DAQBench

32-bit ActiveX controls for
Measurement and Automation

User Interface Controls Reference

Contents

DBoolean ActiveX control

DBoolean ActiveX control is an UI component for operating boolean functions. It includes properties for users to set the preferable appearance and functions for button control, events and methods for users to program.

Properties

BackColor Property

Returns/sets the background color of DBoolean ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

ButtonNum Property

Returns/sets a value that determines the number of buttons.

Syntax

object.**ButtonNum** [= number]

Settings

The value range is between 1 and 32.

Remarks

Default: 1.

Data Type

Integer.

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None.

Data Type

String.

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color.

ControlMode Property

Returns/sets a value that determines whether the control can be used to enter Boolean value.

Syntax

*object.***ControlMode** [= number]

Settings

Value	Description
0	Indicator**,** The button only be used to display state.
1	Control**,** The button can be used to enter and display state.

Remarks

Default: 1.

Data Type

Integer.

Distance Property

Returns/sets the value that determines the distance between buttons.

Syntax

*object.***Distance** [= number]

Settings

The value range is between 0 and 100.

Remarks

Default: 0.

Data Type

Long.

IndexPosition Property

Returns/sets a value that determines the position of index text on a button.

Syntax

*object.***IndexPosition** [= number]

Settings

The value range is between 0 and 50.

Remarks

Default: 0.

When the value is 0, the position of button text is on the bottom of a button. When you set a larger value, the position of button text will be closer to the center of a button.

Data Type

Integer.

IndexSequence Property

Returns/sets a value that determines the sequence of buttons.

Syntax

*object.***IndexSequence** [= number]

Settings

Value	Description
1	The sequence of buttons is from left to right or top to bottom.
0	The sequence of buttons is from right to left or bottom to top.

Remarks

Default: 0.

When the Orientation property is 0-horizontal, the sequence will be either left to right or right to left.

When the Orientation property is 1-vertical, the sequence will be either top to bottom or bottom to top.

Data Type

Integer.

IndexText Property

Returns/sets a value that indicates whether the index text on a button is visible or not.

Syntax

*object.***IndexText** [= boolean]

Settings

Value	Description and Illustration
True	The index text on a button is visible.
False	The index text on a button is invisible.

Remarks

Default: true.

Data Type

Boolean.

LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

*object.***LinkItem =** [string]

Remarks

Default: None

Data Type

String

LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

*object.***LinkMode =** [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

LinkTimeout Property

Returns/sets the amount of time that the control object waits for a response by a DDE message.

Syntax

*object.***LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of second.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

*object.***LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

OffText Property

Returns/sets the text when state of button is off.

Syntax

*object.***OffText** [= string]

Remarks

Default: 'Off'.

Data Type

String.

OffTextColor Property

Returns/sets the color of the OffText.

Syntax

*object.**OffText***Color** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color.

OnText Property

Returns/sets the text when state of button is on.

Syntax

object.**OnText** [= string]

Remarks

Default: 'On'.

Data Type

String.

OnTextColor Property

Returns/sets the selected color of the OnText.

Syntax

object.***OnText*Color** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color.

Orientation Property

Returns/sets a value that determines the orientation of buttons.

Syntax

object.**Orientation** [= number]

Settings

Value	Description
0	The orientation of buttons is horizontal.
1	The orientation of buttons is vertical.

Remarks

Default: 0.

Data Type

Integer.

RadioButton Property

Returns/sets the value that determines if the DBoolean control is radio button style.

Syntax

object. **RadioButton** [= boolean]

Settings

Value	Description
True	Among the selected buttons, only one can be switched 'ON', the rest will be automatically switched 'OFF'.
False	You can arrange any button 'ON' or 'OFF'.

Remarks

Default: false.

Data Type

Boolean.

StateText Property

Returns/sets a value that determines whether the text on buttons (ON/OFF) is visible or not. This can only be set when the value of Text Visibility is True.

Syntax

object.**StateText** [= boolean]

Settings

Value	Description
True	Both State and Index on a button will be displayed.
False	The State on a button will not be displayed but the Index will still be displayed.

Remarks

Default: true.

Data Type

Boolean.

Style Property

Returns/sets a value that determines the style of the control.

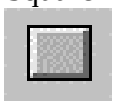
Syntax

object.**Style** [= number]

Settings

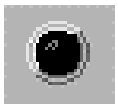
Value Illustration

0: Square Button



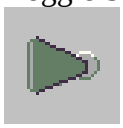
1: Round Button

2: LED Button

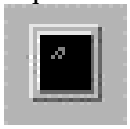


3: Slide Switch

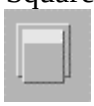
4: Toggle Switch



5: Square Radio Button



6: Square Push Button



7: Switch

8: LED Push Button

Remarks

Default: 0 - square button.

Data Type

Integer.

SwitchOrientation Property

Returns/sets a value that determines the orientation of switch button.

Syntax

object.**SwitchOrientation** [= boolean]

Settings

Value	Description
0	Selected buttons are switched horizontally.
1	Selected buttons are switched vertically.

Remarks

Default:0.

Data Type

Boolean.

TextColor Property

Returns/sets the color of the text on a button.

Syntax

object.**TextColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: green.

Data Type

Color.

TopColor Property

Returns/sets the color of the control.

Syntax

object.**TopColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Data Type

Color.

Value Property

Returns/sets a value that the digital value combined by all button states.

Syntax

*object***.Value** [= Variant]

Settings

The value range is between 0 and 2^{Number}-1.

Remarks

Default: 0.

Data Type

Variant.

Note

In VC++, a VARIANT of VT_I4.

Methods

GetState Method

Reads the state of the indicated button.

Syntax

Function object.**GetState(***Index As integer***)** As Boolean

Return Value

True	indicates the button is 'ON',
False	indicates 'OFF'.

Argument

Index As integer

Indicates the index of the button in this DBoolean object.

LinkPoke Method

Syntax

Function object**.LinkPoke(**datatype as short**)** As void.

Argument

datatype as short;

Value	**Description**
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object**. LinkRequest()** As void.

Argument

none

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property

is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

SetState Method

Sets the state for each button.

Syntax

Sub object.**SetState(***Index As Integer, state As Integer***)**

Return Value

Void

Argument

Index As Integer

Indicates the index of the button in this DBoolean object.

state As Integer

Indicates the state of a button,
0 : The state is ‘OFF’, 1: The state is 'ON'.

Event

ButtonClick Event

One of the buttons is clicked by mouse pointer.

Syntax

sub *ControlNam*e**_ButtonClick(** *ButtonNo As Integer, state As Integer***)**

Argument

ButtonNo As Integer

Indicates the index of the button in this DBoolean object.

state As Integer

Indicates the state of a button, 1 is state 'ON', 0 is state 'OFF'.

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** () ; It is for others objects.

Argument

none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(*linkerr as short*).

Argument

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.
1 mean the “Request failed”.
2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the

LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** () ; It is for other objects

Argument

none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (cancel *as short*).

Argument

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

D7Segment ActiveX control

D7Segment ActiveX control is an UI component for displaying a number using seven-segment pattern. You can create your preferable style by setting the attributes provided by this software component.

Properties

BackColor Property

Returns/sets the background color of D7Segment ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: Gray.

Data Type

Color

Border Property

Returns/sets a value that indicates whether the border is visible or not.

Syntax

object.**Border** [= integer]

Settings

Value	Description
0	The border is visible.
0	The border is outline style.
2	The border is sinking style.
3	The border is rising style.
4	The border is 3-D style.

Remarks

Default: 0.

Data Type

Integer

Declined Property

Returns/sets a value that indicates whether make the digits declined or not.

Syntax

object.**Declined** [= number]

Settings

Ture	Declined digits
Flase	Normal digits

Remarks

Default: False.

Data Type

Boolean

DigitAfterPoint Property

Returns/sets a value that determines the number of digits after the decimal point.

Syntax

object.**DigitAfterPoint** [= number]

Remarks

Default: 1.

Data Type

Integer

DigitNumber Property

Returns/sets a value that determines the total number of digits.

Syntax

object.**DigitNumber**[= number]

Remarks

Default: 1.

Data Type

Integer

ForeColor Property

Returns/sets the foreground color of the D7Segment ActiveX control.

Syntax

object.**ForeColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Block.

Data Type

Color

LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

object.**LinkItem =** [string]

Remarks

Default: None

Data Type

String

LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

object.**LinkMode =** [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE message.

Syntax

object.**LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of seconds.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

PrefixedWithZero Property

Returns/sets a value that determines if prefix the displayed number with zeros.

Syntax

object.**PrefixedWidthZero** [= boolean]

Settings

True Prefix the number with zeros

False Don't prefix the number with zeros

Remarks

Default: False.

Data Type

Boolean

ShowUnusedSegment Property

Returns/sets a value that determines if display the unused segment.

Syntax

object.**ShowUnusedSegment** [= boolean]

Settings

True Display the unused segment with gray color
False Don't display the unused segment

Remarks

Default: True.

Data Type

Boolean

Signed Property

Returns/sets a value that determines if prefix the displayed number with a sign symbol (+ or -).

Syntax

object.**Signed** [= boolean]

Settings

True Prefix the displayed number with a sign
False Don't prefix the displayed number with a sign

Remarks

Default: False.

Data Type

Boolean

TransparentBackground Property

Returns/sets a value that determines if makes the background of D7Segment control transparent.

Syntax

object.**TransparentBackground** [= boolean]

Settings

True Make the background transparent
False The background is not transparant

Remarks

Default: False.

Data Type

Boolean

Value Property

Returns/sets a value that determines the number to display.

Syntax

object.**Value** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 1.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Method

LinkPoke Method

Syntax

Function object**.LinkPoke(**datatype as short**)** As void.

Argument

datatype as short;

Value	**Description**
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object**. LinkRequest()** As void.

Argument

none

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** () ; It is for others objects.

Argument

none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(*linkerr as short*).

Argument

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.

1 mean the “Request failed”.

2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** () ; It is for other objects

Argument

none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (cancel *as short*).

Argument

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DLEDMeter ActiveX control

DLEDMeter ActiveX control is an UI component for displaying a number using LED bar pattern. You can create your preferable style of LED Meter by setting the attributes provided by this software component.

Properties

BackColor Property

Returns/sets the background color of DLEDMeter control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: Gray.

Data Type

Color

Border Property

Returns/sets a value that indicates whether the border is visible or not.

Syntax

object.**Border** [= number]

Settings

Value	Description
0	The border is visible.
1	The border is outline style.
2	The border is sinking style.
3	The border is rising style.
4	The border is 3-D style.

Remarks

Default: 0.

Data Type

Integer

Direction Property

Returns/sets a value that indicates whether LED Meter is vertical or horizonal.

Syntax

object.**Direction** [= number]

Settings

Value	Description
0	Horizonal
1	Vertical

Remarks

Default: 0.

Data Type

Integer

Divisions Property

Returns/sets a value that indicates the number of bars of the LED.

Syntax

object.**Divisions** [= number]

Remarks

Default: 10.

Data Type

Integer

FillColor Property

Returns/sets the LED bar color.

Syntax

object.**FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Green.

Data Type

Color

Label Property

Returns/sets a string that determines the label of LED Meter.

Syntax

object.**Label**[= string]

Remarks

Default: “LED_Meter”.

Data Type

String

LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

object.**LinkItem =** [string]

Remarks

Default: None

Data Type

String

LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn’t support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

object.**LinkMode =** [number]

Settings

Value	Description
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE message.

Syntax

object.**LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of second.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

MaxValue Property

Returns/sets a value that determines the maximum value of the LED bar.

Syntax

object.**MaxValue** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

MinValue Property

Returns/sets a value that determines the minimum value of the LED bar.

Syntax

object.**MinValue**[= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

TextColor Property

Returns/sets the text color of the label.

Syntax

object.**TextColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Red.

Data Type

Color

TickLeftAbove Property

Returns/sets a value that determines if display the ticks on the left side or above of LED Meter.

Syntax

object.**TickLeftAbove** [= boolean]

Settings

True	Display the ticks on the left side or above of LED Meter
False	Don't display the ticks on the left side or above of LED Meter

Remarks

Default: False.

Data Type

Boolean

TickRightBottom Property

Returns/sets a value that determines if display the ticks on the right side or bottom of LED Meter.

Syntax

object.**TickRightBottom** [= boolean]

Settings

True	Display the ticks on the right side or bottom of LED Meter
False	Don't display the ticks on the right side or bottom of LED Meter

Remarks

Default: False.

Data Type

Boolean

Value Property

Returns/sets a value that determines the value of the LED bar.

Syntax

object.**Value** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 5.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Method

LinkPoke Method

Syntax

Function object**.LinkPoke(**datatype as short**)** As void.

Argument

datatype as short;

Value	**Description**
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object**. LinkRequest()** As void.

Argument

none

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** () ; It is for others objects.

Argument

none

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(*linkerr as short*).

Argument

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.

1 mean the “Request failed”.

2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** () ; It is for other objects

Argument

none

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (cancel *as short*).

Argument

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DSlide ActiveX control

DSlide ActiveX control is an UI component of linear displays, such as tank, thermometer, and slider. With the Dslide control, users can input or output values. One Dslide control can have at most 8 pointers that represents 8 set of different data. You can create your preferable slide by setting the attributes provided by this software component.

Properties

BackColor Property

Returns/sets the background color of DSlide ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

Border Property

Returns/sets a value that indicates whether the border is visible or not.

Syntax

object.**Border** [= boolean]

Settings

Value	Description
0	The border is visible.
1	The border is hidden.

Remarks

Default: 0.

Data Type

Integer

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None, Times New Roman, size: 8

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

DigitDisplay Property

Returns/sets a value that indicates whether the digital display is visible or not.

Syntax

object.**DigitDisplay [**= boolean]

Settings

Value	Description
False	Digital Display is hidden.
True	Digital Display is visible.

Remarks

Default: 1.

Data Type

Boolean

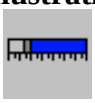
PatternType Property

Returns/sets a value that determines the pattern type.

Syntax

object.**PatternType** [= number]

Settings

Value	Illustration	Value	Illustration
0		1	
2		3	
4		5	

Remarks

Default: 0.

SlideBackColor Property

Returns/sets the background color of the Dslide control.

Syntax

object.**SliderBackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type
Color

Style Property

Returns/sets a value that determines the control style of DSlide control.

Syntax
object.**Style** [= number]

Settings

Value	Description
0	Numeric
1	Value pair

Remarks
Default: 0.

Data Type
Integer

Value Properety

Returns/sets a value that determines the data value of the active pointer.

Syntax
object.**Value** [= Variant]

Settings
Data type can be Byte, integer, long, float, double

Data Type
Variant

Note
In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.FormatString Property

Returns/sets a value that determines the ticks format of the axis.

Syntax
object.**Axis.FormatString** [= String]

Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks
Default: Number "."

Data Type
String

Axis.Inverted Property

Returns/sets a value that determines if invert the direction of scale at axis.

Syntax
object.**Axis.Inverted**= boolean]

Settings

Value	Description
True	Inverted the direction of scale.
False	Normal axis scale.

Remarks

Default: False

Data Type

Boolean

Axis.Log Property

Returns/sets a value that determines if the axis scale is applied to log10.

Syntax

object.**Axis.Log**= boolean]

Settings

Value	Description
True	Log10 axis scale.
False	Normal axis scale.

Remarks

If Log is True, then the *Axis.Maximum*, *Axis.Minimum*, and data must greater than 0.

Default: False

Data Type

Boolean

Axis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at the axis.

Syntax

object.**Axis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don’t use mapping function.

Remarks

Default: false.

Data Type

Boolean

Axis.Maximum Property

Returns/sets a value that determines the maximum value of the axis.

Syntax

object.**Axis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Minimum Property

Returns/sets a value that determines the minimum value of the axis.

Syntax

object.**Axis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**Axis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *Axis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**Axis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *Axis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.BaseNum Property

Returns/sets the base value of the axis when spacing method is ‘by unit’.

Syntax

object.**Axis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *Axis.Ticks.Spacing* is 2 (by unit).

Data Type

Boolean

Axis.Ticks.LabelColor Property

Returns/sets the color of the axis label.

Syntax

object.**Axis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display axis left or above tick label.

Syntax

object.**Axis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Disply left tick label or above tick label

False Don’t display left tick label or above tick label

Remarks

Default: False.

Data Type

Boolean

Axis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display axis right or bottom tick label.

Syntax

object.**Axis.Ticks.LabelRightBottom** [= boolean]

Settings

True Disply right tick label or bottom tick label

False Don’t display right tick label or bottom tick label

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left or above tick marks of the axis.

Syntax

object.**Axis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks or above tick marks.
False Don't display left tick marks or above tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

Axis.Ticks.RightBottom Property

Returns/sets a value that determines if display right or bottom tick marks of the axis.

Syntax

object.**Axis.Ticks.RightBottom** [= boolean]

Settings

True Disply right tick marks or bottom tick marks
False Don't display right tick marks or bottom tick marks

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.MajorColor Property

Returns/sets the color of major ticks of the axis.

Syntax

object.**Axis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

Axis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of the axis on slider area.

Syntax

object.**Axis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of the axis
False Don't draw major grid lines of the axis

Remarks

Default: False.

Data Type

Boolean

Axis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of the axis.

Syntax

object.**Axis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

Axis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of the axis.

Syntax

object.**Axis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of the axis

False Don't display major tick marks of the axis

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.MajorNum Property

Returns/sets the number of major ticks of the axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**Axis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that the axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of the axis.

Syntax

object.**Axis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

Axis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of the axis on slider area.

Syntax

object.**Axis.Ticks.MinorGrid** [= boolean]

Settings

True Drawing minor grid lines of the axis

False Don't drawing minor grid lines of the axis

Remarks

Default: False.

Data Type

Boolean

Axis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of the axis.

Syntax

object.**Axis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

Axis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of the axis.

Syntax

*Object.***Axis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of the axis

False Don't display minor tick marks of the axis

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of the axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**Axis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of the axis.

Syntax

object.**Axis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

Pointer#.FillColor Property

Returns/sets a value that determines the fill color of one pointer. The ‘#’ can be ‘1’ to ‘8’. It means the pointer identification.

Syntax

object.**Pointer#.FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue.

Data Type

Color

Pointer#.FillStyle Property

Returns/sets a value that determines the fill style of one pointer. The ‘#’ can be ‘1’ to ‘8’. It means the pointer identification.

Syntax

object.**Pointer#.FillStyle** [= number]

Settings

Value	Description
0	None
1	Fill to maximum.
1	Fill to minimum
2	Fill to greater
3	Fill to less

Remarks

Default: 0 - Nune.

Data Type

Integer

Pointer#.LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

object.**Pointer#**.**LinkItem =** [string]

Remarks

Default: None

Data Type

String

Pointer#.LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

object.**Pointer#**.**LinkMode =** [number]

Settings

Value	**Description**
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

Pointer#.LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE message.

Syntax

object.**Pointer#**.**LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of second.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

Pointer#.LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**Pointer#.LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

Pointer#.Mode Property

Returns/sets a value that determines the control mode of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Mode** [= number]

Settings

Value	Description
0	Indicator, only display the image of value
1	Control., user can control the value and display the image of value

Remarks

Default: 1 - Control.

Data Type

Integer

Pointer#.PointerColor Property

Returns/sets a value that determines the color of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.PointerColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Gray.

Data Type

Color

Pointer#.Style Property

Returns/sets a value that determines the style of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Style**[= number]

Settings

Value	Description
0	Normal, one rectangle box
1	Down arrow or Left arrow.
2	Up arrow or Right arrow.
3	None

Remarks

Default:0 - Normal.

Data Type

Color

Pointer#.Value Property

Returns/sets a value that determines value of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Value**[= Variant]

Settings

Data type can be Byte, integer, long, float, double

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Pointer#.Visible Property

Returns/sets a value that determines if the specified pointer is visible. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Visible**[= boolean]

Settings

True This pointer is visible.
Flase This pointer is invisible.

Data Type

Boolean

Method

LinkPoke Method

Syntax

Function object.**LinkPoke(**ptrIndex *as short*, datatype as short) As void

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

datatype as short;

Value	**Description**
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object **LinkRequest (**ptrIndex *as short*) As void

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

Change Event

The value of one pointer changes.

Syntax

sub *ControlNam*e_**Change(***PointerNo As short, Value As Variant* **)**

Argument

PointerNo As short

The index of pointer. The values are within 0 and 7 for Pointer1 to Pointer8.

Value As Variant

The current value of indicated pointer

Remarks

The Dslide control fires this event every time the value of a pointer changes.

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** (ptrIndex *as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointer. The valid values are within 0 and 7.

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(ptrIndex *as short, linkerr as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointer. The valid values are within 0 and 7.

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.

1 mean the “Request failed”.

2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** (ptrIndex *as short*).

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (ptrIndex *as short*, cancel *as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointer. The valid values are within 0 and 7.

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DKnob ActiveX control

DKnob ActiveX control is an UI component for displaying a window containing a Knob or Dial or Meter and tick marks. You can create your preferable slide by setting the attributes provided by this software component.
DKnob ActiveX control is an UI component of circular displays, such as knob, gauge, and meters. With the DKnob control, users can input or output values. One DKnob control can have at most 8 pointers that represents 8 set of different data. You can create your preferable slide by setting the attributes provided by this software component.

Properties

BackColor Property

Returns/sets the background color of DKnob ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: gray.

Data Type

Color

Border Property

Returns/sets a value that indicates whether the border is visible or not.

Syntax

object.**Border** [= boolean]

Settings

Value	Description
0	The border is visible.
1	The border is hidden.

Remarks

Default: 0.

Data Type

Boolean

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None, Times New Roman, size: 8

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

DigitDisplay Property

Returns/sets a value that indicates whether the digital display is visible or not.

Syntax

object.**DigitDisplay [**= boolean]

Settings

Value	Description
False	Digital Display is hidden.
True	Digital Display is visible.

Remarks

Default: 1.

Data Type

Boolean

KnobColor Property

Returns/sets the color of the control.

Syntax

object.**KnobColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

PatternType Property

Returns/sets a value that determines the pattern type.

Syntax

object.**PatternType** [= number]

Settings

Setting Value	Illustration	Setting Value	Illustration
0		1	
2		3	

4  5 

Remarks
Default: 0.
Data Type
Integer

Style Property

Returns/sets a value that determines the control style of DKnob Active control.
Syntax
object.**Style** [= number]
Settings

Value	Description
0	Numeric
1	Value pair

Remarks
Default: 0.
Data Type
Integer

Value Properety

Returns/sets a value that determines the data value of the active pointer.
Syntax
object.**Value** [= Variant]
Settings
Data type can be Byte, integer, long, float, double
Data Type
Variant
Note
In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.FormatString Property

Returns/sets a value that determines the ticks format of the axis.
Syntax
object.**Axis.FormatString** [= String]
Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks
Default: Number "."
Data Type
String

Axis.Inverted Property

Returns/sets a value that determines if invert the direction of scale at axis.

Syntax

object.**Axis.Inverted**= boolean]

Settings

Value	Description
True	Inverted the direction of scale.
False	Normal axis scale.

Remarks

Default: False

Data Type

Boolean

Axis.Log Property

Returns/sets a value that determines if the axis scale is applied to log10.

Syntax

object.**Axis.Log**= boolean]

Settings

Value	Description
True	Log10 axis scale.
False	Normal axis scale.

Remarks

If Log is True, then the *Axis.Maximum*, *Axis.Minimum*, and data must greater than 0.

Default: False

Data Type

Boolean

Axis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at the axis.

Syntax

object.**Axis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don’t use mapping function.

Remarks

Default: false.

Data Type

Boolean

Axis.Maximum Property

Returns/sets a value that determines the maximum value of the axis.

Syntax

object.**Axis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Minimum Property

Returns/sets a value that determines the minimum value of the axis.

Syntax

object.**Axis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**Axis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *Axis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**Axis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *Axis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.BaseNum Property

Returns/sets the base value of the axis when spacing method is ‘by unit’.

Syntax

object.**Axis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *Axis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.LabelColor Property

Returns/sets the color of the axis label.

Syntax

object.**Axis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

Axis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display axis left or above tick label.

Syntax

object.**Axis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Disply left tick label or above tick label

False Don’t display left tick label or above tick label

Remarks

This property will control if display the ticks label

Default: True.

Data Type

Boolean

Axis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display axis right or bottom tick label.

Syntax

object.**Axis.Ticks.LabelRightBottom** [= boolean]

Settings

True Disply right tick label or bottom tick label

False Don’t display right tick label or bottom tick label

Remarks

This property is invalid.

Data Type

Boolean

Axis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left or above tick marks of the axis.

Syntax

object.**Axis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks or above tick marks.

False Don't display left tick marks or above tick marks.

Remarks

This property is invalid.

Data Type

Boolean

Axis.Ticks.RightBottom Property

Returns/sets a value that determines if display right or bottom tick marks of the axis.

Syntax

object.**Axis.Ticks.RightBottom** [= boolean]

Settings

True Disply right tick marks or bottom tick marks

False Don't display right tick marks or bottom tick marks

Remarks

This property is invalid.

Data Type

Boolean

Axis.Ticks.MajorColor Property

Returns/sets the color of major ticks of the axis.

Syntax

object.**Axis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Boolean

Axis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of the axis.

Syntax

object.**Axis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of the axis

False Don't draw major grid lines of the axis

Remarks

This property is invalid.

Data Type

Boolean

Axis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of the axis.

Syntax

object.**Axis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

This property is invalid.

Data Type

Color

Axis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of the axis.

Syntax

object.**Axis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of the axis
False Don't display major tick marks of the axis

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.MajorNum Property

Returns/sets the number of major ticks of the axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**Axis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that the axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of the axis.

Syntax

object.**Axis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

Axis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of the axis.

Syntax

object.**Axis.Ticks.MinorGrid** [= boolean]

Settings

True Drawing minor grid lines of the axis

False Don't drawing minor grid lines of the axis

Remarks

This property is invalid.

Data Type

Boolean

Axis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of the axis.

Syntax

object.**Axis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

This property is invalid.

Data Type

Color

Axis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of the axis.

Syntax

*Object.***Axis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of the axis

False Don't display minor tick marks of the axis

Remarks

Default: True.

Data Type

Boolean

Axis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of the axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**Axis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is ‘number of division’:

It means the number that one major interval be divided by minor ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Axis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of the axis.

Syntax

object.**Axis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

Pointer#.FillColor Property

Returns/sets a value that determines the fill color of one pointer. The ‘#’ can be ‘1’ to ‘8’. It means the pointer identification.

Syntax

object.**Pointer#.FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue.

Data Type

Color

Pointer#.FillStyle Property

Returns/sets a value that determines the fill style of one pointer. The ‘#’ can be ‘1’ to ‘8’. It means the pointer identification.

Syntax

object.**Pointer#.FillStyle** [= number]

Settings

Value	Description
0	None.
1	Fill to maximum.

2	Fill to minimum.
3	Fill to greater.
4	Fill to less.

Remarks

Default: 0 - Nune.

Data Type

Integer

Pointer#.LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

object.**Pointer#**.**LinkItem =** [string]

Remarks

Default: None

Data Type

String

Pointer#.LinkMode Property

Returns/sets the link connection mode for the DDE conversion. The Chart object doesn't support this property to connect DDE server. It must use ConnectDDE method. Other objects must use this property to set the connect mode with DDE server.

Syntax

object.**Pointer#**.**LinkMode =** [number]

Settings

Value	**Description**
0	None
1	Automatic
2	Manual
3	Notify

Remarks

Default: 0

Data Type

Integer

Pointer#.LinkTimeout Property

Returns/sets the amount of time that the control object waits for a response by a DDE message.

Syntax

object.**Pointer#**.**LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of second.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

Pointer#.LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object.**Pointer#.LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

Pointer#.Mode Property

Returns/sets a value that determines the control mode of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Mode** [= number]

Settings

Value	Description
0	Indicator, only display the image of value
1	Control., user can control the value and display the image of value

Remarks

Default: 1 - Control.

Data Type

Integer

Pointer#.PointerColor Property

Returns/sets a value that determines the color of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.PointerColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Gray.

Data Type

Color

Pointer#.Style Property

Returns/sets a value that determines the style of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Style**[= number]

Settings

Value	Description
0	Normal, one rectangle box
1	Down arrow or Left arrow.
2	Up arrow or Right arrow.
3	None

Remarks

Default:0 - Normal.

Data Type

Integer

Pointer#.Value Property

Returns/sets a value that determines value of one pointer. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Value**[= Variant]

Settings

Data type can be Byte, integer, long, float, fouble

Data Type

Variant

Note

In VC++, a VARIANT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

Pointer#.Visible Property

Returns/sets a value that determines if the specified pointer is visible. The '#' can be '1' to '8'. It means the pointer identification.

Syntax

object.**Pointer#.Visible**[= boolean]

Settings

True This pointer is visible.
Flase This pointer is invisible.

Data Type

Boolean

Method

LinkPoke Method

Syntax

Function object.**LinkPoke(**ptrIndex *as short*, datatype as short) As void

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

datatype as short;

Value	**Description**
0	Send Integer value to DDE server
1	Send floating point value to DDE server

Remark

The LinkPoke method can sends the specified value of the control object to the DDE server, updating the data referred by the LinkItem property. Although at the most case, the data flow in a DDE conversation is from the DDE server to the DDE client, but sometime the DDE client can also update the data of the DDE server. So user can use the LinkPoke method to sends data to the DDE server, updating the data referred to by the LinkItem property.

LinkRequest Method

Syntax

Function object **LinkRequest (**ptrIndex *as short*) As void

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

Remark

When the LinkMode property is the Automatic link mode, the DDE server automatically updates the value whenever the data changes. If the LinkMode property is set to Notify or Manual, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

Event

Change Event

The value of one pointer changes.

Syntax

sub *ControlNam*e_**Change(***PointerNo As short, Value As Variant* **)**

Argument

PointerNo As short

The index of pointer. The values are within 0 and 7 for Pointer1 to Pointer8.

Value As Variant

The current value of indicated pointer

Remarks

The DKnob control fires this event every time the value of a pointer changes.

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** (ptrIndex *as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointert. The valid values are within 0 and 7.

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(ptrIndex *as short, linkerr as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointer. The valid values are within 0 and 7.

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.

1 mean the “Request failed”.

2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** (ptrIndex *as short*).

Argument

ptrIndex *as short*

An integer that specifies the pointer. The valid values are within 0 and 7.

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (ptrIndex *as short*, cancel *as short*).

Argument

ptrIndex *As short*

An integer that specifies the pointer. The valid values are within 0 and 7.

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DGraph ActiveX control

DGraph ActiveX control is an UI component used for displaying waveform data. Users can get the data from data acquisition hardware and display it by using this ActiveX control. The DGraph control receives and plots data as a block. X-axis represents the input data count, and Y-axis represents the input data. One DGraph control can have at most 8 plots that display 8 sets of different data. You can select mapping function of Y-axis to map real data to scaled value. All of the properties, methods and events will be explained by detail in the following sections.

Properties

BackColor Property

Returns/sets the background color of DGraph ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

PlotAreaColor Property

Returns/sets the background color of the plot area.

Syntax

object.**PlotAreaColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

PlotMode Property

Returns/sets the plot display mode of the DGraph control.

Syntax

object.**PlotMode** [= number]

Settings

Value	Description
0	Overlaid Plot
1	Stacked Plot

Remarks

Default: 0.

Data Type

Integer

PlotNum Property

Returns/sets a value that determines the number of plots.

Syntax

object.**PlotNum** [= number]

Settings

The value range is between 1 and 8.

Remarks

Default: 1.

Data Type

Integer

XAxis.AutoScale Property

Returns/sets a value that determines if the DGraph automatically displays its entire contents.

Syntax

object.**XAxis.AutoScale** [= boolean]

Settings

Value	Description
True	Automatically shows entire x scale range.
False	Keeps display number of X scale as *XAxis.ViewNumber*

Remarks

When *XAxis.AutoScale* value is true, there is no scroll bar. When the value is false, if the data display range is over x scale range, the scroll bar will show up.

Default: False.

Data Type

Boolean

XAxis.Base Property

Returns/sets a value that determines the base value of time domain at X-axis.

Syntax

object.**XAxis.Base** [= String]

Settings

'Date' format: mm/dd/yy

'Time' format: hh:mm:ss

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

String

XAxis.FormatString Property

Returns/sets a value that determines the ticks format of X-axis.

Syntax

object.**XAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	"Decimal", "Hexdecimal", "Octal", "Binary"
Time	"hh:mm:ss", "mm:ss", "hh:mm:ss.ms", "mm:ss.ms", "ss.ms"
Date	"mm/dd/yy", "mm/dd"

Remarks

Default: Number – "Decimal"

Data Type

String

XAxis.Interval Property

Returns/sets a value that determines the interval value of time domain at X-axis.

Syntax

object.**XAxis.Interval** [= number]

Settings

'Date' format: double (days)

'Time' format: double (secs)

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'.

Data Type

Double

XAxis.ScrollBar Property

Returns/sets a value that determines whether the control have a scrollbar.

Syntax

object.**XAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	X scale has a scrollbar.

False X scale has no scrollbar.

Remarks

Default: False.

Data Type

Boolean

XAxis.ViewNumber Property

Returns/sets x scale display range.

Syntax

object.**XAxis.ViewNumber** [= number]

Remarks

Default: 100

Data Type

Long

XAxis.Ticks.BaseNum Property

Returns/sets the base value of X-axis scale when spacing method is 'by unit'.

Syntax

object.**XAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.LabelColor Property

Returns/sets the color of the X-axis label.

Syntax

object.**XAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display X-axis above tick label.

Syntax

object.**XAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display above tick label

False Don't display above tick label

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display X-axis bottom tick label.

Syntax

object.**XAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label

False Don't display bottom tick label

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display above tick marks of X-axis.

Syntax

object.**XAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display above tick marks.

False Don't display above tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

XAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**XAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks

False Don't display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of X-axis.

Syntax

object.**XAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of X-axis

False Don't draw major grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

XAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of X-axis

False Don't display major tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is ‘number of division’:

It means the number that X-axis be divided by major ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *AXis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MinorGrid** [= boolean]

Settings

True	Draw minor grid lines of X-axis
False	Don’t draw minor grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

XAxis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorMark** [= boolean]

Settings

True	Display the minor tick marks of X-axis
False	Don't display minor tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of X-axis.

Syntax

object.**XAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

YAxis.AutoScale Property

Returns/sets a value that determines whether y scale automatically display its entire range.

Syntax

object.**YAxis,AutoScale** [= boolean]

Settings

Value	Description
True	Automatically shows entire y scale range.
False	Keeps Y scale range be between YAxis.minimum and YAxis.maximum.

Remarks

When YAxis.AutoScale value is true, there is no scroll bar. When the value is false, if the data display range is over y scale range, the scroll bar will shows up.
Default: False.

Data Type

Boolean

YAxis.FormatString Property

Returns/sets a value that determines the format of Y-axis scale.

Syntax

object.**YAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks

Default: Number "."

Data Type

String

YAxis.Log Property

Returns/sets a value that determines if Y-axis scale is applied to log10.

Syntax

object.**YAxis.Log** [=boolean]

Settings

Value	Description
True	Log10 Y-axis scale.
False	Normal Y-axis scale.

Remarks

If Log is True, then the YAxis.Maximum, YAxis.Minimum, and y data must greater than 0.
Default: False

Data Type

Boolean

YAxis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at Y-axis.

Syntax

object.**YAxis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don't use mapping function.

Remarks

Default: False.

Data Type

Boolean

YAxis.Maximum Property

Returns/sets a value that determines the maximum value of Y-axis.

Syntax

object.**YAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Minimum Property

Returns/sets a value that determines the minimum value of Y-axis.

Syntax

object.**YAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**YAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**YAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are out of window.

Syntax

object.**YAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	Scrollbar is available for you to see the graph data that are at out of window.
False	No scrollbar is available.

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.BaseNum Property

Returns/sets the base value of Y-axis when spacing method is ‘by unit’.

Syntax

object.**YAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.LabelColor Property

Returns/sets the color of the Y-axis label.

Syntax

object.**YAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display left tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display left tick label

False Don't display left tick label

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display right tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display right tick label

False Don't display right tick label

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left ticks of the Y-axis.

Syntax

object.**YAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks.

False Don't display left tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

YAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display right tick marks of the Y-axis.

Syntax

object.**YAxis.Ticks.RightBottom** [= boolean]

Settings

True Display right tick marks
False Don't display right tick marks

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorColor Property

Returns/sets the color of the major ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if drawing major grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of Y-axis
False Don't draw major grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

YAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Y-axis

False Don't display major tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that Y-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick.

Remarks

This property is valid when Y*Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.MinorColor Property

Returns/sets the color of the minor ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if drawing minor grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of Y-axis

False Don't draw minor grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

YAxis.Ticks.MinorMark Property

Returns/sets a value that determines if display the minor tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of Y-axis

False Don't display minor tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MinorNum Property

Returns/sets the number of the minor ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor ticks.

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

Plot#.FillBase Property

Returns/sets a value that determines the fill method of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.FillBase** [= number]

Settings

Value	Description
0	None, no fill method
1	Fill to 0.0
2	Fill to – Infinity
3	Fill to + Infinity

Remarks

Default: 0 - None.

Data Type

Integer

Plot#.FillColor Property

Returns/sets a value that determines the fill color of one plot. The '#' can be '1' to '8'. It mean the plot identification.

Syntax

object.**Plot#.FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue.

Data Type

Color

Plot#.Interpolation Property

Returns/sets a value that determines the interpolation method of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.Interpolation** [= number]

Settings

Value	Description

0	Direct connect
1	XY, first draw X direction (horizontal) then draw Y direction (vertical).
2	YX, first draw Y direction (vertical) then draw X direction (horizontal).

Remarks

Default: 0 - Direct connect.

Data Type

Integer

Plot#.LineColor Property

Returns/sets a value that determines the line color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Yellow.

Data Type

Color

Plot#.LineStyle Property

Returns/sets a value that determines the line style of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineStyle** [= number]

Settings

Value	Description
0	Solid
1	Dash.
2	Dot

Remarks

Default: 0 - Solid.

Data Type

Integer

Plot#.LineWidth Property

Returns/sets a value that determines the line width of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineWidth** [= number]

Settings

The range is 1 ~ 5

Remarks

Default: 1.

Data Type

Integer

Plot#.PointColor Property

Returns/sets a value that determines the point color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.PointColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Red.

Data Type

Color

Plot#.PointStyle Property

Returns/sets a value that determines the point style of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.PointStyle** [= number]

Settings

Value	Description
0	None
1	Empty square.
2	Solid square
3	Empty diamond
4	Solid diamond
5	Empty circle
6	Solid circle
7	X
8	Cross(+)

Remarks

Default: 0 - None.

Data Type

Integer

Methods

ClearPlots Method

Clears all plot data and clear the drawing area.

Syntax

Sub object.**ClearPlots()**

Return Value

None

PlotGraph Method

Syntax

Function object**.PlotGraph(***Data As Variant, PlotNo As Integer***)** As Short

Argument

Data As Variant

A graph data or an array of graph data, data type can be byte, integer, long, float, or double

PlotNo As Integer

plot id of display data

PlotNo	# of Plot
0	1st Plot
1	2nd Plot
2	3rd Plot
3	4th Plot
4	5th Plot
5	6th Plot
6	7th Plot
7	8th Plot

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-2, the PlotNo is invalid, it must be smaller than property *PlotNum*

-3, the dimension of array is invalid, it must be 1 dimension

Note

In VC++, *Data* is a 1-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

PlotGraphs Method

Syntax

Function object**.PlotGraph(***Data As Variant, PlotNum As Integer***)** As Short

Argument

Data As Variant

A graph data or an array of graph data, data type can be byte, integer, long, float, or double

PlotNum As Integer

Number of plot that indicates how many plots be included in the array of graph data

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-2, the PlotNum is invalid, it must be equal or smaller than property *PlotNum*

-3, the dimension of array is invalid, it must be 1 dimension, or element number of Data array is invalid, it must be the multiple number of PlotNum.

Remarks

For example,

Data = [a1, b1, c1; a2, b2, c2; a3, b3, c3……a100, b100, c100],

PlotNum = 3

a# series represents 1st plot graph data.

b# series represents 2nd plot graph data.

c# series represents 3rd plot graph data.

Note

In VC++, *Data* is a 1-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

Refresh Method

Syntax

Function object**.Refresh()** As void

Argument

None

Remark

User can call this method to refresh control when shome property have be changed at running

Event

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DChart ActiveX control

DChart ActiveX control is an UI component used for displaying waveform data. Users can get the data from data acquisition hardware and display it by using this ActiveX control. The DChart control appends new data point to existing plots over time. X-axis represents the input data count, and Y-axis represents the input data. One DChart control can have at most 8 plots that display 8 sets of different data. All of the properties, methods and events will be explained by detail in the following sections.

Properties

BackColor Property

Returns/sets the background color of DChart control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: gray.

Data Type

Color

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default: None

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

HistoryLength Property

Returns/sets a value that determines history length of DChart control.

Syntax

object.**HistoryLength** [= number]

Settings

The value must be greater than or equal to 1024.

Remarks

The larger number you set the more space you can have for storing historical chart data.

Default: 1024.

Data Type

Long

InputActive Property

Returns/sets a value that determines if active the input of chart data.

Syntax

object.**InputActive** [= number]

Settings

True Active, the control receives the input of data

False Disable, the control does not receive the input of data

Remarks

The scroll bar of X-axis operates only when InputActive is False. It is disabled when InputActive is True.

Default: True.

Data Type

Boolean

PlotAreaColor Property

Returns/sets the background color of the plot area.

Syntax

object.**PlotAreaColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

PlotMode Property

Returns/sets the plot display mode of the DChart control.

Syntax

object.**PlotMode** [= number]

Settings

Value	Description
0	Overlaid Plot
1	Stacked Plot

Remarks

Default: 0.

Data Type

Integer

PlotNum Property

Returns/sets a value that determines the number of plots.

Syntax

object.**PlotNum** [= number]

Settings

The value range is between 1 and 8.

Remarks

Default: 1.

Data Type

Integer

UpdateMode Property

Returns/sets a value that determines the update mode of charting.

Syntax

object.**UpdateMode** [= number]

Settings

Value	Description
0	Strip
1	Scope
2	Sweep

Remarks

Default: 0 - Strip

Data Type

Integer

XAxis.Base Property

Returns/sets a value that determines the base value of time domain at X-axis.

Syntax

object.**XAxis.Base** [= String]

Settings

'Date' format: mm/dd/yy

'Time' format: hh:mm:ss

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

String

XAxis.FormatString Property

Returns/sets a value that determines the ticks format of X-axis.

Syntax

object.**XAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	"Decimal", "Hexdecimal", "Octal", "Binary"
Time	"hh:mm:ss", "mm:ss", "hh:mm:ss.ms", "mm:ss.ms", "ss.ms"
Date	"mm/dd/yy", "mm/dd"

Remarks

Default: Number – "Decimal"

Data Type

String

XAxis.Interval Property

Returns/sets a value that determines the interval value of time domain at X-axis.

Syntax

object.**XAxis.Interval** [= number]

Settings

'Date' format: double (days)

'Time' format: double (secs)

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'.

Data Type

Double

XAxis.ScrollBar Property

Returns/sets a value that determines whether the control have a scrollbar.

Syntax

object.**XAxis.ScrollBar** [= boolean]

Settings

Value	**Description**
True	X scale has a scrollbar.
False	X scale has no scrollbar.

Remarks

Default: False.

Data Type

Boolean

XAxis.ViewNumber Property

Returns/sets x scale display range.

Syntax

object.**XAxis.ViewNumber** [= number]

Remarks

Default: 100

Data Type

Long

XAxis.Ticks.BaseNum Property

Returns/sets the base value of X-axis scale when spacing method is 'by unit'.

Syntax

object.**XAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.LabelColor Property

Returns/sets the color of the X-axis label.

Syntax

object.**XAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display X-axis above tick label.

Syntax

object.**XAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display above tick label

False Don't display above tick label

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display X-axis bottom tick label.

Syntax

object.**XAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label

False Don't display bottom tick label

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display above tick marks of X-axis.

Syntax

object.**XAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display above tick marks.

False Don't display above tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

XAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**XAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks

False Don't display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of X-axis.

Syntax

object.**XAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of X-axis

False Don't draw major grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

XAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of X-axis

False Don't display major tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that X-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *AXis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of X-axis

False Don't draw minor grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

XAxis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of X-axis

False Don't display minor tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of X-axis.

Syntax

object.**XAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

YAxis.FormatString Property

Returns/sets a value that determines the format of Y-axis scale.

Syntax

object.**YAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks

Default: Number "."

Data Type

String

YAxis.Log Property

Returns/sets a value that determines if Y-axis scale is applied to log10.

Syntax

object.**YAxis.Log** [=boolean]

Settings

Value	Description
True	Log10 Y-axis scale.
False	Normal Y-axis scale.

Remarks

If Log is True, then the YAxis.Maximum, YAxis.Minimum, and y data must greater than 0.

Default: False

Data Type

Boolean

YAxis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at Y-axis.

Syntax

object.**YAxis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don't use mapping function.

Remarks

Default: False.

Data Type

Boolean

YAxis.Maximum Property

Returns/sets a value that determines the maximum value of Y-axis.

Syntax

object.**YAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Minimum Property

Returns/sets a value that determines the minimum value of Y-axis.

Syntax

object.**YAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**YAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True
Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**YAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True
Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are out of window.

Syntax

object.**YAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	Scrollbar is available for you to see the graph data that are at out of window.
False	No scrollbar is available.

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.BaseNum Property

Returns/sets the base value of Y-axis when spacing method is ‘by unit’.

Syntax

object.**YAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.LabelColor Property

Returns/sets the color of the Y-axis label.

Syntax

object.**YAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display left tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display left tick label

False Don't display left tick label

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display right tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display right tick label

False Don't display right tick label

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left ticks of the Y-axis.

Syntax

object.**YAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks.

False Don't display left tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

YAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display right tick marks of the Y-axis.

Syntax

object.**YAxis.Ticks.RightBottom** [= boolean]

Settings

True Display right tick marks
False Don't display right tick marks

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorColor Property

Returns/sets the color of the major ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

YAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if drawing major grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of Y-axis
False Don't draw major grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: white.

Data Type

Color

YAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Y-axis

False Don't display major tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that Y-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick.

Remarks

This property is valid when Y*Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.MinorColor Property

Returns/sets the color of the minor ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if drawing minor grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of Y-axis

False Don't draw minor grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

YAxis.Ticks.MinorMark Property

Returns/sets a value that determines if display the minor tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of Y-axis

False Don't display minor tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MinorNum Property

Returns/sets the number of the minor ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor ticks.

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

Plot#.FillBase Property

Returns/sets a value that determines the fill method of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.FillBase** [= number]

Settings

Value	Description
0	None, no fill method
1	Fill to 0.0
2	Fill to – Infinity
3	Fill to + Infinity

Remarks

Default: 0 - None.

Data Type

Integer

Plot#.FillColor Property

Returns/sets a value that determines the fill color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue.

Data Type

Color

Plot#.Interpolation Property

Returns/sets a value that determines the interpolation method of graph line of one

plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.Interpolation** [= number]

Settings

Value	Description
0	Direct connect
1	XY, first draw X direction (horizontal) then draw Y direction (vertical).
2	YX, first draw Y direction (vertical) then draw X direction (horizontal).

Remarks

Default: 0 - Direct connect.

Data Type

Integer

Plot#.LineColor Property

Returns/sets a value that determines the line color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Yellow.

Data Type

Color

Plot#.LineStyle Property

Returns/sets a value that determines the line style of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineStyle** [= number]

Settings

Value	Description
0	Solid
1	Dash.
2	Dot

Remarks

Default: 0 - Solid.

Data Type

Integer

Plot#.LineWidth Property

Returns/sets a value that determines the line width of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineWidth** [= number]

Settings

The range is 1 ~ 5

Remarks

Default: 1.

Data Type

Integer

Plot#.LinkItem Property

Returns/sets the DDE item data of the DDE server for the DDE conversation defined by the LinkTopic property.

Syntax

object. **Plot#.LinkItem =** [string]

Remarks

Default: None

Data Type

String

Plot#.LinkTimeout Property

Returns/sets the time period that the control object waits for a response from a DDE server.

Syntax

object. **Plot#.LinkTimeout =** [number]

Settings

The values for the LinkTimeout property are **tenths of seconds.**

Remarks

Default: 50 (50 means 5 seconds.)

Data Type

Long

Plot #.LinkTopic Property

Returns/sets the application name and topic name of the DDE conversion.

Syntax

object. **Plot#.LinkTopic =** [string]

Remarks

Default: None

Convention style : *application*|*topic is for DDE*

Convention style : \\node_name*application*|*topic is forNetDDE*

Data Type

String

Plot#.PointColor Property

Returns/sets a value that determines the point color of one plot. The '#' can be '1' to '8'. It's mean the plot identification.

Syntax

object.**Plot#.PointColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: Red.

Data Type

Color

Plot#.PointStyle Property

Returns/sets a value that determines the point style of one plot. The '#' can be '1' to '8'. It's mean the plot identification.

Syntax

object.**Plot#.PointStyle** [= number]

Settings

Value	Description
0	None
1	Empty square.
2	Solid square
3	Empty diamond
4	Solid diamond
5	Empty circle
6	Solid circle
7	X
8	Cross(+)

Remarks

Default: 0 - None.

Data Type

Integer

Methods

ClearPlots Method

Clears all plot data and clear the drawing area.

Syntax

Sub object.**ClearPlots()**

Return Value

None

ConnectDde Method

Syntax

Function object**.ConnectDde()** As void.

Argument

None

Remark

When the LinkMode property is set to Manual, user must use this ConnectDde method to connect with the DDE server and do the initial process.

LinkRequest Method

Syntax

Function object **LinkRequest ()** As void

Argument

None.

Remark

After user use the ConnectDde method to connect with the DDE server, the DDE server does not automatically update the value. You must use the LinkRequest method to ask the DDE server to update the value.

PlotChart Method

Syntax

Function object**.PlotChart(***Data As Variant)* As Short

Argument

Data As Variant

A graph data or a array of chart data, data type can be byte, integer, long, float, double

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-4, the input active of Control is disable

Remarks

The data of Data array will be appended to the history buffer of Control.

It always use 1st plot to drawing

Note

In VC++, *Data* is a 1-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

PlotCharts Method

Syntax

Function object**.PlotCharts(***Data As Variant, PlotNum As Integer***)** As Short

Argument

Data As Variant

A graph data or a array of graph data, data type can be byte, integer, long, float, double

PlotNum As Integer

Number of plot that is how many plot be included in the array of graph data

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-2, the PlotNum is invalid, it must be equal or smaller than property *PlotNum*

-3, the dimension of array is invalid, it must be 1 dimension, or element number of Data array is invalid, it must be the multiple number of PlotNum.

-4, the input active of Control is disable

Remarks

The data of Data array will be appended to the history buffer of Control.

For example,

Data = [a1, b1, c1; a2, b2, c2; a3, b3, c3……a100, b100, c100],

PlotNum = 3

a# series represents 1st plot chart data.

b# series represents 2nd plot chart data.

c# series represents 3rd plot chart data.

Note

In VC++, *Data* is a 1-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

Refresh Method

Syntax

Function object**.Refresh()** As void

Argument

None

Remark

User can call this method to refresh control when shome property have be changed at running

Event

LinkClose Event

Syntax

sub *ControlName*_**LinkClose** (ptrIndex *as short*).

Argument

ptrIndex *As short*

An integer that specifies the plot. The valid values are within 0 and 7.

Remarks

If a control is engaged by a DDE conversation and the conversation is ended for any reason—either you set the control‘s LinkMode property to None or the DDE server stop the conversation, the LinkClose event occurs.

LinkError Event

Syntax

sub *ControlName*_**LinkError**(ptrIndex *as short, linkerr as short*).

Argument

ptrIndex *As short*

An integer that specifies the plot. The valid values are within 0 and 7.

linkerr *As short*

An integer that specifies the error state of the DDE connection.

0 mean the “Connect failed”.

1 mean the “Request failed”.

2 mean the “Poke failed”.

Remarks

If an error occurs when you are using code to manipulate a DDE conversation, the LinkError event occurs.

LinkNotify Event

Syntax

sub *ControlName*_**LinkNotify** (ptrIndex *as short*).

Argument

ptrIndex *as short*

An integer that specifies the plot. The valid values are within 0 and 7.

Remarks

If you set the LinkMode property to 3-Notify, then the LinkNotify event occurs whenever the DDE server has the new update data. You can use this event to notify the user that new data is available.

LinkOpen Event

Syntax

sub *ControlName*_**LinkOpen** (ptrIndex *as short*, cancel *as short*).

Argument

ptrIndex *As short*

An integer that specifies the plot. The valid values are within 0 and 7.

cancel As short

An integer that specifies the status of DDE connection; -1 mean fail, 0 mean successful.

Remarks

The LinkOpen event occurs when a control initiates a DDE conversation.

Windows Stock Events

There are 14 events they are as follows: Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, Validate. they are Windows Stock Events, please take the reference from it.

DXYGraph ActiveX control

DXYGraph ActiveX control is an UI component used for displaying XY dimension data. The DXYGraph control receives and plots data as a block. One DXYGraph control can have at most 8 plots that display 8 sets of different data. All of the properties, methods and events will be explained by detail in the following sections.

Properties

BackColor Property

Returns/sets the background color of DXYGraph ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: gray.

Data Type

Color

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

PlotAreaColor Property

Returns/sets the background color of the plot area.

Syntax

object.**PlotAreaColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

PlotNum Property

Returns/sets a value that determines the number of plots.

Syntax

object.**PlotNum** [= number]

Settings

The value range is between 1 and 8.

Remarks

Default: 1.

Data Type

Integer

XAxis.AutoScale Property

Returns/sets a value that determines if the x scale automatically displays its entire contents.

Syntax

object.**XAxis.AutoScale** [= boolean]

Settings

Value	Description
True	Automatically shows entire x scale range.
False	Keeps display number of X scale as *XAxis.ViewNumber*

Remarks

When *XAxis.AutoScale* value is true, there is no scroll bar. When the value is false, if the data display range is over x scale range, the scroll bar will show up.

Default: False.

Data Type

Boolean

XAxis.FormatString Property

Returns/sets a value that determines the ticks format of X-axis.

Syntax

object.**XAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks

Default: Number "."

Data Type

String

XAxis.Log Property

Returns/sets a value that determines if X-axis scale is applied to log10.

Syntax

object.**XAxis.Log [**= boolean]

Settings

Value	Description
True	Log10 X-axis scale.
False	Normal X-axis scale.

Remarks

If Log is True, then the *XAxis.Maximum, XAxis.Minimum,* and x data must greater than 0.

Default: False

Data Type

Boolean

XAxis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at X-axis.

Syntax

object.**XAxis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don't use mapping function.

Remarks

Default: false.

Data Type

Boolean

XAxis.Maximum Property

Returns/sets a value that determines the maximum value of X-axis.

Syntax

object.**XAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Minimum Property

Returns/sets a value that determines the minimum value of X-axis.

Syntax

object.**XAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**XAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *XAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**XAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *XAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are out of window.

Syntax

object.**XAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	Scrollbar is available for you to see the graph data that are at out of window.
False	No scrollbar is available.

Remarks

Default: false.

Data Type

Boolean

XAxis.Ticks.BaseNum Property

Returns/sets the base value of X-axis when spacing method is 'by unit'.

Syntax

object.**XAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.LabelColor Property

Returns/sets the color of the X-axis label.

Syntax

object.**XAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display X-axis above tick label.

Syntax

object.**XAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display above tick label

False Don't display above tick label

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display X-axis bottom tick label.

Syntax

object.**XAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label

False Don’t display bottom tick label

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display above tick marks of X-axis.

Syntax

object.**XAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display above tick marks.

False Don’t display above tick marks.

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**XAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks

False Don’t display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of X-axis.

Syntax

object.**XAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of X-axis
False Don't draw major grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

XAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of X-axis
False Don't display major tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that X-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *AXis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of X-axis

False Don't draw minor grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

XAxis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of X-axis

False Don't display minor tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of X-axis.

Syntax

object.**XAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

YAxis.AutoScale Property

Returns/sets a value that determines whether y scale is automatically display its entire contents.

Syntax

object.**YAxis,AutoScale** [= boolean]

Settings

Value	Description
True	Automatically shows entire y scale range.
False	Keeps Y scale range be between YAxis.minimum and YAxis.maximum.

Remarks

When YAxis.AutoScale value is true, there is no scroll bar. When the value is false, if the data display range is over y scale range, the scroll bar will shows up.

Default: False.

Data Type

Boolean

YAxis.FormatString Property

Returns/sets a value that determines the format of Y-axis scale.

Syntax

object.**YAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	".", ".0", ".##0", ".###", ".#####0"
Scientific	"e", "E"
Symbolic Engineering	"kV", "kHz", "kA", "kl", "Deg"
Percentage	"%", ".#0%", "%*100", ".#0%*100"
Currency	"$.", "$.#0"
Scaling	"*.001", "*.01", "*100", "*1000", "*100+100", "*100-100", "+10000", "+150"

Remarks

Default: Number "."

Data Type

String

YAxis.Log Property

Returns/sets a value that determines if Y-axis scale is applied to log10.

Syntax

object.**YAxis.Log**= boolean]

Settings

Value	Description
True	Log10 Y-axis scale.
False	Normal Y-axis scale.

Remarks

If Log is True, then the YAxis.Maximum, YAxis.Minimum, and y data must greater than 0.

Default: False

Data Type

Boolean

YAxis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at Y-axis.

Syntax

object.**YAxis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don't use mapping function.

Remarks

Default: false.

Data Type

Boolean

YAxis.Maximum Property

Returns/sets a value that determines the maximum value of Y-axis.

Syntax

object.**YAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Minimum Property

Returns/sets a value that determines the minimum value of Y-axis.

Syntax

object.**YAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**YAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**YAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are at out of window.

Syntax

object.**YAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	Scrollbar is available for you to see the graph data that are at out of window.
False	No scrollbar is available.

Remarks

Default: false.

Data Type

Boolean

YAxis.Ticks.BaseNum Property

Returns/sets the base value of Y-axis when spacing method is 'by unit'.

Syntax

object.**YAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.LabelColor Property

Returns/sets the color of the Y-axis label.

Syntax

object.**YAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display left tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display left tick label

False Don't display left tick label

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display right tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display right tick label

False Don't display right tick label

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left ticks of the Y-axis.

Syntax

object.**YAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks.

False Don't display left tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

YAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display right tick marks of the Y-axis.

Syntax

object.**YAxis.Ticks.RightBottom** [= boolean]

Settings

True Display right tick marks

False Don't display right tick marks

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorColor Property

Returns/sets the color of the major ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if drawing major grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of Y-axis

False Don't draw major grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

YAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Y-axis

False Don't display major tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of Y-axis when spacing method is ‘number of division’ or ‘by unit’.

Syntax

object.**YAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is ‘number of division’:

It means the number that Y-axis be divided by major ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent major tick.

Remarks

This property is valid when Y*Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.MinorColor Property

Returns/sets the color of the minor ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if drawing minor grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of Y-axis

False Don’t draw minor grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue

(RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

YAxis.Ticks.MinorMark Property

Returns/sets a value that determines if display the minor tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of Y-axis

False Don't display minor tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MinorNum Property

Returns/sets the number of the minor ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor ticks.

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.Spacing** [= number]

Settings

Value	**Description**
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

Plot#.FillBase Property

Returns/sets a value that determines the fill method of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.FillBase** [= number]

Settings

Value	Description
0	None, no fill method
1	Fill to 0.0
2	Fill to – Infinity
3	Fill to + Infinity

Remarks

Default: 0 - None.

Data Type

Integer

Plot#.FillColor Property

Returns/sets a value that determines the fill color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.FillColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Blue.

Data Type

Color

Plot#.Interpolation Property

Returns/sets a value that determines the interpolation method of graph line of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.Interpolation** [= number]

Settings

Value	Description
0	Direct connect
1	XY, first draw X direction (horizontal) then draw Y direction (vertical).
2	YX, first draw Y direction (vertical) then draw X direction (horizontal).

Remarks

Default: 0 - Direct connect.

Data Type

Integer

Plot#.LineColor Property

Returns/sets a value that determines the line color of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: Yellow.

Data Type

Color

Plot#.LineStyle Property

Returns/sets a value that determines the line style of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineStyle** [= number]

Settings

Value	Description
0	Solid
1	Dash.
2	Dot

Remarks

Default: 0 - Solid.

Data Type

Integer

Plot#.LineWidth Property

Returns/sets a value that determines the line width of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.LineWidth** [= number]

Settings

The range is 1 ~ 5

Remarks

Default: 1.

Data Type

Integer

Plot#.PointColor Property

Returns/sets a value that determines the point color of one plot. The '#' can be '1' to '8'. It means the plot identification.

object.**Plot#.PointColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: Red.

Data Type

Color

Plot#.PointStyle Property

Returns/sets a value that determines the point style of one plot. The '#' can be '1' to '8'. It means the plot identification.

Syntax

object.**Plot#.PointStyle** [= number]

Settings

Value	Description
0	None
1	Empty square.
2	Solid square
3	Empty diamond
4	Solid diamond
5	Empty circle
6	Solid circle
7	X
8	Cross(+)

Remarks

Default: 0 - None.

Data Type

Integer

Methods

ClearPlots Method

Clears all plot data and clear the drawing area.

Syntax

Sub object.**ClearPlots()**

Return Value

None

PlotXY Method

Syntax

Function object**.PlotXY(***Data As Variant, PlotNo As Integer)* As Short

Argument

Data As Variant

an array of XY graph data, data type can be byte, integer, long, float, or double

PlotNo As Integer

plot id of display data

PlotNo	# of Plot
0	1st Plot
1	2nd Plot
2	3rd Plot
3	4th Plot

4	5th Plot
5	6th Plot
6	7th Plot
7	8th Plot

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-2, the PlotNo is invalid, it must be smaller than property *PlotNum*

-3, the dimension of array is invalid, it must be 1 or 2 dimension

Remarks

You can pass a 1-dimension or 2-dimension array as *Data*

For example,

1 – dimension array

Data = [x1, y1, x2, y2, x3, y3, ……, x100, y100],

2 – dimension array (data number * 2 array)

Data = [(x1,y1), (x2,y2), (x3,y3), ……,(x100,y100)]

Note

In VC++, *Data* can be either a 1-dimension array or 2-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

PlotXYs Method

Syntax

Function object**.PlotXYs**(x*Data As Variant, yData As Variant)* As Short

Argument

x*Data As Variant*

an array of x data of XY graph data, data type can be byte, integer, long, float, or double

y*Data As Variant*

an array of y data of XY graph data, data type can be byte, integer, long, float, or double

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-2, the PlotNum is invalid, it must be equal or smaller than property *PlotNum*

-3, the dimension of xData array is invalid, it must be 1 dimension, or the dimension of yData array is invalid, it must be 1 or 2 dimension, or the element number of xData array or yData array is invalid

Remarks

x*Data* is a 1-dimension array.

You can pass a 1-dimension or 2-dimension array as y*Data*

For example,

1. yData array is 1 dimension

xData = [x1, x2, x3, x4, x5,……., xN], yData = [y1, y2, y3, y4, y5,….., yM]

The N must equal to M.

The XY graph data is (x1, y1), (x2, y2), ……, (xN, yM), plot to 1st Plot

2. yData array is 2 dimension (K * M),

the K must be smaller than property PlotNum and the M must equal to N

yData = [y11, y12, y13, y14, ……., y1M],

[y21, y22, y23, y24, ……., y2M],

. . . . . .

[yK1, yK2, yK3, yK4, ……., yKM]

The XY graph data is

1st Plot : [(x1, y11), (x2, y12), (x3, y13), ……., (xN, y1M)]

2nd Plot : [(x1, y21), (x2, y22), (y3, y23), ……., (xN, y2M)]

. . . . . .

Kth Plot : [(x1, yK1), (x2, yK2), (x3, yK3), ……., (xN, yKM)]

Note

In VC++, y*Data* can be either a 1-dimension array or 2-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

Refresh Method

Syntax

Function object**.Refresh()** As void

Argument

None

Remark

User can call this method to refresh control when shome property have be changed at running

Event

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DIntenGraph ActiveX control

DIntenGraph ActiveX control is an UI component used for displaying intensity data. The DIntenGraph control receives and plots data as a block. X-axis and Y-axis represents the plane of data, and Z-axis represents intensity color level. All of the properties, methods and events will be explained by detail in the following sections.

Properties

BackColor Property

Returns/sets the background color of DIntenGraph ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: gray.

Data Type

Color

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

PlotAreaColor Property

Returns/sets the background color of the plot area.

Syntax

object.**PlotAreaColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

ZInterpolation Property

Returns/sets a value that determines if enable interpolation function of color at Z-axis.

Syntax

object.**ZInterpolation** [= boolean]

Settings

True Enable interpolation function of color (intensity).

False Disable interpolation function of color (intensity).

Remarks

Default: True.

Data Type

Boolean

ZVisible Property

Returns/sets a value that determines if display the color map of Z-axis.

Syntax

object.**ZVisible** [= boolean]

Settings

True Display the color map of Z-axis

False Don't display the color map of Z-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.AutoScale Property

Returns/sets a value that determines if x scale automatically displays its entire contents.

Syntax

object.**XAxis.AutoScale** [= boolean]

Settings

Value	**Description**
True	Automatically shows entire x scale range.
False	Keeps display number of X scale is *XAxis.ViewNumber*

Remarks

When *XAxis.AutoScale* value is true, there is no scroll bar. When the value is false, the data display range is over x scale range, the scroll bar will show up.

Default: False.

Data Type

Boolean

XAxis.Base Property

Returns/sets a value that determines the base value of time domain at X-axis.

Syntax

object.**XAxis.Base** [= DATE]

Settings

'Date' format: mm/dd/yy

'Time' format: hh:mm:ss

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

String

XAxis.FormatString Property

Returns/sets a value that determines the ticks format of X-axis.

Syntax

object.**XAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	"Decimal", "Hexdecimal", "Octal", "Binary"
Time	"hh:mm:ss", "mm:ss", "hh:mm:ss.ms", "mm:ss.ms", "ss.ms"
Date	"mm/dd/yy", "mm/dd"

Remarks

Default: Number – "Decimal"

Data Type

String

XAxis.Interval Property

Returns/sets a value that determines the interval value of time domain at X-axis.

Syntax

object.**XAxis.Interval** [=number]

Settings

'Date' format: double (days)

'Time' format: double (secs)

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

Double

XAxis.ScrollBar Property

Returns/sets a value that determines whether the control have a scrollbar.

Syntax

object.**XAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	X scale has a scrollbar.
False	X scale has no scrollbar.

Remarks

Default: false.

Data Type

Boolean

XAxis.ViewNumber Property

Returns/sets x scale display range.

Syntax

object.**XAxis.ViewNumber** [= number]

Remarks

Default: 100

Data Type

Long

XAxis.Ticks.BaseNum Property

Returns/sets the base value of X-axis scale when spacing method is 'by unit'.

Syntax

object.**XAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.LabelColor Property

Returns/sets the color of the X-axis label.

Syntax

object.**XAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display X-axis above tick label.

Syntax

object.**XAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display above tick label

False Don't display above tick label

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display X-axis bottom tick label.

Syntax

object.**XAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label
False Don't display bottom tick label

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display above tick marks of X-axis.

Syntax

object.**XAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display above tick marks.
False Don't display above tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

XAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**XAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks
False Don't display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of X-axis.

Syntax

object.**XAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

XAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of X-axis

False Don't draw major grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

XAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of X-axis

False Don't display major tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that X-axis be divided by major ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *AXis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of X-axis

False Don’t draw minor grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

XAxis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of X-axis

False Don't display minor tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of X-axis.

Syntax

object.**XAxis.Ticks.Spacing** [= number]

Settings

Value	**Description**
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

YAxis.FormatString Property

Returns/sets a value that determines the format of Y-axis scale.

Syntax

object.**YAxis.FormatString** [= String]

Settings

Format Style	**Format String**

Number	“Decimal”, “Hexdecimal”, “Octal”, “Binary”
Time	“hh:mm:ss”, “mm:ss”
Date	“mm/dd/yy”, “mm/dd”

Remarks

Default: Number “Decimal”

Data Type

String

YAxis.Log Property

Returns/sets a value that determines if Y-axis scale is applied to log10.

Syntax

object.**YAxis.Log** [=boolean]

Settings

Value	Description
True	Log10 Y-axis scale.
False	Normal Y-axis scale.

Remarks

If Log is True, then the YAxis.Maximum, YAxis.Minimum, and y data must greater than 0.

Default: False

Data Type

Boolean

YAxis.Mapping Property

Returns/sets a value that determines whether the control uses mapping function that map binary data to scaled value at Y-axis.

Syntax

object.**YAxis.Mapping** [= boolean]

Settings

Value	Description
True	Use mapping function.
False	Don’t use mapping function.

Remarks

Default: False.

Data Type

Boolean

YAxis.Maximum Property

Returns/sets a value that determines the maximum value of Y-axis.

Syntax

object.**YAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Minimum Property

Returns/sets a value that determines the minimum value of Y-axis.

Syntax

object.**YAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**YAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**YAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

This property is valid only when *YAxis.Mapping* is True

Default: 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are out of window.

Syntax

object.**YAxis.ScrollBar** [= boolean]

Settings

Value	**Description**

True Scrollbar is available for you to see the graph data that are at out of window.
False No scrollbar is available.

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.BaseNum Property

Returns/sets the base value of Y-axis when spacing method is 'by unit'.

Syntax

object.**YAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.LabelColor Property

Returns/sets the color of the Y-axis label.

Syntax

object.**YAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display left tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display left tick label
False Don't display left tick label

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display right tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display right tick label

False Don't display right tick label

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left ticks of the Y-axis.

Syntax

object.**YAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks.

False Don't display left tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

YAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display right tick marks of the Y-axis.

Syntax

object.**YAxis.Ticks.RightBottom** [= boolean]

Settings

True Display right tick marks

False Don't display right tick marks

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorColor Property

Returns/sets the color of the major ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if drawing major grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of Y-axis

False Don't draw major grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

YAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Y-axis

False Don't display major tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that Y-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick.

Remarks

This property is valid when Y*Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.MinorColor Property

Returns/sets the color of the minor ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if drawing minor grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of Y-axis

False Don't draw minor grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

YAxis.Ticks.MinorMark Property

Returns/sets a value that determines if display the minor tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of Y-axis

False Don’t display minor tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MinorNum Property

Returns/sets the number of the minor ticks of Y-axis when spacing method is ‘number of division’ or ‘by unit’.

Syntax

object.**YAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is ‘number of division’:

It means the number that one major interval be divided by minor ticks.

Spacing method is ‘by unit’:

It means the interval between adjacent minor ticks.

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.Spacing** [= number]

Settings

Value	Description
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

ZAxis.Maximum Property

Returns/sets a value that determines the maximum value of Z-axis.

Syntax

object.**ZAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is fixed value 255.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

ZAxis.Minimum Property

Returns/sets a value that determines the minimum value of Z-axis.

Syntax

object.**ZAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is fixed value 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

ZAxis.Ticks.LabelColor Property

Returns/sets the color of the Z-axis label.

Syntax

object.**ZAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

ZAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display Z-axis bottom tick label.

Syntax

object.**ZAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label

False Don’t display bottom tick label

Remarks

Default: True.

Data Type

Boolean

ZAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**ZAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks

False Don’t display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

ZAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of Z-axis.

Syntax

object.**ZAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

ZAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Z-axis.

Syntax

object.**ZAxis.Ticks.MajorMark** [= boolean]

Settings

True	Display the major tick marks of Z-axis
False	Don't display major tick marks of Z-axis

Remarks

Default: True.

Data Type

Boolean

Methods

ClearPlot Method

Clears all intensity data and clear the drawing area.

Syntax

Sub object.**ClearPlot()**

Return Value

None

PlotPlane Method

Syntax

Function object**.PlotPlane(**xy*Data As Variant)* As Short

Argument

xy*Data As Variant*

a 2 dimension array of intensity data, data type can be byte, integer, long

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-3, the dimension of array is invalid, it must be 2 dimension, or element number of Data array is invalid, it must be the multiple number of 2.

Remarks

For example,

xyData is a array of N * M (where N is number of points in X axis, M is number of points in Y Axis)

xyData = [(x1, y1), (x1, y2), (x1, y3), (x1, y4), ……, (x1, yM)],
[(x2, y1), (x2, y2), (x2, y3), (x2, y4), ……, (x2, yM)],
. . . . . .
[(xN, y1), (xN, y2), (xN, y3), (xN, y4), ……, (xN, yM)]

the data range is 0 ~ 255 for index of color map

Note

In VC++, xy*Data* is a 2-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, or VT_I4|VT_ARRAY.

Refresh Method

Syntax

Function object**.Refresh()** As void

Argument

None

Remark

User can call this method to refresh control when shome property have be changed at running

Event

Windows Stock Events

There are 14 events. They are Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, and Validate. They are Windows Stock Events, please take the reference from it.

DIntenChart ActiveX control

DIntenChart ActiveX control is an UI component for displaying intensity data. The DIntenChart control appends new data point to existing plots over time. X-axis and Y-axis represent the plane of data, and Z-axis represents intensity color level. All of the properties, methods and events will be explained by detail in the following sections.

Properties

BackColor Property

Returns/sets the background color of DIntenChart ActiveX control.

Syntax

object.**BackColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

Caption Property

Specifies the text that appears on the control.

Syntax

object.**Caption** [= string]

Remarks

Default value : None

Data Type

String

CaptionColor Property

Returns/sets the color of the caption.

Syntax

object.**CaptionColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

HistoryLength Property

Returns/sets a value that determines history length of DIntenChart ActiveX control.

Syntax

object.**HistoryLength** [= number]

Settings

The value must be greater than or equal to 1024.

Remarks

The larger number you set the more space you can have for storing historical chart data.

Default: 1024.

Data Type

Long

InputActive Property

Returns/sets a value that determines if active the input of chart data.

Syntax

object.**InputActive** [= boolean]

Settings

True Active, the control receives the input of data

False Disable, the control does not receive the input of data

Remarks

The scroll bar of X-axis operates only when InputActive is False. It is disabled when InputActive is True.

Default: True.

Data Type

Boolean

PlotAreaColor Property

Returns/sets the background color of the plot area.

Syntax

object.**PlotAreaColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

UpdateMode Property

Returns/sets a value that determines the update mode of charting.

Syntax

object.**UpdateMode** [= number]

Settings

Value	Description
0	Strip
1	Scope
2	Sweep

Remarks

Default: 0 - Strip

Data Type

Integer

ZInterpolation Property

Returns/sets a value that determines if enable interpolation function of color at Z-axis.

Syntax

object.**ZInterpolation** [= boolean]

Settings

True Enable interpolation function of color (intensity).
False Disable interpolation function of color (intensity).

Remarks

Default: True.

Data Type

Boolean

ZVisible Property

Returns/sets a value that determines if display the color map of Z-axis.

Syntax

object.**ZVisible** [= boolean]

Settings

True Display the color map of Z-axis
False Don't display the color map of Z-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.AutoScale Property

Returns/sets a value that determines if x scale automatically displays its entire contents.

Syntax

object.**XAxis.AutoScale** [= boolean]

Settings

Value	**Description**
True	Automatically shows entire x scale range.
False	Keeps display number of X scale is *XAxis.ViewNumber*

Remarks

When *XAxis.AutoScale* value is true, there is no scroll bar. When the value is false, the data display range is over x scale range, the scroll bar will show up.

Default: False.

Data Type

Boolean

XAxis.Base Property

Returns/sets a value that determines the base value of time domain at X-axis.

Syntax

object.**XAxis.Base** [= DATE]

Settings

'Date' format: mm/dd/yy

'Time' format: hh:mm:ss

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

String

XAxis.FormatString Property

Returns/sets a value that determines the ticks format of X-axis.

Syntax

object.**XAxis.FormatString** [= String]

Settings

Format Style	Format String
Number	"Decimal", "Hexdecimal", "Octal", "Binary"
Time	"hh:mm:ss", "mm:ss", "hh:mm:ss.ms", "mm:ss.ms", "ss.ms"
Date	"mm/dd/yy", "mm/dd"

Remarks

Default: Number – "Decimal"

Data Type

String

XAxis.Interval Property

Returns/sets a value that determines the interval value of time domain at X-axis.

Syntax

object.**XAxis.Interval** [=number]

Settings

'Date' format: double (days)

'Time' format: double (secs)

Remarks

This property is valid only when ticks format of scale is 'Time' or 'Date'

Data Type

Double

XAxis.ScrollBar Property

Returns/sets a value that determines whether the control have a scrollbar.

Syntax

object.**XAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	X scale has a scrollbar.
False	X scale has no scrollbar.

Remarks

Default: false.

Data Type

Boolean

XAxis.ViewNumber Property

Returns/sets x scale display range.

Syntax

object.**XAxis.ViewNumber** [= number]

Remarks

Default: 100

Data Type

Long

XAxis.Ticks.BaseNum Property

Returns/sets the base value of X-axis scale when spacing method is 'by unit'.

Syntax

object.**XAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.LabelColor Property

Returns/sets the color of the X-axis label.

Syntax

object.**XAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display X-axis above tick label.

Syntax

object.**XAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display above tick label

False Don't display above tick label

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display X-axis bottom tick label.

Syntax

object.**XAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display bottom tick label
False Don't display bottom tick label

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display above tick marks of X-axis.

Syntax

object.**XAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display above tick marks.
False Don't display above tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

XAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**XAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks
False Don't display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of X-axis.

Syntax

object.**XAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

XAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if draws major grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of X-axis

False Don't draw major grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

XAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of X-axis

False Don't display major tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that X-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick marks.

Remarks

This property is valid when *AXis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.MinorColor Property

Returns/sets the color of minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

XAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if draws minor grid lines of X-axis on plot area.

Syntax

object.**XAxis.Ticks.MinorGrid** [= boolean]

Settings

True	Draw minor grid lines of X-axis
False	Don't draw minor grid lines of X-axis

Remarks

Default: False.

Data Type

Boolean

XAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of X-axis.

Syntax

object.**XAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

XAxis.Ticks.MinorMark Property

Returns/sets a value that determines if displays the minor tick marks of X-axis.

Syntax

object.**XAxis.Ticks.MinorMark** [= boolean]

Settings

True	Display the minor tick marks of X-axis
False	Don't display minor tick marks of X-axis

Remarks

Default: True.

Data Type

Boolean

XAxis.Ticks.MinorNum Property

Returns/sets the number of minor ticks of X-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**XAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor tick marks.

Remarks

This property is valid when *XAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

XAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of X-axis.

Syntax

object.**XAxis.Ticks.Spacing** [= number]

Settings

Value	**Description**
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

YAxis.FormatString Property

Returns/sets a value that determines the format of Y-axis scale.

Syntax

object.**YAxis.FormatString** [= String]

Settings

Format Style	**Format String**
Number	"Decimal", "Hexdecimal", "Octal", "Binary"
Time	"hh:mm:ss", "mm:ss"
Date	"mm/dd/yy", "mm/dd"

Remarks

Default: Number "Decimal"

Data Type

String

YAxis.Maximum Property

Returns/sets a value that determines the maximum value of Y-axis.

Syntax

object.**YAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Default: 10.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Minimum Property

Returns/sets a value that determines the minimum value of Y-axis.

Syntax

object.**YAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is fixed value 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMax Property

Returns/sets a value that determines the maximum value of graph data.

Syntax

object.**YAxis.RangeMax** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is invalid

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.RangeMin Property

Returns/sets a value that determines the minimum value of graph data.

Syntax

object.**YAxis.RangeMin** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is invalid

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.ScrollBar Property

Returns/sets a value that determines whether there is a scrollbar for you to see the graph data that are at out of window.

Syntax

object.**YAxis.ScrollBar** [= boolean]

Settings

Value	Description
True	Scrollbar is available for you to see the graph data that are at out of window.
False	No scrollbar is available.

Remarks

Now, This property is invalid

Data Type

Boolean

YAxis.Ticks.BaseNum Property

Returns/sets the base value of Y-axis when spacing method is 'by unit'.

Syntax

object.**YAxis.Ticks.BaseNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 2 (by unit).

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.LabelColor Property

Returns/sets the color of the Y-axis label.

Syntax

object.**YAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.LabelLeftAbove Property

Returns/sets a value that determines if display left tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelLeftAbove** [= boolean]

Settings

True Display left tick label
False Don't display left tick label

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display right tick label of the Y-axis.

Syntax

object.**YAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True Display right tick label
False Don't display right tick label

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.LeftAbove Property

Returns/sets a value that determines if display left ticks of the Y-axis.

Syntax

object.**YAxis.Ticks.LeftAbove** [= boolean]

Settings

True Display left tick marks.
False Don't display left tick marks.

Remarks

Default: Fasle.

Data Type

Boolean

YAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display right tick marks of the Y-axis.

Syntax

object.**YAxis.Ticks.RightBottom** [= boolean]

Settings

True Display right tick marks
False Don't display right tick marks

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorColor Property

Returns/sets the color of the major ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MajorGrid Property

Returns/sets a value that determines if drawing major grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MajorGrid** [= boolean]

Settings

True Draw major grid lines of Y-axis

False Don't draw major grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MajorGridColor Property

Returns/sets the color of the major grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MajorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: white.

Data Type

Color

YAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Y-axis

False Don't display major tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MajorNum Property

Returns/sets the number of major ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MajorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that Y-axis be divided by major ticks.

Spacing method is 'by unit':

It means the interval between adjacent major tick.

Remarks

This property is valid when Y*Axis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.MinorColor Property

Returns/sets the color of the minor ticks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

YAxis.Ticks.MinorGrid Property

Returns/sets a value that determines if drawing minor grid lines of Y-axis on plot area.

Syntax

object.**YAxis.Ticks.MinorGrid** [= boolean]

Settings

True Draw minor grid lines of Y-axis

False Don't draw minor grid lines of Y-axis

Remarks

Default: False.

Data Type

Boolean

YAxis.Ticks.MinorGridColor Property

Returns/sets the color of the minor grid lines of Y-axis.

Syntax

object.**YAxis.Ticks.MinorGridColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: gray.

Data Type

Color

YAxis.Ticks.MinorMark Property

Returns/sets a value that determines if display the minor tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.MinorMark** [= boolean]

Settings

True Display the minor tick marks of Y-axis

False Don't display minor tick marks of Y-axis

Remarks

Default: True.

Data Type

Boolean

YAxis.Ticks.MinorNum Property

Returns/sets the number of the minor ticks of Y-axis when spacing method is 'number of division' or 'by unit'.

Syntax

object.**YAxis.Ticks.MinorNum** [= Variant]

Settings

Data type can be BYTE, Integer, long, float, double

Spacing method is 'number of division':

It means the number that one major interval be divided by minor ticks.

Spacing method is 'by unit':

It means the interval between adjacent minor ticks.

Remarks

This property is valid when *YAxis.Ticks.Spacing* is 1 or 2.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

YAxis.Ticks.Spacing Property

Returns/sets a value that determines the spacing method of tick marks of Y-axis.

Syntax

object.**YAxis.Ticks.Spacing** [= number]

Settings

Value	**Description**
0	Automatic
1	Number of division.
2	By unit

Remarks

Default: 0 - Automatic.

Data Type

Integer

ZAxis.Maximum Property

Returns/sets a value that determines the maximum value of Z-axis.

Syntax

object.**ZAxis.Maximum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is fixed value 255.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

ZAxis.Minimum Property

Returns/sets a value that determines the minimum value of Z-axis.

Syntax

object.**ZAxis.Minimum** [= Variant]

Settings

Data type can be Byte, integer, long, float, double

Remarks

Now, This property is fixed value 0.

Data Type

Variant

Note

In VC++, a VARAINT of VT_UI1, VT_I2, VT_I4, VT_R4, or VT_R8

ZAxis.Ticks.LabelColor Property

Returns/sets the color of the Z-axis label.

Syntax

*object.***ZAxis.Ticks.LabelColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.

Default: black.

Data Type

Color

ZAxis.Ticks.LabelRightBottom Property

Returns/sets a value that determines if display Z-axis bottom tick label.

Syntax

*object.***ZAxis.Ticks.LabelRightBottom** [= boolean]

Settings

True	Display bottom tick label
False	Don’t display bottom tick label

Remarks

Default: True.

Data Type

Boolean

ZAxis.Ticks.RightBottom Property

Returns/sets a value that determines if display bottom tick marks of X-axis.

Syntax

object.**ZAxis.Ticks.RightBottom** [= boolean]

Settings

True Display bottom tick marks
False Don't display bottom tick marks

Remarks

Default: True.

Data Type

Boolean

ZAxis.Ticks.MajorColor Property

Returns/sets the color of major ticks of Z-axis.

Syntax

object.**ZAxis.Ticks.MajorColor** [= color]

Settings

This property uses the Microsoft Windows operating environment red-green-blue (RGB) color scheme.

Remarks

You can select the color from the color palette.
Default: black.

Data Type

Color

ZAxis.Ticks.MajorMark Property

Returns/sets a value that determines if display the major tick marks of Z-axis.

Syntax

object.**ZAxis.Ticks.MajorMark** [= boolean]

Settings

True Display the major tick marks of Z-axis
False Don't display major tick marks of Z-axis

Remarks

Default: True.

Data Type

Boolean

Methods

ClearPlot Method

Clears all intensity data and clear the drawing area.

Syntax

Sub object.**ClearPlot()**

Return Value

None

AddPlane Method

Syntax

Function object**.AddPlane(**xy*Data As Variant)* As Short

Argument

xy*Data As Variant*

a 2-dimension array of intensity data, data type can be byte, integer, long

Return Value

Zero if the function is successful; otherwise negative number.

-1, the data type of Data is invalid

-3, the dimension of array is invalid, it must be 2 dimension, or element number of Data array is invalid, it must be the multiple number of 2.

Remarks

The data of xyData will be append to the history buffer of Control.

For example,

xyData is a array of N * M (where N is number of points in X axis, M is number of points in Y Axis)

xyData = [(x1, y1), (x1, y2), (x1, y3), (x1, y4), ……, (x1, yM)],
[(x2, y1), (x2, y2), (x2, y3), (x2, y4), ……, (x2, yM)],
. . . . . .
[(xN, y1), (xN, y2), (xN, y3), (xN, y4), ……, (xN, yM)]

The data range is 0 ~ 255 for the index of color map

Note

In VC++, xy*Data* is a 2-dimension array wrapped in a VARIANT whose type is VT_UI1|VT_ARRAY, VT_I2|VT_ARRAY, VT_I4|VT_ARRAY, VT_R4|VT_ARRAY, or VT_R8|VT_ARRAY

Refresh Method

Syntax

Function object**.Refresh()** As void

Argument

None

Remark

User can call this method to refresh control when shome property have be changed at running

Event

Windows Stock Events

There are 14 events they are as follows: Click, DblClick, DragDrop, DragOver, GotFocus, KeyDown, KeyPress, KeyUp, LostFocus, MouseDown, MoveMove, MouseUp, ReadyStateChanged, Validate. they are Windows Stock Events, please take the reference from it.