



Fancy Fonts OCX

Version 1.0

User Manual

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Introduction

Fancy Fonts

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Fancy Fonts is a trademark of Hestor Ltd

We developed **Fancy Fonts** for our own internal use within our software applications, we have developed many applications over the years.

These range from simple stand alone systems, to systems in use within large organisations including Hospitals, etc.

Fancy Fonts will allow you to place a CAPTION / Label like object on your form, the big difference is that three functions are made instantly available to you;

- * Caption's can have a shadow behind it, the shadow going in one of eight different directions,
- * Caption's can be flashing between colors at a given speed,
- * Caption's can be set so once the user clicks it a web page is opened up in the default browser.

All of which is done by setting a simple properties.

- * **Shadow Color, Shadow Direction, Shadow Enabled, Shadow Width**
- * **Flashing Color, Flashing Enabled**
- * **Html Active, Html Link**

[Send your comments, suggestions or to ask questions about this component](#)

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Updates

Updates

Updates are automatically notified to all developers / registered user.

If you need any assistance or wish to ask any questions please email support@hestor.com

[Send your comments, suggestions or to ask questions about this component](#)

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Getting Support

Getting Support

We want to be as helpful as possible. We always want you to come away happy. We realize that we can't make everyone happy (for some reason, our families believe we should be at home sometimes) we will however always help as best we can.

Help With Our Components

If you're having trouble with one of our components, here are a few general suggestions. First, take a look at the sample programs. Usually, there is a sample program that shows how to use every feature of our components. These can be quite helpful.

These sample programs are located in the default installation folders eg: **c:\program files\hedor\Fancyfonts\Samples**

Second, if you haven't already, take a look at the help file and/or manual. They spell out what each of the Properties, Events, Methods, Objects and Interfaces does. If you are still having trouble with one of our components, please feel free to contact us to get help. When you do, make sure that you have as much information about your problem ready as possible.

The more you tell us, the better we can help you.

Help With General Programming

Many people come to us with questions about general programming issues. We would love to help everyone learn to become great programmers, but we simply don't have the time.

We would always suggest that you read books, try by example, take a look at someone else's coding, when buying books try the likes of **ebay** first, you can save a huge amount on books purchased that have already been used, and as a rule - as any developer will tell you - you only ever need just a chapter from a book - we personally have hundreds and hundreds of books in the office and the vast majority of them are secondhand !

Getting Support

You can receive support for our products from our FAQ, web site or e-mail.

This Help File

This help file is fully searchable. We suggest that you try that first before anything else. By searching in this help file, you'll be searching all of the reference information for this component and all of the FAQ questions and answers.

FAQ

You can find our FAQ at <http://www.ocx.hedor.com/Faqs.html>

E-Mail

If you cannot find the answer to your question on our web site, you can email us directly at support@hedor.com.

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How to Purchase Licenses

Online Via Website

Online Via Website

You can purchase a full licence by visiting our website at the following address;

Fancy Fonts is sold as a single per developer OCX, this means each developer will require their own licence,.

As a good will gesture we will allow each developer to use their licence key for the OCX on both a fixed computer and their own laptop / notebook.

If you have any issues with registering your licence code or any other problems please contact us;
support@hestor.com

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Email / Telephone Direct

Email / Telephone Direct

We are always happy to help where ever possibly, you can send any questions or support issues via email to;
support@hestor.com

We are based in the United Kingdom, support via telephone is offered between the hours of 9:00am to 5.00pm UK time.

You can call the support line on **+44 (0) 161 660 1366**

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Legal Information

Royalty Free License Agreement

Royalty Free Licence Agreement

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License Agreement

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Copies made for any other purpose are expressly prohibited, and adherence to this requirement is the sole responsibility of the purchaser.

Customer written applications containing embedded Hestor Ltd products may be freely distributed, without royalty payments to Hestor Ltd, provided that such distributed Hestor Ltd product is bound into these applications in such a way so as to prohibit separate use in design mode, and that such Hestor Ltd product is distributed only in conjunction with the customer's own software product. The Hestor Ltd product may not be distributed by itself in any form.

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This product is licensed for use by only one developer at a time. Hestor Ltd expressly prohibits installing this product on more than one computer if there is any chance that both copies will be used simultaneously. This restriction also extends to installation on a network server, if more than one workstation will be accessing the product. All developers working on a project that includes a Hestor Ltd product, even though not working directly with the Hestor Ltd, are required to purchase a license for that Hestor Ltd product.

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Hestor Ltd's LIABILITY IS LIMITED TO THE PURCHASE PRICE. Under no circumstances shall Hestor Ltd or the authors of this product be liable for any incidental or consequential damages, nor for any damages in excess of the original purchase price.

To be eligible for free technical support via the Internet and to ensure that you are notified of any future updates, please complete the enclosed registration card and return it to Hestor Ltd.

English Version

We require that you purchase one copy of a component per developer on a project. If this is met, you may distribute the component with your application royalty free. You may never distribute the LIC file. You may not change the product in any way that removes or changes the requirement of a license file.

We encourage the use of our components as constituent components when the compound components you create are an integral part of your application. But we don't allow distribution of our components as constituents of other components when the compound component is not part of an application. The reason we

need to have this restriction is that without it someone might decide to use our component as a constituent, add some trivial (or even non-trivial) enhancements and then sell the compound component. Obviously there would be little difference between that and just plain reselling our component.

If you have purchased the source code, you may not re-distribute the source code either (nor may you copy it into your own project). Hestor Ltd retains the copyright to the source code.

Your license is non transferable. Contact us for further information.

The sample versions of our products are intended for evaluation purposes only. You may not use the sample version to develop completed applications.

If you have any issues with registering your licence code or any other problems please contact us;
support@hestor.com

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Fancy Fonts Reference

Fancy Fonts Overview

Fancy Fonts Overview

We developed **Fancy Fonts** for our own internal use within our software applications, we have developed many applications over the years.

These range from simple stand alone systems, to systems in use within large organisations including Hospitals, etc.

Fancy Fonts will allow you to place a CAPTION like object on your form, the big difference is that three functions are made instantly available to you;

- * Caption's can have a shadow behind it, the shadow going in one of eight different directions,
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All of which is done by setting a simple property.

- * **Shadow Color, Shadow Direction, Shadow Enabled, Shadow Width**
- * **Flashing Color, Flashing Enabled**
- * **Html Active, Html Link**

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Technical / Distribution Information

Technical / Distribution Information

Active X Control

Fancy Fonts OCX

FILENAME	Hestor_FancyFonts.Ocx
-----------------	-----------------------

Object Name	FancyFonts
Object ID	D97CFBAB-11F9-4623-BA81-C04A04D59F80
Compatibility	VB 5.0 and 6.0, VFP 5.0 and 6.0, other languages
DLL's required	None. This is a light ActiveX control that requires no extra DLLs to operate. This means that your installation packages will be smaller. And, your web pages will load faster, since there are no extra DLL's to download
Registration	You will need to register the OCX control within your installation programme.

Distribution Note

When you develop and distribute an application that uses this component:

1. The ActiveX control (Hestor_FancyFonts.ocx) must be included in the installation package.
2. Use RegSvr32.EXE (or any other install package) to register the OCX.
3. Install the component file(s) into the user's Windows SYSTEM32 folder.
The component file(s) has/have version information built into it.
During installation, ensure that you are not overwriting a newer version.
4. **DO NOT** include the component's .LIC file.

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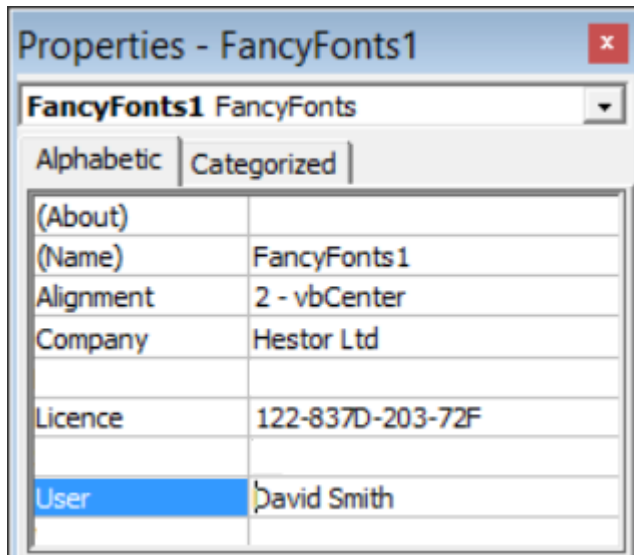
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License Key Registration - How to register

License Key Registration - How to register

Method 1 - Design Mode

After placing the object onto your Form, press F4 - bring up the property window and enter your registration details.



Enter in your Company, Licence and User details as they appear in the registration email we have sent you.

Once entered into the object properties, the NAG screen will not be shown.

Method 2 - Programmatically

You can enter your registration details via coding, this is then processed at run time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Company = "Hestor Ltd"
    .Licence = "122-837D-203-72F"
    .User = "Davids"
End With
```

- * To complete a registration process, you need to specify the three fields above;
- * Company Name, Licence Number & User Name - all of these details are emailed to you upon successful purchase of a valid licence subscription.
- * You can confirm the licence has been successful by calling the Property CallKey, for example;

```
Dim bSuccess as Boolean

bSuccess = FancyFonts1.CofnrmKey

MsgBox "Key Status (True = Valid, False - Invalid) : " & bSuccess
```

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NAG Screen - Valid licece details required

NAG Screen - Valid licence details required

Until you have purchased and registered your details, the NAG screen will appear periodically.



Enter in your Company, Licence and User details as they appear in the registration email we have sent you.

Once entered into the object properties, the NAG screen will not be shown either at Design or Run time.

See License Key Registration for further information on how to register your purchase details.

If you have any problems or issues please contact us via support@hestor.com

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Tutorials

Basic Example (VB)

Basic Examples

Within the installation folder you will find the **Samples** folder, under that the **Simple** folder

Three basic examples are shown there, load them up, run them, then look at the source code.

As developers, we find that the best way for coding is by looking, seeing and following.

These examples cover the basic functionality of the the control;

- * **Shadow** - Caption's can have a shadow behind it, shadow in 1 of 8 directions,
- * **Flashing** - Caption's can be flashing between colors at a given speed,
- * **Web** - Caption's can be set to open a web page in the user's default browser.

These three basic examples will allow you to see the coding, commands and properties in action.

You can add / alter coding to these examples and re-run them, you can also change a lot of the properties in DESIGN time - these are actively shown in DESIGN time.

Try playing with the different examples and the different settings for the properties, you can come up with some amazing examples.

If you need clarification on any of the properties and you can't find the solution within the help guides, please do not hesitate to contact us.

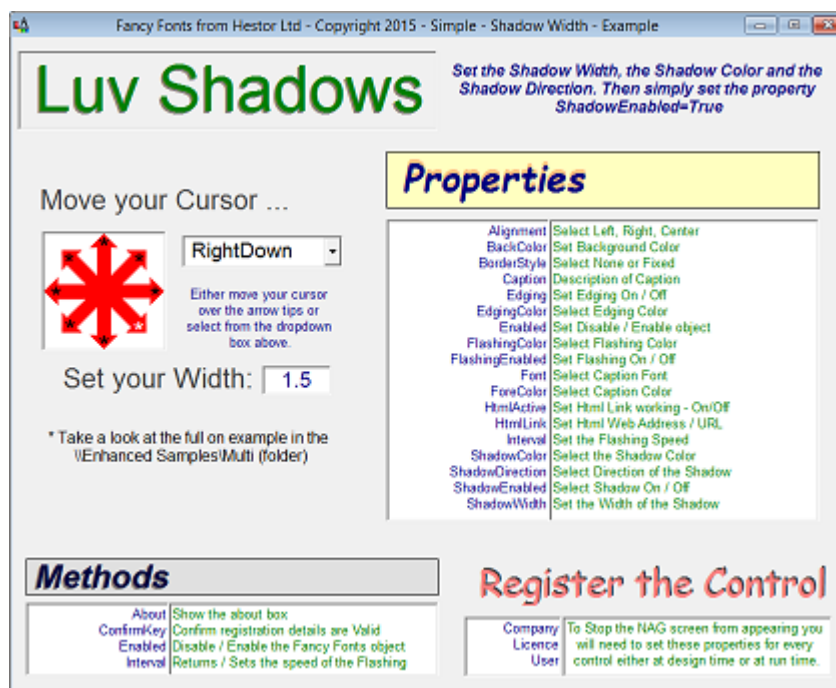
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the Shadow example

Basic Examples - the Shadow Example

Within the installation folder you will find the **Samples** folder, under that the **Simple** folder you will find the sub folder **Shadow** and in that the project **SimpleShadow.vbp**



This example allows you to simply point over an arrow and the Caption **Luv Shadows** will change to show you the shadow effect in the direction the arrow is pointing.

You can also choose the direction from the drop down menu (see below), in addition to that change the **ShadowWidth** by typing in a value in the text box.

Some amazing effective can be produce by mixing the properties, the choice is endless !

When you look at the FORM is DESIGN mode you can click onto the **FancyFonts** controls and see all their property settings.

[Send your comments, suggestions or to ask questions about this component](#)

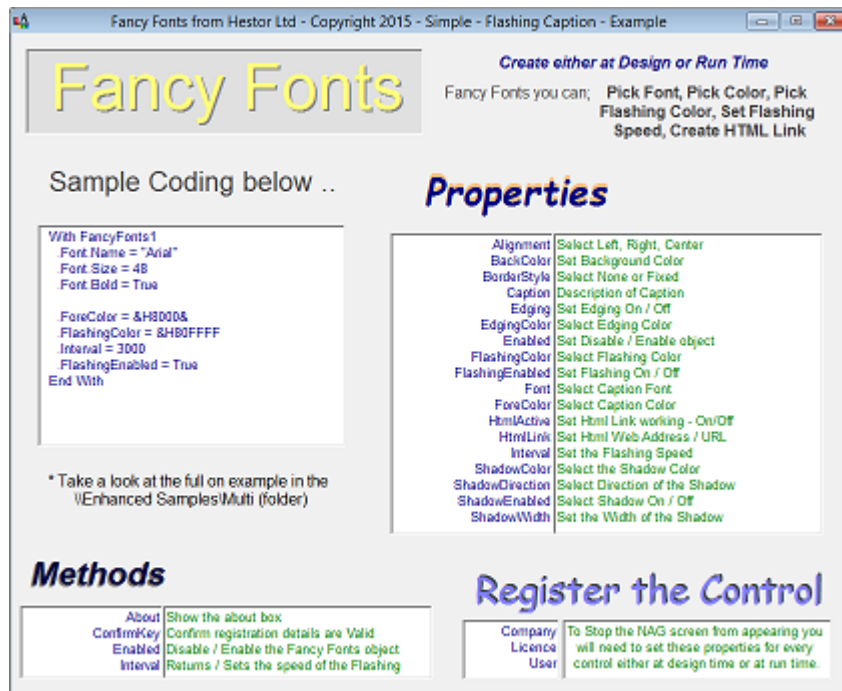
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the Flashing example

Basic Examples - the Flashing Example

Within the installation folder you will find the **Samples** folder, under that the **Simple** folder you will find the sub folder **Flashing** and in that the project **SimpleFlashing.vbp**

This example shows you just how cool the **FancyFonts** object can be, below it you can see the source code.



When you look at the FORM is DESIGN mode you can click onto the **FancyFonts** controls and see all their property settings.

Double click into the **Form_Load**, there you can add in any extra properties you want.

You can also see the object change in DESIGN time without the need of coding, try changing the objects properties.

[Send your comments, suggestions or to ask questions about this component](#)

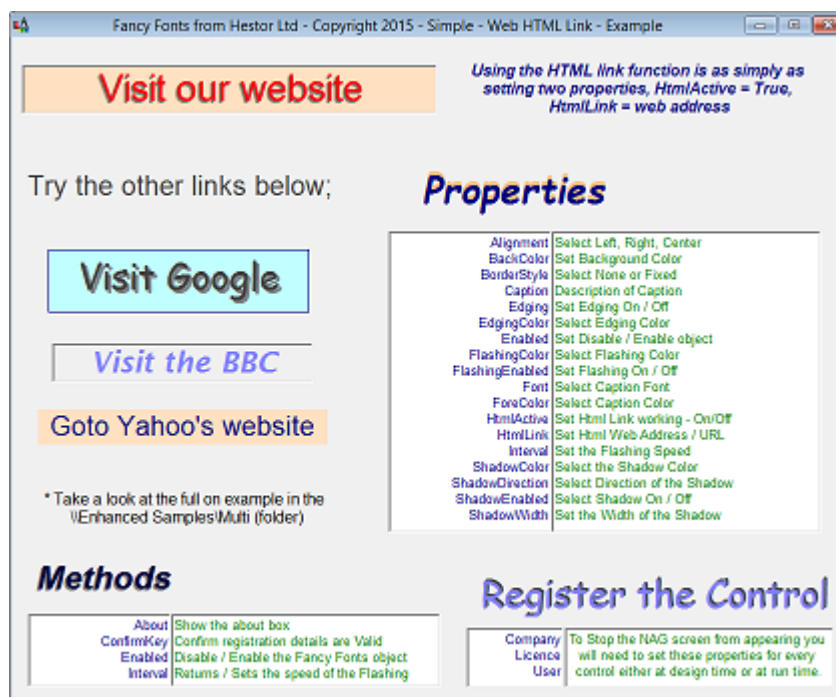
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the Web / Html example

Basic Examples - the Web / Html Example

Within the installation folder you will find the **Samples** folder, under that the **Simple** folder you will find the sub folder **Web** and in that the project **SimpleWeb.vbp**

This example shows you just how simple it is to provide your customers with direct links from within their applications.



You can place active links on any **FancyFonts** object, all you need to do is set two properties;

- 1) **HtmlActive** = True
- 2) **HtmlLink** = "http://www.ocx.hestor.com"

That's it, regardless of any other settings of the object, the minute you set the **HtmlActive= True**, the object becomes alive. As soon as its clicked the users default web browser is opened and directed to the given website.

You can also switch the link off during run time, just simply set the property to FALSE.

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Enhanced Example (VB)

Enhanced Examples

Within the installation folder you will find the **Samples** folder, under that the **Enhanced** folder

Two enhanced examples are shown there, load them up, run them, then look at the source code.

As developers, we find that the best way for coding is by looking, seeing and following.

These examples cover how to use the control in multiple combinations;

- * **All** - Caption showing shadow, flashing and HTML link working,
- * **Multi** - Mixture of captions, some flashing, some html links, all different sizes.

These two enhanced examples will allow you to see the coding commands, properties in action.

[Send your comments, suggestions or to ask questions about this component](#)

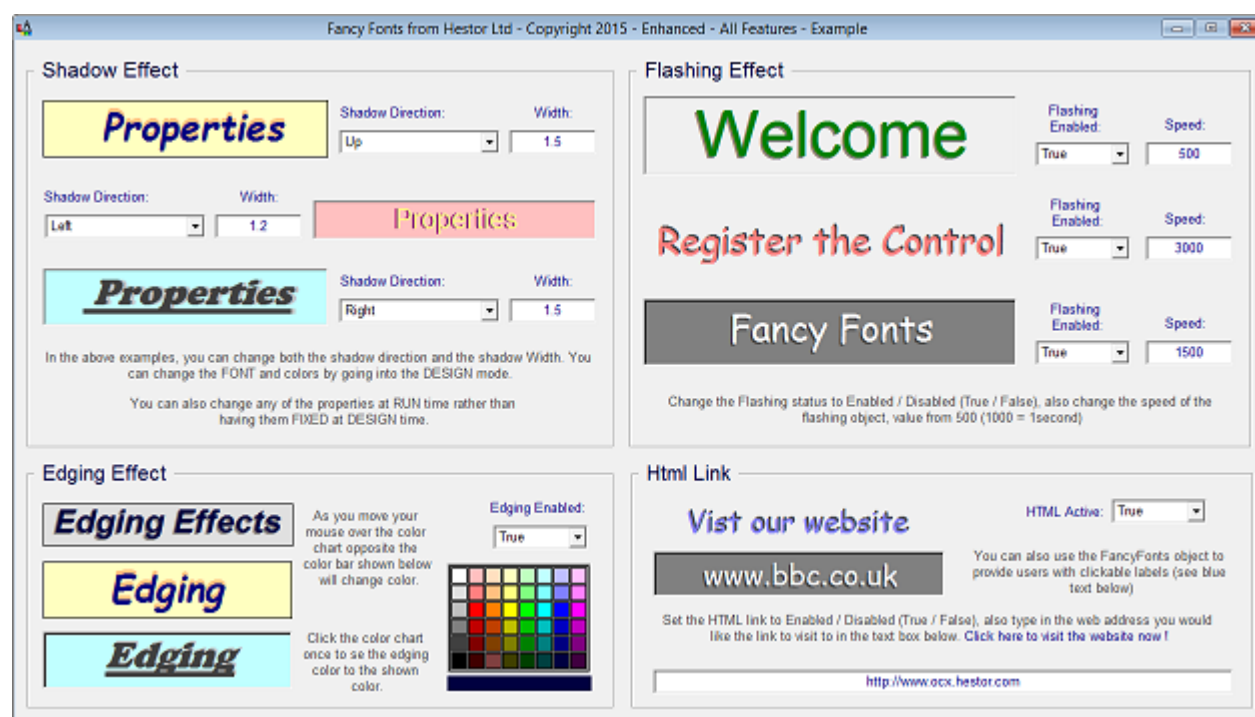
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the All example

Enhanced Examples - the All Example

Within the installation folder you will find the **Samples** folder, under that the **Enhanced** folder you will find the sub folder **All** and in that the project **EnhancedAll.vbp**

This example shows a whole host of examples, showing off the Shadow effect, Flashing effect, Edging effect and the HTML link effect.



Try changing various settings, and what the components change in front of you.

You can mix n match any of the effects / features together, so if you want it flashing with a html link or if you want a label with shadow shown and edging around it.

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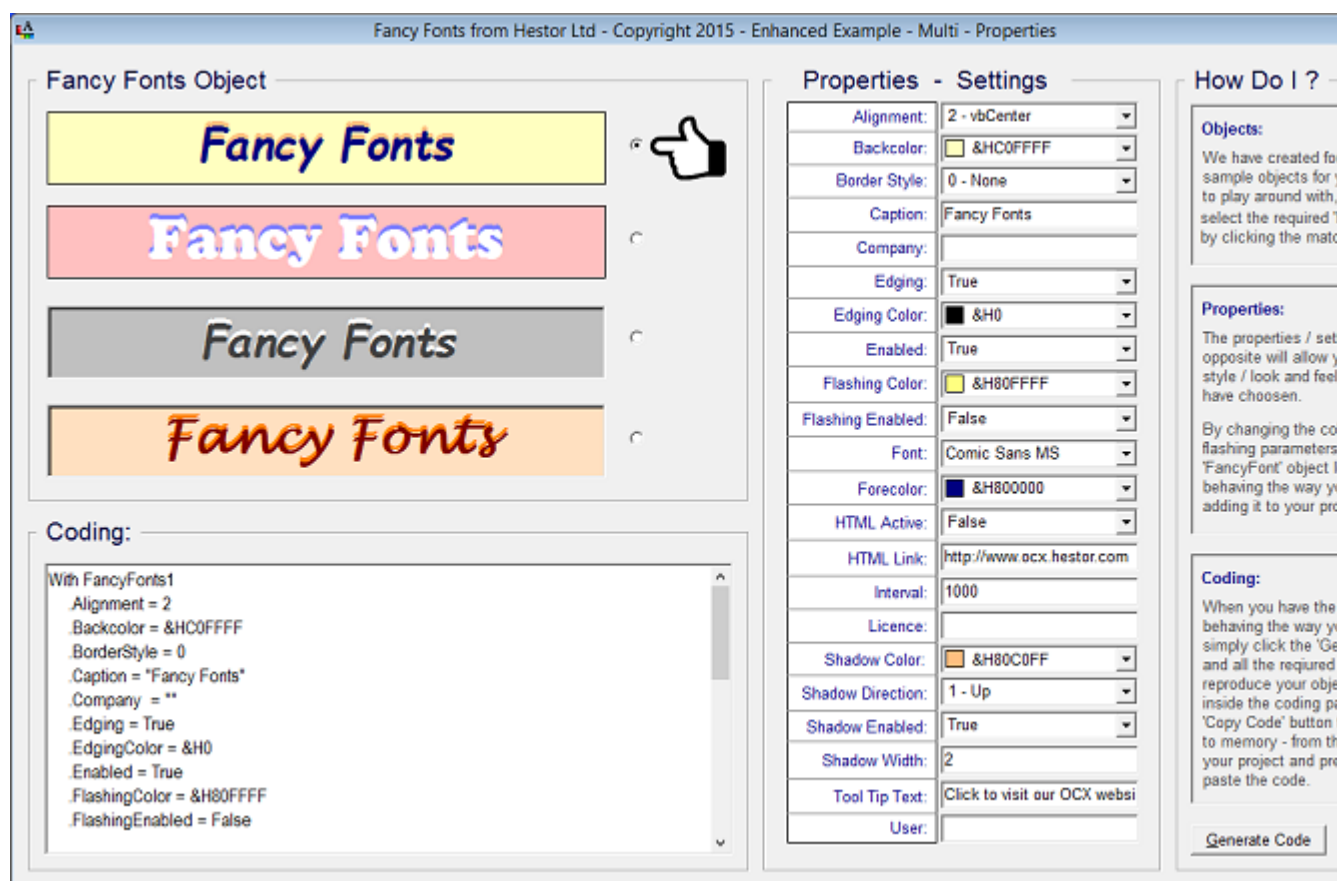
the Multi example

Enhanced Examples - the Multi Examlpe

Within the installation folder you will find the **Samples** folder, under that the **Enhanced** folder you will find the sub folder **Multi** and in that the project **EnhancedMulti.vbp**

With this example you are able to set the properties for the object, simply point the hand at the relevant Object and then change the objects.

As you change the properties, the object will change. This example really allows you to see what properties are available and what they do.



As you change your properties, if you click the **Generate Code** button - the system will self generate all the coding required.

You can simply then copy and paste the coding into your application.

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Methods

About

Displays the **About** Box.

Syntax

[Visual Basic]

object.About

The syntax of the **About** method has these parts;

Part	Description
object	Required. A FancyFonts component.

Remarks

This method displays the About Box for the control.

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Confirm Key

Returns a value to indicate if the current licence key is valid.

Syntax

[Visual Basic]

object.ConfirmKey [=confirmkey]

The syntax of the **ConfirmKey** property has these parts;

Part	Description
object	A FancyFonts component.

confirmkey

A Boolean expression that determines whether your licence key is valid.

Remarks

Each FancyFonts object requires licence validation, make sure you either set these values into the objects properties at design time or set them within your coding at run time.

Example Coding (Visual Basic 6)

With FancyFonts1

```
.Company = "Hestor Ltd"
.User = "Davids"
.License = "239-2398-D34-2817"
```

End With

```
Dim TestKey as Boolean
```

```
TestKey=FancyFonts1.ConfirmKey
```

```
IF TestKey=True then MsgBox "Your Key is VALID" ELSE MsgBox "Sorry Key not accepted"
```

* Remember that the properties can be entered at design time onto the object itself (Visual Basic 6 - press F4), thus removing the need to manually add the coding above.

Data Type

Boolean

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Enabled

Enables or disables the object from running in LIVE mode.

Syntax

[Visual Basic]

object.Enabled [=enabled]

The syntax of the **Enabled** property has these parts;

Part	Description
object	A FancyFonts component.
enabled	A Boolean expression that determines whether the object is running in LIVE mode.

Remarks

Each FancyFonts object can be shown either running (LIVE - TRUE) or not (PAUSED - FALSE).

The caption will be displayed in accordance with the property settings your have chosen regardless of this setting.

Data Type

Boolean

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Interval

Returns or sets the **Interval** value to be used by the timer on the object

Syntax

[Visual Basic]

object.Interval [=interval]

The syntax of the **Interval** property has these parts;

Part	Description
object	A FancyFonts component.
interval	A Long number, the minimum is 1,000, the maximum is 60,000

Remarks

Each FancyFonts object can have its own Interval timer set, so one flashing font could be set to flash quicker than the others.

The interval value is set in 10th of a seconds - so 1,000 is 1 second, 60,000 = 60 seconds.

Example Coding (Visual Basic 6)

```
With FancyFonts1
.Interval=1000
End With

With FancyFonts2
.Interval=20000
End With
```

* The above would have the effect of two flashing labels being shown, the first flashing every 1 seconds, the second once only every 20 seconds.

Data Type

Long Integer

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Properties

Alignment

Returns or sets the **Alignment** of the caption.

Syntax

[Visual Basic]

object.Alignment [= alignment]

The syntax of the **Alignment** property has these parts;

Part	Description
object	A FancyFonts component.
alignment	The alignment to be used when displaying the objects caption.

Remarks

The value of the alignment property must be one of the following constants;

Constants	Value	Description
vbLeft	0	Align the caption to the left hand side of the object
vbRight	1	Align the caption to the right hand side of the object
vbCenter	2	Align the caption in the middle of the object

Data_Type

Integer

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BackColor

Returns or sets the **BackColor** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.BackColor [= backcolor]

The syntax of the **BackColor** property has these parts;

Part	Description
object	A FancyFonts component.
backcolor	A color that determines the background color of the FancyFont's object.

Remarks

You can achieve some great looking captions by settings properties such as the **BackColor**, **BorderStyle**, **EdgingColor** and other properties, see the example coding in the Samples folders.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .BackColor= &H8000000F&
    .Caption = "Welcome to Fancy Fonts"
    .ForeColor = vbRed
    .FlashingColor = vbBlue
    .FlashingEnabled = True
    .Interval = 3000
End With
```

* In the above example, the object will flash every 3 seconds between RED and BLUE, to stop the flashing, set the **.FlashingEnabled = FALSE** (the background color is set to the default form background color).

Data_Type

OLE_COLOR

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BorderStyle

Returns or sets the **BorderStyle** of the caption.

Syntax

[Visual Basic]

object.BorderStyle [= borderstyle]

The syntax of the **BorderStyle** property has these parts;

Part	Description
object	A FancyFonts component.
borderstyle	An Integer value

Remarks

The value of the **borderstyle** property must be one of the following constants;

Constants	Value	Description
None	0	No border is shown
Fixed	1	A 3D effect border is shown

Remarks

- * You can achieve some amazing looking results by mixing the property options, eg; the **BackColor**, **EdgingColor**, **FlashingColor**, **ShadowDirection**, etc - Take a look at the coding examples which are located in the Samples folders.

Data_Type

Integer

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Caption

Returns / sets a **Caption** of the control.

Syntax

[Visual Basic]

object.Caption [= caption]

The syntax of the **Caption** property has these parts;

Part	Description
object	A FancyFonts component.
caption	A String expression that is displayed as the objects caption title.

Remarks

The object caption can be displayed either with / without shadow, with / without flashing, with / without a HTML Link.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Welcome to Fancy Fonts"
    .FlashingEnabled = False
    .ShadowEnabled = False
End With
```

```
With FancyFonts2
    .Caption = "Welcome to Flashing Fonts"
    .FlashingColor = vbRed
    .FlashingEnabled = True
    .ShadowEnabled = False
End With
```

```
With FancyFonts3
    .Caption = "Welcome to Fancy Fonts with Shadow"
    .FlashingEnabled = False
    .ShadowEnabled = True
    .ShadowWidth = 3
    .ShadowDirection = UpLeft
End With
```

* As the example above shows, in FancyFonts1 - Just the Caption, FancyFonts2 - Red flashing caption & Fancy Fonts3 - Shadowed Caption with No Flashing.

* You can of course mix any combination you want, remember of course if you set the FlashingColor to be the same as the ForeColor then NO FLASHING will be visible !

Data Type

String

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Company

Returns / sets your **Company** details, registered users.

Syntax

[Visual Basic]

object.Company [= company]

The syntax of the **Company** property has these parts;

Part	Description
object	A FancyFonts component.
company	A String expression that contains your company information as from your registration details.

Remarks

The property company is used as a way of setting your registration details into the system, this can either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Company = "Hestor Ltd"
    .Licence = "122-837D-203-72F"
    .User = "Davids"
End With
```

- * To complete a registration process, you need to specify the three fields above;
- * Company Name, Licence Number & User Name - all of these details are emailed to you upon successful purchase of a valid licence subscription.
- * You can confirm the licence has been successful by calling the Property CallKey, for example;

```
Dim bSuccess as Boolean

bSuccess = FancyFonts1.CofnrmKey

MsgBox "Key Status (True = Valid, False - Invalid) : " & bSuccess
```

Data Type

String

[Send your comments, suggestions or to ask questions about this component](#)

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Edging

Returns or sets the **Edging** property, turning on / off the edging of the control.

Syntax

[Visual Basic]

***object*.Edging [= edging]**

The syntax of the **Edging** property has these parts;

Part	Description
object	A FancyFonts component.
edging	A Boolean expression either being set as TRUE or FALSE

Remarks

- * If set to true then the object will have an edging line drawn around it, you can set the color by using the property **EdgingColor**.
- * Take a look at the Samples included, these are in the folders **Samples**, these can be very effective.

Data_Type

Boolean

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EdgingColor

Returns or sets the **EdgingColor** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.EdgingColor [= edgingcolor]

The syntax of the **EdgingColor** property has these parts;

Part	Description
object	A FancyFonts component.
edgingcolor	The color that determines the edging color of the caption when the edging property is enabled.

Remarks

The object can be set to have an edging around it, you can choose the color of the edging, this can look very effective.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .BackColor = &H8000000F&
    .BorderStyle = None
    .Caption = "Welcome to Fancy Fonts"
    .Edging = True
    .EdgingColor = vbBlue
    .ForeColor = vbRed
    .FlashingEnabled = false
End With
```

* In the above example, the object will display the caption '**Welcome to Fancy Fonts**' in red with the usual grey default background color - the object will have a single edging shown in blue.

Data_Type

OLE_COLOR

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Enabled

Returns or sets whether the control is **Enabled**.

Syntax

[Visual Basic]

object.Enabled [= enabled]

The syntax of the **Enabled** property has these parts;

Part	Description
object	A FancyFonts component.
enabled	A Boolean expression either being set as TRUE or FALSE

Remarks

- * Even though the object may have the **Enabled** status effect set as FALSE the object will be shown in accordance with the other properties.

Data_Type

Boolean

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Flashing Color

Returns or sets the **Flashing Color** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.FlashingColor [= flashingcolor]

The syntax of the **FlashingColor** property has these parts;

Part	Description
object	A FancyFonts component.
flashingcolor	The color that determines the foreground color of the caption when flashing is enabled.

Remarks

The object can be set to a single color or set to flash between two colors, the primary color is the **forecolor** the secondary is this one - the **flashingcolor**, this can either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Welcome to Fancy Fonts"
    .ForeColor = vbRed
    .FlashingColor = vbBlue
    .FlashingEnabled = True
    .Interval = 3000
End With
```

* In the above example, the object will flash every 3 seconds between RED and BLUE, to stop the flashing, set the **.FlashingEnabled = FALSE**

Data_Type

OLE_COLOR

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Flashing Enabled

Returns or sets the **Flashing Enabled** property, turning on / off flashing of the control.

Syntax

[Visual Basic]

object.FlashingEnabled [= flashingenabled]

The syntax of the **FlashingEnabled** property has these parts;

Part	Description
object	A FancyFonts component.
flashingenabled	A Boolean expression either being set as TRUE or FALSE

Remarks

* If set to true then the object will be flashing, this is dependant on other properties being set, if Visible is set the FALSE then no flashing of the object will occur.

- * The shadow background of the object will NOT change color, likewise if the Flashing Color and ForeColor are the same no flashing will be visible !

Data_Type

Boolean

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Font

Returns or sets the **Font** of the Fancy Fonts control.

Syntax

[Visual Basic]

***object*.Font [= font]**

The syntax of the **Font** property has these parts;

Part	Description
object	A FancyFonts component.
font	A Font Object that is used by the FancyFont's control.

Remarks

Use the Font property of an object to identify a specific Font Object whose properties you want to use, this can either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Welcome to Fancy Fonts"
    .Font.Name = "Arial"
    .Font.Bold = True
    .Font.Size = 72
End With
```

- * When the ShadowEnabled = True, the chosen font is automatically displayed, even in Design Mode.

Data_Type

IFontDisp

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ForeColor

Returns or sets the **ForeColor** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.ForeColor [= forecolor]

The syntax of the **ForeColor** property has these parts;

Part	Description
object	A FancyFonts component.
forecolor	A color that determines the foreground color of the FancyFont's object.

Remarks

The object can be set to a single color or set to flash between two colors, the primary color is the **forecolor** the secondary is this one - the **flashingcolor**, this can either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Welcome to Fancy Fonts"
    .ForeColor = vbRed
    .FlashingColor = vbBlue
    .FlashingEnabled = True
    .Interval = 3000
End With
```

* In the above example, the object will flash every 3 seconds between RED and BLUE, to stop the flashing,
set the **.FlashingEnabled = FALSE**

Data_Type

OLE_COLOR

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Html Active

Returns / sets the **HtmlActive** status, when set to TRUE and the user click the Fancy Font's Caption the users web browser is launched and the linked HTML page is shown.

Syntax

[Visual Basic]

object.HtmlActive [= Enabled]

The syntax of the **HtmlActive** property has these parts;

Part	Description
object	A FancyFonts component.
enabled	A Boolean expression either being set as TRUE or FALSE

Remarks

You can automatically make your applications open the users default web browsers and go to a pre-set website, to make the HTML Link active set this property to True.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Visit our OCX store now."
    .HtmlLink = "http://www.ocx.hestor.com"
    .HtmlActive = True
    .ToolTextTip = "Click this FancyFont Caption to visit my website."
End With
```

- * In the above example, the object will show the caption **Visit our OCX store now**,
- * When the user hover's over the caption the tool text tip will read **Click this FancyFont Caption to visit my website**,
- * When the user clicks the object their default web browsers will launch and the preset website will be visited, in this case our **http://www.ocx.hestor.com** website.

Data_Type

Boolean

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Html Link

Returns or sets the **Html Link** property of the Fancy Fonts control, this is the website address that is to be launched via the users default web browser.

Syntax

[Visual Basic]

object.HtmlLink [= string]

The syntax of the **HtmlLink** property has these parts;

Part	Description
object	A FancyFonts component.
http link	The http website address that is to be opened once the user's default browser has been launched.

Remarks

You should always use the full http addressing format to ensure that the link / website you want to show is always shown.

You must also set the HtmlActive property to TRUE is order to make the FancyFont clickable !

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Caption = "Visit our OCX store now."
    .HtmlLink = "http://www.ocx.hestor.com"
    .HtmlActive = True
    .ToolTextTip = "Click this FancyFont Caption to visit my website."
End With
```

- * In the above example, the object will show the caption **Visit our OCX store now**,
- * When the user hover's over the caption the tool text tip will read **Click this FancyFont Caption to visit my website**,
- * When the user clicks the object their default web browsers will launch and the preset website will be visited, in this case our **http://www.ocx.hestor.com** website.

Data_Type**String**

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Interval

Returns or sets the **Interval** value to be used by the timer on the object

Syntax

[Visual Basic]

object.Interval [=interval]

The syntax of the **Interval** property has these parts;

Part	Description
object	A FancyFonts component.
interval	A Long number, the minimum is 1,000, the maximum is 60,000

Remarks

Each FancyFonts object can have its own Interval timer set, so one flashing font could be set to flash quicker than the others.

The interval value is set in 10th of a seconds - so 1,000 is 1 second, 60,000 = 60 seconds.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Interval=1000
End With

With FancyFonts2
    .Interval=20000
End With
```

* The above would have the effect of two flashing labels being shown, the first flashing every 1 seconds, the second once only every 20 seconds.

Data Type

Long Integer

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Licence

Returns / sets your **Licence** details, registered users.

Syntax

[Visual Basic]

object.Licence [= licence]

The syntax of the **Company** property has these parts;

Part	Description
object	A FancyFonts component.
licence	A String expression that contains your licence information as from your registration details.

Remarks

The property licence is used as a way of setting your registration details into the system, this can either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Company = "Hestor Ltd"
    .Licence = "122-837D-203-72F"
    .User = "Davids"
End With
```

- * To complete a registration process, you need to specify the three fields above;
- * Company Name, Licence Number & User Name - all of these details are emailed to you upon successful purchase of a valid licence subscription.
- * You can confirm the licence has been successful by calling the Property CallKey, for example;

```
Dim bSuccess as Boolean

bSuccess = FancyFonts1.CofnrmKey
```

MsgBox "Key Status (True = Valid, False - Invalid) : " & bSuccess

Data Type

String

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Shadow Color

Returns or sets the **ShadowColor** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.ShadowColor [= shadowcolor]

The syntax of the **Enabled** property has these parts;

Part	Description
object	A FancyFonts component.
shadowcolor	The color that will be used for painting the shadowcolor of the FancyFonts control.

Remarks

- * If the shadow background color is the same as the foreground color then the shadow effect might look strange !

Data_Type

OLE_COLOR

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Shadow Direction

Returns or sets the **ShadowDirection** of the caption.

Syntax

[Visual Basic]

object.ShadowDirection [= shadowdirection]

The syntax of the **ShadowDirection** property has these parts;

Part	Description
object	A FancyFonts component.
shadowdirection	The direction of the shadow to be shown behind the caption

Remarks

The value of the **shadowdirection** property must be one of the following constants;

Constants	Value	Description
Up	1	Show the shadow above the base line of the caption object
UpRight	2	Show the shadow above and to the right of the caption object
Right	3	Show the shadow to the right of the caption object
RightDown	4	Show the shadow to the right and down of the caption object
Down	5	Show the shadow below the caption object
DownLeft	6	Show the shadow below and to the left of the caption object
Left	7	Show the shadow to the left of the caption object
LeftUp	8	Show the shadow above and to the left of the caption object

Remarks

* The effect of the shadow displayed will be changed dramatically by altering the **ShadowWidth** property and direction of the shadow.

Data_Type

Integer

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Shadow Enabled

Returns or sets whether the object's **ShadowEnabled**.

Syntax

[Visual Basic]

object.ShadowEnabled [=shadowenabled]

The syntax of the **ShadowEnabled** property has these parts;

Part	Description
object	A FancyFonts component.
shadowenabled	A Boolean expression either being set as TRUE or FALSE

Remarks

- * If set to true then the object will have a shadow displayed around the caption, this is dependant on other properties being set, such as the **ShadowWidth**, etc.
- * If the shadow background color is the same as the foreground color then the shadow effect might look strange !

Data_Type

Boolean

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Shadow Width

Returns or sets the with of the **ShadowWidth** of the Fancy Fonts control.

Syntax

[Visual Basic]

object.ShadowWidth [=shadowwidth]

The syntax of the **ShadowWidth** property has these parts;

Part	Description
object	A FancyFonts component.
shadowwidth	A numeric value, which must be bigger than zero.

Remarks

* You can also use points, eg: 1.2, 3.8 in the width.

Data_Type

Single

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User

Returns / sets your **User** details, registered users.

Syntax

[Visual Basic]

object.User [= user]

The syntax of the **Company** property has these parts;

Part	Description
object	A FancyFonts component.
user	A String expression that contains your user information as from your registration details.

Remarks

The proeprty licence is used as a way of setting your registration details into the system, this can

either be set within the Design Mode or in Run Time.

Example Coding (Visual Basic 6)

```
With FancyFonts1
    .Company = "Hestor Ltd"
    .Licence = "122-837D-203-72F"
    .User = "Davids"
End With
```

- * To complete a registration process, you need to specify the three fields above;
- * Company Name, Licence Number & User Name - all of these details are emailed to you upon successful purchase of a valid licence subscription.
- * You can confirm the licence has been successful by calling the Property CallKey, for example;

```
Dim bSuccess as Boolean

bSuccess = FancyFonts1.CofnrmKey

MsgBox "Key Status (True = Valid, False - Invalid) : " & bSuccess
```

Data Type

String

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FAQ's

Does Fancy Fonts work with VB net

Does Fancy Fonts work with VB.net

We have test the control in as many programming languages as possible, likewise as many different versions of Windows as possible.

If however, you come across an instance where the control wont work with the programming language you are using then please do get in touch with us.

If you need any assistance or wish to ask any questions please email support@hestor.com

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I can't stop the NAG Screen from showing

I can't stop the NAG Screen from showing

We have tested and tested over and over again to ensure that the NAG screen is only ever shown when the control is unlicensed.

As soon as you enter in your registration details the NAG screen will NOT be shown again.

If you are shaving issues with this, follow the example shown in the '**License Key Registration - How to register**' listed under the Fancy Fonts Reference section.

If you need any assistance or wish to ask any questions please email support@hestor.com

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I need something else can you help ?

I need something else can you help ?

We have developed many applications over the years, ranging from single programmes to entire automation network solutions for hospitals and the likes.

We have the ability to produce coding that will work with web interfaces, mobile devices, laptops. desktops.

We have produced software for biometric devices, swipe cards, NFC readers, VFD poles and a range of other hardware.

We also have our own DATA Centre capabilities, host our own web servers, dns servers, mail cleaners, etc.

So if you need any assistance or wish to ask any questions please email support@hestor.com

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The HTML doesn't work

The HTML doesn't work

We have had reports of some Anti Virus software and possibly Anti Malware programmes blocked the launching of the user's default web browser.

We suggest that you ensure your application is added to their white list if they have a white list facility.

If you need any assistance or wish to ask any questions please email support@hestor.com

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