.
EditMirrored	Displays the EditMirrored symbol.
Emoji2	Displays the Emoji2 symbol.
Emoticon	Displays the Emoticon symbol.

Enter	Displays the Enter symbol.
ExpandTile	Displays the ExpandTile symbol.
ExpandTileMirrored	Displays the ExpandTileMirrored symbol.
Favorite	Displays the Favorite symbol.
FavoriteStarEmpty	Displays the FavoriteStarEmpty symbol.
Files	Displays the Files symbol.
FilledBackward	Displays the FilledBackward symbol.
FilledCircle	Displays the FilledCircle symbol.
FilledForward	Displays the FilledForward symbol.
FilledMinus	Displays the FilledMinus symbol.
FilledMultiply	Displays the FilledMultiply symbol.
FilledPlus	Displays the FilledPlus symbol.
Filter	Displays the Filter symbol.
Find	Displays the Find symbol.
Font	Displays the Font symbol.
FontColor	Displays the FontColor symbol.
FontColorKorean	Displays the FontColorKorean symbol.
FontSize	Displays the FontSize symbol.

FontSizeDecrease	Displays the FontSizeDecrease symbol.
FontSizeIncrease	Displays the FontSizeIncrease symbol.
FontStyleKorean	Displays the FontStyleKorean symbol.
Forward	Displays the Forward symbol.
ForwardMail	Displays the ForwardMail symbol.
ForwardMailMirrored	Displays the ForwardMailMirrored symbol.
FourBars	Displays the FourBars symbol.
FullScreen	Displays the FullScreen symbol.
Go	Displays the Go symbol.
GoMirrored	Displays the GoMirrored symbol.
GoToStart	Displays the GoToStart symbol.
HangUp	Displays the HangUp symbol.
Help	Displays the Help symbol.
HelpMirrored	Displays the HelpMirrored symbol.
Highlight	Displays the Highlight symbol.
HighPriority	Displays the HighPriority symbol.
Home	Displays the Home symbol.
HorizontalDots	Displays the HorizontalDots symbol.

Import	Displays the Import symbol.
ImportAllFiles	Displays the ImportAllFiles symbol.
ImportAllFilesMirrored	Displays the ImportAllFilesMirrored symbol.
ImportMirrored	Displays the ImportMirrored symbol.
Italic	Displays the Italic symbol.
ItalicGerman	Displays the ItalicGerman symbol.
ItalicItalian	Displays the ItalicItalian symbol.
ItalicKorean	Displays the ItalicKorean symbol.
ItalicRussian	Displays the ItalicRussian symbol.
ItalicSpanish	Displays the ItalicSpanish symbol.
Keyboard	Displays the Keyboard symbol.
Layout	Displays the Layout symbol.
LeaveConversation	Displays the LeaveConversation symbol.
Left	Displays the Left symbol.
LeftToRight	Displays the LeftToRight symbol.
LessDetails	Displays the LessDetails symbol.
Library	Displays the Library symbol.
LightOff	Displays the LightOff symbol.

LightOn	Displays the LightOn symbol.
Like	Displays the Like symbol.
Link	Displays the Link symbol.
Lock	Displays the Lock symbol.
Mail	Displays the Mail symbol.
Mail2	Displays the Mail2 symbol.
Map	Displays the Map symbol.
MapAddress	Displays the MapAddress symbol.
MapNetworkDrive	Displays the MapNetworkDrive symbol.
MatchOptions	Displays the MatchOptions symbol.
Microphone	Displays the Microphone symbol.
Month	Displays the Month symbol.
MonthMirrored	Displays the MonthMirrored symbol.
More	Displays the More symbol.
MoreDetails	Displays the MoreDetails symbol.
MoreOptions	Displays the MoreOptions symbol.
MoreOptionsMirrored	Displays the MoreOptionsMirrored symbol.
MoveToFolder	Displays the MoveToFolder symbol.

NavigateBackward	Displays the NavigateBackward symbol.
NavigateForward	Displays the NavigateForward symbol.
Next	Displays the Next symbol.
OneBar	Displays the OneBar symbol.
OpenMetadataMirrored	Displays the OpenMetadataMirrored symbol.
OpenFile	Displays the OpenFile symbol.
OpenFileLocation	Displays the OpenFileLocation symbol.
OpenInWeb	Displays the OpenInWeb symbol.
OpenMetadata	Displays the OpenMetadata symbol.
OpenNewWindows	Displays the OpenNewWindows symbol.
OpenWith	Displays the OpenWith symbol.
OpenWithMirrored	Displays the OpenWithMirrored symbol.
Options	Displays the Options symbol.
OutlinedHeart	Displays the OutlinedHeart symbol.
OutlinedStar	Displays the OutlinedStar symbol.
Page	Displays the Page symbol.
Paste	Displays the Paste symbol.
Pause	Displays the Pause symbol.

Pdf	Displays the Pdf symbol.
People	Displays the People symbol.
Permissions	Displays the Permissions symbol.
Phone	Displays the Phone symbol.
PictureLibrary	Displays the PictureLibrary symbol.
Pin	Displays the Pin symbol.
PinToTaskbar	Displays the PinToTaskbar symbol.
Placeholder	Displays the Placeholder symbol.
Play	Displays the Play symbol.
PortraitLandscape	Displays the PortraitLandscape symbol.
Post	Displays the Post symbol.
PostUpdate	Displays the PostUpdate symbol.
Power	Displays the Power symbol.
Presence	Displays the Presence symbol.
PreviewLink	Displays the PreviewLink symbol.
Previous	Displays the Previous symbol.
ProtectedPdf	Displays the ProtectedPdf symbol.
Read	Displays the Read symbol.

Redo	Displays the Redo symbol.
ReduceTile	Displays the ReduceTile symbol.
ReduceTileMirrored	Displays the ReduceTileMirrored symbol.
Refresh	Displays the Refresh symbol.
Reject	Displays the Reject symbol.
RemoteDesktopHome	Displays the RemoteDesktopHome symbol.
Remove	Displays the Remove symbol.
RemoveSplit	Displays the RemoveSplit symbol.
Rename	Displays the Rename symbol.
Repeat	Displays the Repeat symbol.
RepeatOnce	Displays the RepeatOnce symbol.
Reply	Displays the Reply symbol.
ReplyAll	Displays the ReplyAll symbol.
ReplyAllMirrored	Displays the ReplyAllMirrored symbol.
ReplyMirrored	Displays the ReplyMirrored symbol.
ReportHacked	Displays the ReportHacked symbol.
Results	Displays the Results symbol.
ResultsMirrored	Displays the ResultsMirrored symbol.

Retweet	Displays the Retweet symbol.
Right	Displays the Right symbol.
RightToLeft	Displays the RightToLeft symbol.
Rotate	Displays the Rotate symbol.
RotateCamera	Displays the RotateCamera symbol.
RunAsAdmin	Displays the RunAsAdmin symbol.
RunAsOtherUser	Displays the RunAsOtherUser symbol.
RunAsService	Displays the RunAsService symbol.
Save	Displays the Save symbol.
SaveLocal	Displays the SaveLocal symbol.
SBArrowDown	Displays the SBArrowDown symbol.
SBArrowLeft	Displays the SBArrowLeft symbol.
SBArrowRight	Displays the SBArrowRight symbol.
SBArrowUp	Displays the SBArrowUp symbol.
SelectAll	Displays the SelectAll symbol.
Send	Displays the Send symbol.
SetAsLockScreenImage	Displays the SetAsLockScreenImage symbol.
SetAsTileImage	Displays the SetAsTileImage symbol.

Settings	Displays the Settings symbol.
Shift	Displays the Shift symbol.
Shop	Displays the Shop symbol.
ShowAllFiles	Displays the ShowAllFiles symbol.
ShowBcc	Displays the ShowBcc symbol.
Shuffle	Displays the Shuffle symbol.
SingleFile	Displays the SingleFile symbol.
Slideshow	Displays the Slideshow symbol.
SolidHeart	Displays the SolidHeart symbol.
SolidStar	Displays the SolidStar symbol.
Sort	Displays the Sort symbol.
SplitHorizontally	Displays the SplitHorizontally symbol.
SplitVertically	Displays the SplitVertically symbol.
StartChat	Displays the StartChat symbol.
Status	Displays the Status symbol.
Stop	Displays the Stop symbol.
Street	Displays the Street symbol.
Switch	Displays the Switch symbol.

SwitchApps	Displays the SwitchApps symbol.
Sync	Displays the Sync symbol.
SyncFolder	Displays the SyncFolder symbol.
Tag	Displays the Tag symbol.
TakeWebcamPicture	Displays the TakeWebcamPicture symbol.
ThreeBars	Displays the ThreeBars symbol.
Tiles	Displays the Tiles symbol.
Timer	Displays the Timer symbol.
Tools	Displays the Tools symbol.
TouchPointer	Displays the TouchPointer symbol.
Trash	Displays the Trash symbol.
TrimVideo	Displays the TrimVideo symbol.
TwoBars	Displays the TwoBars symbol.
Underline	Displays the Underline symbol.
UnderlineGerman	Displays the UnderlineGerman symbol.
UnderlineItalian	Displays the UnderlineItalian symbol.
UnderlineKorean	Displays the UnderlineKorean symbol.
UnderlineRussian	Displays the UnderlineRussian symbol.

Undo	Displays the Undo symbol.
Unfavorite	Displays the Unfavorite symbol.
Unlock	Displays the Unlock symbol.
Unpin	Displays the Unpin symbol.
UnpinFromTaskbar	Displays the UnpinFromTaskbar symbol.
UnsyncFolder	Displays the UnsyncFolder symbol.
Up	Displays the Up symbol.
Upload	Displays the Upload symbol.
UsbCamera	Displays the UsbCamera symbol.
VerticalDots	Displays the VerticalDots symbol.
Video	Displays the Video symbol.
VideoChat	Displays the VideoChat symbol.
View	Displays the View symbol.
ViewAllAlbums	Displays the ViewAllAlbums symbol.
ViewAllInfo	Displays the ViewAllInfo symbol.
ViewNotifications	Displays the ViewNotifications symbol.
Voicemail	Displays the Voicemail symbol.
Volume	Displays the Volume symbol.

VolumeMute	Displays the VolumeMute symbol.
Week	Displays the Week symbol.
ZeroBars	Displays the ZeroBars symbol.
ZoomIn	Displays the ZoomIn symbol.
ZoomNeutral	Displays the ZoomNeutral symbol.
ZoomOut	Displays the ZoomOut symbol.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Win.C1Tile.TileSymbol

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows 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.C1Tile Namespace](#)

Interfaces

ITileControlDesigner

This is an infrastructure interface. Don't use it directly.

Object Model

ITileControlDesigner

Syntax

Visual Basic (Declaration)	
Public Interface ITileControlDesigner	
C#	
public interface ITileControlDesigner	

Requirements

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

See Also

Reference

[ITileControlDesigner Members](#)

[C1.Win.C1Tile Namespace](#)

Overview

This is an infrastructure interface. Don't use it directly.

Object Model

ITileControlDesigner

Syntax

Visual Basic (Declaration)	
Public Interface ITileControlDesigner	
C#	
public interface ITileControlDesigner	

Requirements

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

See Also

Reference

[ITileControlDesigner Members](#)






[C1.Win.C1Tile Namespace](#)

Members

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





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

Public Properties

	Name	Description
	ActiveGroup	This is an infrastructure property. Don't use it directly.
	ActiveTile	This is an infrastructure property. Don't use it directly.
	CanShowSmartTag	This is an infrastructure property. Don't use it directly.
	ChangeService	This is an infrastructure property. Don't use it directly.
	DesignerHost	This is an infrastructure property. Don't use it directly.

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Public Methods

	Name	Description
	DoDefaultAction	This is an infrastructure method. Don't use it directly.
	SelectComponent	This is an infrastructure method. Don't use it directly.
	ShowContextMenu	This is an infrastructure method. Don't use it directly.
	ShowSmartTag	This is an infrastructure method. Don't use it directly.

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See Also

Reference





[ITileControlDesigner Interface](#)

[C1.Win.C1Tile Namespace](#)

Methods

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

Public Methods

	Name	Description
	DoDefaultAction	This is an infrastructure method. Don't use it directly.
	SelectComponent	This is an infrastructure method. Don't use it directly.
	ShowContextMenu	This is an infrastructure method. Don't use it directly.
	ShowSmartTag	This is an infrastructure method. Don't use it directly.

[Top](#)

See Also

Reference

[ITileControlDesigner Interface](#)

[C1.Win.C1Tile Namespace](#)

DoDefaultAction Method

This is an infrastructure method. Don't use it directly.

Syntax

Visual Basic (Declaration)	
<pre>Sub DoDefaultAction(_ ByVal tile As Tile _</pre>	

)	
C#	
<pre>void DoDefaultAction(Tile tile)</pre>	

Parameters

tile

Requirements

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

See Also

Reference

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

SelectComponent Method

This is an infrastructure method. Don't use it directly.

Syntax

Visual Basic (Declaration)	
<pre>Sub SelectComponent(_ ByVal item As System.ComponentModel.Component _)</pre>	
C#	
<pre>void SelectComponent(System.ComponentModel.Component 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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

ShowContextMenu Method

This is an infrastructure method. Don't use it directly.

Syntax

Visual Basic (Declaration)	
<code>Sub ShowContextMenu()</code>	
C#	
<code>void ShowContextMenu()</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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

ShowSmartTag Method

This is an infrastructure method. Don't use it directly.

Syntax

Visual Basic (Declaration)	
Sub ShowSmartTag()	
C#	
void ShowSmartTag()	

Requirements

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

See Also

Reference






[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

Properties

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

Public Properties

	Name	Description
	ActiveGroup	This is an infrastructure property. Don't use it directly.
	ActiveTile	This is an infrastructure property. Don't use it directly.
	CanShowSmartTag	This is an infrastructure property. Don't use it directly.
	ChangeService	This is an infrastructure property. Don't use it directly.
	DesignerHost	This is an infrastructure property. Don't use it directly.

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See Also

Reference

[ITileControlDesigner Interface](#)

[C1.Win.C1Tile Namespace](#)

ActiveGroup Property

This is an infrastructure property. Don't use it directly.

Syntax

Visual Basic (Declaration)	
<code>ReadOnly Property ActiveGroup As Group</code>	
C#	
<code>Group ActiveGroup {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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

ActiveTile Property

This is an infrastructure property. Don't use it directly.

Syntax

Visual Basic (Declaration)	
<code>ReadOnly Property ActiveTile As Tile</code>	
C#	
<code>Tile ActiveTile {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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

CanShowSmartTag Property

This is an infrastructure property. Don't use it directly.

Syntax

Visual Basic (Declaration)	
ReadOnly Property CanShowSmartTag As System.Boolean	
C#	
System.bool CanShowSmartTag {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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

ChangeService Property

This is an infrastructure property. Don't use it directly.

Syntax

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

ReadOnly Property ChangeService As System.ComponentModel.Design.IComponentChangeService
--

C#

System.ComponentModel.Design.IComponentChangeService ChangeService { 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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

DesignerHost Property

This is an infrastructure property. Don't use it directly.

Syntax

Visual Basic (Declaration)

ReadOnly Property DesignerHost As System.ComponentModel.Design.IDesignerHost
--

C#

System.ComponentModel.Design.IDesignerHost DesignerHost { 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

[ITileControlDesigner Interface](#)

[ITileControlDesigner Members](#)

Delegates

TemplatePaintEventHandler

Represents a delegate that handles [Template.Paint](#) event.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub TemplatePaintEventHandler(_ ByVal sender As System.Object, _ ByVal e As TemplatePaintEventArgs _)</pre>	
C#	
<pre>public delegate void TemplatePaintEventHandler(System.object sender, TemplatePaintEventArgs e)</pre>	

Parameters

sender

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

[TemplatePaintEventHandler Members](#)
[C1.Win.C1Tile Namespace](#)

TileEventHandler

Represents a delegate that handles [C1TileControl](#) events.

Syntax

Visual Basic (Declaration)	
<pre>Public Delegate Sub TileEventHandler(_ ByVal sender As System.Object, _ ByVal e As TileEventArgs _)</pre>	
C#	
<pre>public delegate void TileEventHandler(System.object sender, TileEventArgs e)</pre>	

Parameters

sender

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


[TileEventHandler Members](#)
[C1.Win.C1Tile Namespace](#)

C1.Win.C1Tile.Localization Namespace

Overview

Classes

	Class	Description
	Strings	The Strings class contains static properties used for localization.

	Strings.MiscStrings	
---	-------------------------------------	--

See Also

Reference

[C1.Win.C1TileControl.4 Assembly](#)

Classes

Strings

The [Strings](#) class contains static properties used for localization.

Object Model

Strings

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit NotInheritable Class Strings</code>	
C#	
<code>public static class Strings</code>	

Inheritance Hierarchy

System.Object

C1.Win.C1Tile.Localization.Strings

Requirements

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

See Also

Reference

[Strings Members](#)

[C1.Win.C1Tile.Localization Namespace](#)

Overview

The [Strings](#) class contains static properties used for localization.

Object Model

Strings

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit NotInheritable Class Strings</code>	
C#	
<code>public static class Strings</code>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Tile.Localization.Strings

Requirements

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

See Also

Reference



[Strings Members](#)
[C1.Win.C1Tile.Localization Namespace](#)

Members
[Properties](#)

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

Public Properties

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

 S	ResourceManager	The ResourceManager object used for lookup resources.
 S	UICulture	Returns default System.Globalization.CultureInfo object used as fallback culture.

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See Also

Reference



[Strings Class](#)

[C1.Win.C1Tile.Localization Namespace](#)

Properties

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

Public Properties

	Name	Description
 S	ResourceManager	The ResourceManager object used for lookup resources.
 S	UICulture	Returns default System.Globalization.CultureInfo object used as fallback culture.

[Top](#)

See Also

Reference

[Strings Class](#)

[C1.Win.C1Tile.Localization Namespace](#)

ResourceManager Property

The [ResourceManager](#) object used for lookup resources.

Syntax

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

Public Shared Property ResourceManager As System.Resources.ResourceManager	
C#	
public static System.Resources.ResourceManager ResourceManager {get; set;}	

Remarks

Set this property to the valid value if you define resources in a Custom Control assembly.

Requirements

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

See Also

Reference

[Strings Class](#)

[Strings Members](#)

UICulture Property

Returns default **System.Globalization.CultureInfo** object used as fallback culture.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property UICulture As System.Globalization.CultureInfo	
C#	
public static System.Globalization.CultureInfo UICulture {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

[Strings Class](#)
[Strings Members](#)

[Strings.MiscStrings](#)

Object Model

[Strings.MiscStrings](#)

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit NotInheritable Class Strings.MiscStrings</code>	
C#	
<code>public static class Strings.MiscStrings</code>	

Inheritance Hierarchy

System.Object
 C1.Win.C1Tile.Localization.Strings.MiscStrings

Requirements

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

See Also

Reference

[Strings.MiscStrings Members](#)
[C1.Win.C1Tile.Localization Namespace](#)

Overview

Object Model

[Strings.MiscStrings](#)

Syntax

Visual Basic (Declaration)	
<code>Public MustInherit NotInheritable Class Strings.MiscStrings</code>	
C#	
<code>public static class Strings.MiscStrings</code>	

Inheritance Hierarchy

System.Object

C1.Win.C1Tile.Localization.Strings.MiscStrings

Requirements

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

See Also

Reference

[Strings.MiscStrings Members](#)





[C1.Win.C1Tile.Localization Namespace](#)

Members

[Properties](#)

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

Public Properties

	Name	Description
 S	AlreadyAdded	
 S	DefaultItem	
 S	DefaultTemplate	
 S	LoadTransaction	

 S	MoveItemTransaction	
 S	MustBeGreaterOrEqual	
 S	MustBeLessOrEqual	
 S	SetIndexPropertyTransaction	
 S	XmlDefinitionNotFound	

[Top](#)

See Also

Reference





[Strings.MiscStrings Class](#)




[C1.Win.C1Tile.Localization Namespace](#)

Properties

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

Public Properties

	Name	Description
 S	AlreadyAdded	
 S	DefaultItem	
 S	DefaultTemplate	
 S	LoadTransaction	
 S	MoveItemTransaction	
 S	MustBeGreaterOrEqual	

 S	MustBeLessOrEqual	
 S	SetIndexPropertyTransaction	
 S	XmlDefinitionNotFound	

[Top](#)

See Also

Reference

[Strings.MiscStrings Class](#)

[C1.Win.C1Tile.Localization Namespace](#)

AlreadyAdded Property

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property AlreadyAdded As System.String	
C#	
public static System.string AlreadyAdded { 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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

DefaultItem Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property DefaultItem As System.String</code>	
C#	
<code>public static System.string DefaultItem {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

DefaultTemplate Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property DefaultTemplate As System.String</code>	
C#	
<code>public static System.string DefaultTemplate {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

LoadTransaction Property

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly Property LoadTransaction As System.String
```

C#

```
public static System.string LoadTransaction {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

MoveItemTransaction Property

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly Property MoveItemTransaction As System.String
```

C#

```
public static System.string MoveItemTransaction {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

[Strings.MiscStrings Class](#)
[Strings.MiscStrings Members](#)

MustBeGreaterOrEqual Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property MustBeGreaterOrEqual As System.String</code>	
C#	
<code>public static System.string MustBeGreaterOrEqual {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

[Strings.MiscStrings Class](#)
[Strings.MiscStrings Members](#)

MustBeLessOrEqual Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property MustBeLessOrEqual As System.String</code>	
C#	
<code>public static System.string MustBeLessOrEqual {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

SetIndexPropertyTransaction Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property SetIndexPropertyTransaction As System.String</code>	
C#	
<code>public static System.string SetIndexPropertyTransaction {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)

XmlDefinitionNotFound Property

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property XmlDefinitionNotFound As System.String</code>	
C#	
<code>public static System.string XmlDefinitionNotFound {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

[Strings.MiscStrings Class](#)

[Strings.MiscStrings Members](#)