ExSchedule

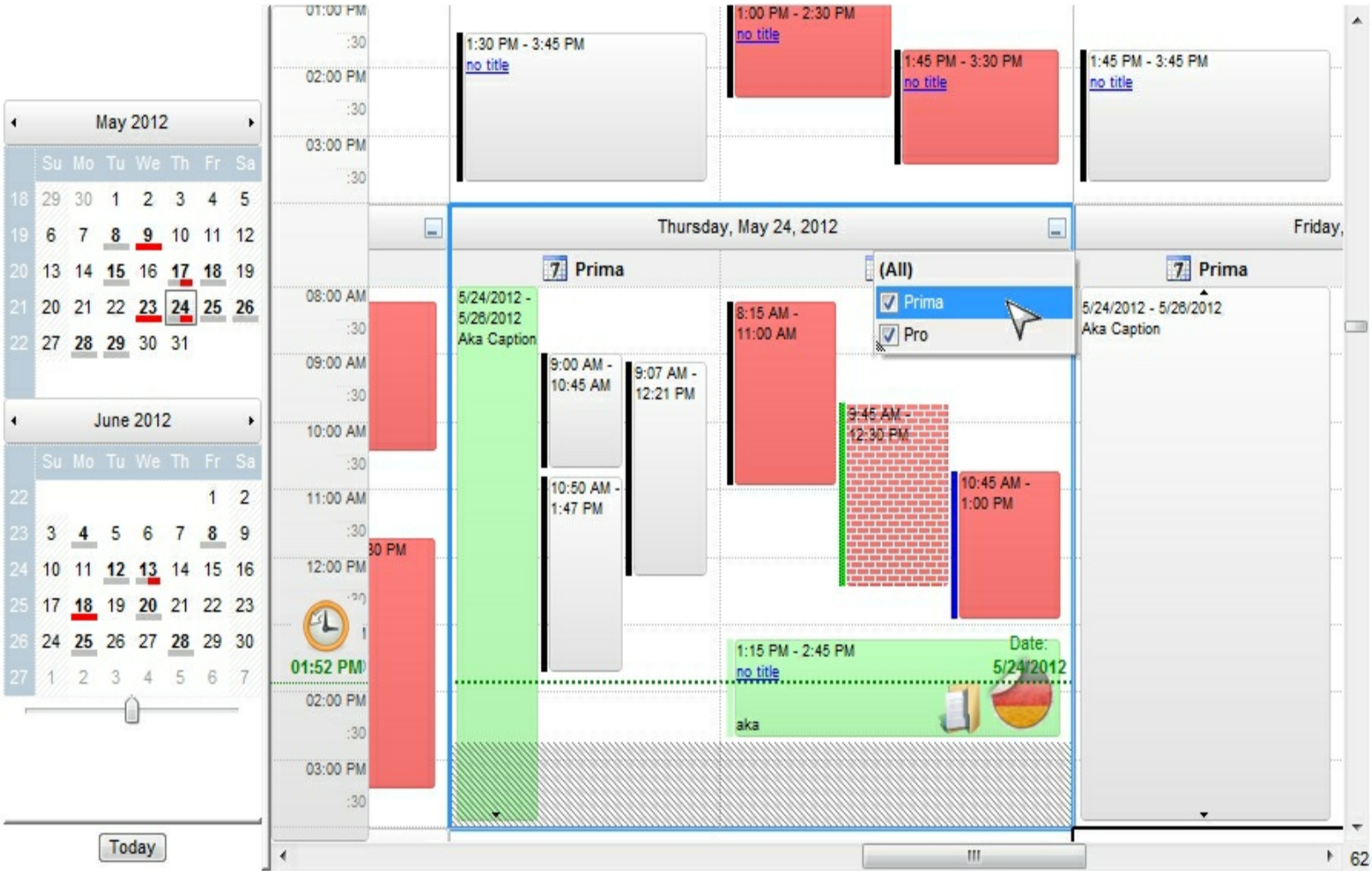
The eXSchedule tool is our approach to provide scheduling of appointments into your application. The ExSchedule library lets the user changes its visual appearance using skins, each one providing an additional visual experience that enhances viewing pleasure.

Features include:

- **Skinnable Interface** support (ability to apply a skin to any background part)
- Undo/Redo support
- XML data support
- **Unlimited** options to show any HTML text, images, colors, EBNs, patterns, frames anywhere on the event's background.
- Easy way to define the control's visual appearance in design mode, using XP-Theme elements or EBN objects
- Ability to enlarge or **zooming** the scheduler, from one year to minutes, using the middle mouse button
- Ability to smoothly **navigate** from one date to another by dragging the scheduler
- Any major UI part of the scheduler can be **drag and drop** to any other side
- Ability to customize the mouse+keys combinations for almost all UI operations such as moving, resizing the events, zooming, and so on
- **Multiple selection** support, or ability to remove, move or resize all selected appointments/events at once
- Multiple HTML lines Tooltip support
- Display Multiple Schedules Side-by-Side, or ability to **group** or **filter** the events
- Ability to define the one or more **non-working** parts of any day, week, month, ... with a different pattern, colors, and so on, based on custom expressions
- **Repetitive** events support, or scheduling something that occurs at the same time multiple days
- Ability to mark one or **more zones** with a different color, HTML text, pattern and so on
- Define one or **more timers**, with the ability to change the UI attributes of meeting events
- **Integrated Time Scales** support, or ability to display one or more time scales, using different time zones
- **All-Day Header** support, or an all-day event that stretches over multiple days can be displayed as a contiguously bar across those days
- Ability to specify **disabled dates** (so the user can't select them), based on custom expressions, or you can specify the range of date to display data from
- Any Event can display one or more multiple-lines HTML captions, one or more pictures, icons, aligned to any part of the event
- The event's labels or tooltips may use custom expressions that shows the data such as

duration automatically once the event is moved or resized.

- The Event may display the status or the body part, using different colors, EBN, patterns, and so on
- You can specify whether an event is selectable, movable, resizable to one or both sides, what's are its margins or limits, and so on
- Single / Multi-Day Appointment/Event support



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How to get support?

To keep your business applications running, you need support you can count on.

Here are few hints what to do when you're stuck on your programming:

- Check out the samples - they are here to provide some quick info on how things should be done
- Check out the how-to questions using the eXHelper tool
- Check out the help - includes documentation for each method, property or event
- Check out if you have the latest version, and if you don't have it send an update request here.
- Submit your problem(question) here.

Don't forget that you can contact our development team if you have ideas or requests for new components, by sending us an e-mail at support@exontrol.com (please include the name of the product in the subject, ex: exgrid) . We're sure our team of developers will try to find a way to make you happy - and us too, since we helped.

Regards,
Exontrol Development Team

https://www.exontrol.com

constants AlignmentEnum

The Column object uses the AlignmentEnum enumeration to align a column.

Name	Value	Description
LeftAlignment	0	The source is left aligned.
CenterAlignment	1	The source is centered.
RightAlignment	2	The source is right aligned.

constants AllDayEventScrollEnum

The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling. Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AllowCreateAllDayEvent property has effect only when the schedule displays no time scale. The AllDayEventScrollEnum type supports the following flags:

Name	Value	Description
exAllDayEventNoScroll	0	The all-day event header supports no scroll.
exAllDayEventNoMin	0	The all-day event header displays events as many as possible.
exAllDayEventMin4	4	The all-day event header displays at least 4 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Max flag
exAllDayEventMin8	8	The all-day event header displays at least 8 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Max flag
exAllDayEventMin12	12	The all-day event header displays at least 12 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Max flag
exAllDayEventNoMax	16	The all-day event header displays events as many as possible.
exAllDayEventMax4	64	The all-day event header displays at most 4 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Min flag
exAllDayEventMax8	128	The all-day event header displays at most 8 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Min flag
exAllDayEventMax12	192	The all-day event header displays at most 12 events. This flag can be combined with exAllDayEventScroll, exAllDayEventWheelScroll or any Min flag
exAllDayEventScroll	256	The all-day event header supports scrolling.

exAllDayEventWheelScroll	4352	The user can scroll the all-day event header by rotating the mouse wheel, while the cursor hovers the header. Remove this flag to disable scrolling using the mouse wheel.

constants AllowKeysEnum

The AllowKeysEnum type specifies the keys to be combined in order to start an UI operation. For instance, the AllowCreateEvent property of AllowKeysEnum type indicates the keys combination to let user creates a new event at runtime. By default, this property is set on exLeftClick, which means the user is able to create a new event by single left click. If this property is set on exRightClick + exCRTLKey the user should press the CTRL key while right clicking the control to start creating a new event. If the exDblClick flag is included, the user requires to do a double click instead single click to perform the operation. The exDisallow flag indicates that the operation is not allowed.

The AllowKeysEnum type supports the following values:

Name	Value	Description
exDisallow	0	The operation is not allowed.
exLeftClick	1	The operation starts once the user clicks the left mouse button.
exRightClick	2	The operation starts if the user clicks the right mouse button.
exMiddleClick	3	The operation starts if the user clicks the middle mouse button.
exSHIFTKey	8	The operation may start only if the user presses the SHIFT key.
exCTRLKey	16	The operation may start only if the user presses the CTRL key.
exALTKey	32	The operation may start only if the user presses the ALT key.
exDblClick	64	The operation starts only if the user double clicks, instead single click.

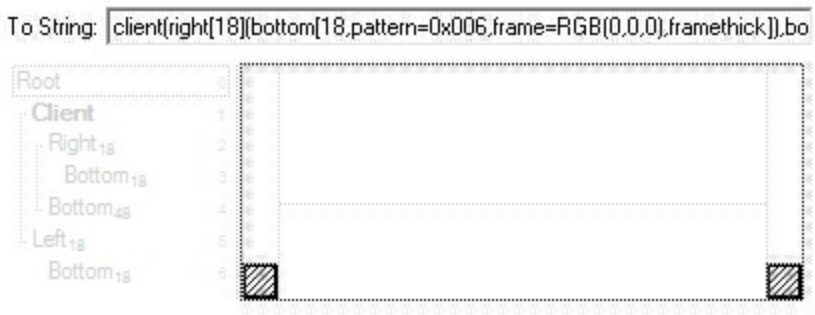
constants AppearanceEnum

The AppearanceEnum type indicates the type of borders the control can show. The Appearance property indicates the border the scheduler displays. The Appearance property supports EBN objects, so actually, you can define your own type of border. The Appearance property supports the following values:

Name	Value	Description
None2	0	No border
Flat	1	Flat border
Sunken	2	Sunken border
Raised	3	Raised border
Etched	4	Etched border
Bump	5	Bump border

constants BackgroundExtPropertyEnum

The BackgroundExtPropertyEnum type specifies the UI properties of the part of the EBN you can access/change at runtime. The BodyBackgroundExt property specifies the EBN String format to be displayed on the event's background. The BodyBackgroundExtValue property access the value of the giving property for specified part of the EBN. The BackgroundExtPropertyEnum type supports the following values:

Name	Value	Description
exToStringExt	0	Specifies the part's ToString representation. The BodyBackgroundExt property specifies the EBN String format to be displayed on the object's background. *The Exontrol's eXButton WYSWYG Builder helps you to generate or view the EBN String Format, in the **To String** field.* *Sample:* *"client(right[18](bottom[18,pattern=6,frame=0,framethick]),bottom[4 (bottom[18,pattern=6,frame=0,framethick])"* *generates the following layout:*  *where it is applied to an object it looks as follows:*  *(String expression, read-only).*

exBackColorExt	1	Indicates the background color / EBN color to be shown on the part of the object. *Sample: 255 indicates red, RGB(0,255,0) green, or 0x1000000.* *(Color/Numeric expression, The last 7 bits in the high significant byte of the color indicate the identifier of the skin being used)*
		Specifies the position/size of the object, depending on the object's anchor. The syntax of the exClientExt is related to the exAnchorExt value. *For instance, if the object is anchored to the left side of the parent (exAnchorExt = 1), the exClientExt specifies just the width of the part in pixels/percents, not including the position. In case, the exAnchorExt is client, the exClientExt has no effect.* *Based on the exAnchorExt value the exClientExt is:* • *0 (**none**, the object is not anchored to any side), the format of the exClientExt is **"left,top,width,height"** (as string) where (left,top) margin indicates the position where the part starts, and the (width,height) pair specifies its size. The left, top, width or height could be any expression (+,-,/ or *) that can include numbers associated with pixels or percents. For instance: "25%,25%,50%,50%" indicates the middle of the parent object, and so when the parent is resized the client is resized accordingly. The "50%-8,50%-8,16,16" value specifies that the size of the object is always 16x16 pixels and positioned on the center of the parent object.* • *1 (**left**, the object is anchored to left side of the parent), the format of the exClientExt is **width** (string or numeric) where width indicates the width of the object in pixels, percents or a combination of them using +,-,/ or * operators. For instance: "50%" indicates*

exClientExt	2	*the half of the parent object, and so when the parent is resized the client is resized accordingly. The 16 value specifies that the size of the object is always 16 pixels.* • *2 (**right**, the object is anchored to right side of the parent object), the format of the exClientExt is **width** (string or numeric) where width indicates the width of the object in pixels, percents or a combination of them using +,-,/ or * operators. For instance: "50%" indicates the half of the parent object, and so when the parent is resized the client is resized accordingly. The 16 value specifies that the size of the object is always 16 pixels.* • *3 (**client**, the object takes the full available area of the parent), the exClientExt has no effect.* • *4 (**top**, the object is anchored to the top side of the parent object), the format of the exClientExt is **height** (string or numeric) where height indicates the height of the object in pixels, percents or a combination of them using +,-,/ or * operators. For instance: "50%" indicates the half of the parent object, and so when the parent is resized the client is resized accordingly. The 16 value specifies that the size of the object is always 16 pixels.* • *5 (**bottom**, the object is anchored to bottom side of the parent object), the format of the exClientExt is **height** (string or numeric) where height indicates the height of the object in pixels, percents or a combination of them using +,-,/ or * operators. For instance: "50%" indicates the half of the parent object, and so when the parent is resized the client is resized accordingly. The 16 value specifies that the size of the object is always 16 pixels.* *Sample: 50% indicates half of the parent, 25 indicates 25 pixels, or 50%-8 indicates 8-pixels left from the center of the parent.*

		(String/Numeric expression)
exAnchorExt	3	Specifies the object's alignment relative to its parent. *The valid values for exAnchorExt are:* • *0 **(none)**, the object is not anchored to any side,* • *1 **(left)**, the object is anchored to left side of the parent,* • *2 **(right)**, the object is anchored to right side of the parent object,* • *3 **(client)**, the object takes the full available area of the parent,* • *4 **(top)**, the object is anchored to the top side of the parent object,* • *5 **(bottom)**, the object is anchored to bottom side of the parent object* *(Numeric expression)*
		Specifies the HTML text to be displayed on the object. *The exTextExt supports the following built-in HTML tags:* • ** ... ** displays the text in **bold** • ** ... ** displays the text in *italics* • **<u> ... </u>** underlines the text • **<s> ... </s>** ~~Strike~~-through text • **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The

FormatAnchor property customizes the visual effect for anchor elements.

The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAA " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAA string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline> Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present,

the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.

- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break

exTextExt 4

- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the

Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.

- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the

rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**> " generates the following picture:

outlined

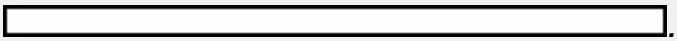
- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**> " generates the following picture:

shadow

or "*<**sha** 404040;5;0>*

		*<fgcolor=FFFFFF>outline anti-aliasing</fgcolor></**sha**>*" gets:  *(String expression)*
exTextExtWordWrap	5	Specifies that the object is wrapping the text. The exTextExt value specifies the HTML text to be displayed on the part of the EBN object. This property has effect only if there is a text assigned to the part using the exTextExt flag. *(Boolean expression)*
exTextExtAlignment	6	Indicates the alignment of the text on the object. The exTextExt value specifies the HTML text to be displayed on the part of the EBN object. This property has effect only if there is a text assigned to the part using the exTextExt flag. *The valid values for exTextExtAlignment are:* • *0, (hexa 0x00, **Top-Left**), Text is vertically aligned at the top, and horizontally aligned on the left.* • *1, (hexa 0x01, **Top-Center**), Text is vertically aligned at the top, and horizontally aligned at the center.* • *2, (hexa 0x02, **Top-Right**), Text is vertically aligned at the top, and horizontally aligned on the right.* • *16, (hexa 0x10, **Middle-Left**), Text is vertically aligned in the middle, and horizontally aligned on the left.* • *17, (hexa 0x11, **Middle-Center**), Text is vertically aligned in the middle, and horizontally aligned at the center.* • *18, (hexa 0x12, **Middle-Right**), Text is vertically aligned in the middle, and horizontally aligned on the right.*

		• *32, (hexa 0x20, **Bottom-Left**), Text is vertically aligned at the bottom, and horizontally aligned on the left.* • *33, (hexa 0x21, **Bottom-Center**), Text is vertically aligned at the bottom, and horizontally aligned at the center.* • *34, (hexa 0x22, **Bottom-Right**), Text is vertically aligned at the bottom, and horizontally aligned on the right.* *(Numeric expression)*
exPatternExt	7	Indicates the pattern to be shown on the object. The exPatternColorExt specifies the color to show the pattern. *The valid values for exPatternExt are:* • *0, (hexa 0x000, **Empty**), The pattern is not visible* • *1, (hexa 0x001, **Solid**),* • *2, (hexa 0x002, **Dot**),* • *3, (hexa 0x003, **Shadow**),* • *4, (hexa 0x004, **NDot**),* • *5, (hexa 0x005, **FDiagonal**),* • *6, (hexa 0x006, **BDiagonal**),* • *7, (hexa 0x007, **DiagCross**),* • *8, (hexa 0x008, **Vertical**),* • *9, (hexa 0x009, **Horizontal**),* • *10, (hexa 0x00A, **Cross**),* • *11, (hexa 0x00B, **Brick**),*

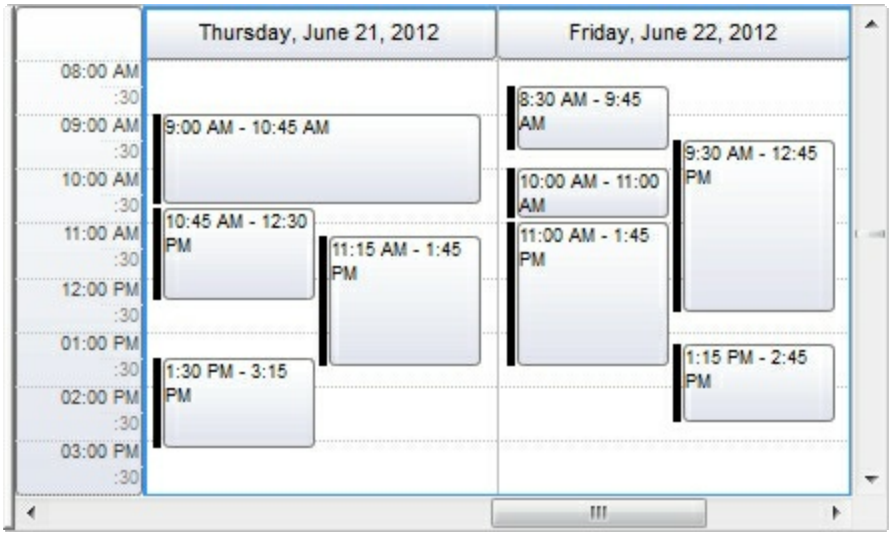
		• *12, (hexa 0x00C, **Yard**),*  • *256, (hexa 0x100, **Frame**),*  *. The exFrameColorExt specifies the color to show the frame. The Frame flag can be combined with any other flags.* • *768, (hexa 0x300, **FrameThick**),*  *. The exFrameColorExt specifies the color to show the frame. The Frame flag can be combined with any other flags.* *(Numeric expression)*
exPatternColorExt	8	Indicates the color to show the pattern on the object. The exPatternColorExt property has effect only if the exPatternExt property is not 0 (empty). The exFrameColorExt specifies the color to show the frame (the exPatternExt property includes the exFrame or exFrameThick flag) *(Color expression)*
exFrameColorExt	9	Indicates the color to show the border-frame on the object. This property set the Frame flag for exPatternExt property. *(Color expression)*
exFrameThickExt	10	Specifies that a thick-frame is shown around the object. This property set the FrameThick flag for exPatternExt property. *(Boolean expression)*
exUserDataExt	11	Specifies an extra-data associated with the object. (*Variant expression)*

constants BackgroundPartEnum

The BackgroundPartEnum type indicates the UI parts of the control, whose background or foreground colors can be changed. The background can be a solid color or an EBN object. The Background property of the control specifies the background/foreground color of a specified UI part of the control. The /NET or /WPF version of the control provides the get_Background/get_Background32 properties to get a color for a specified UI part, and set_Background/set_Background32 for changing the part's background or foreground colors. The eXSchedule tool may display two panels, the calendar and the schedule panel.

The *options that starts with exCalendar* refer to a part of the Calendar panel as shown bellow:

while if the *option starts with exSchedule* it refers an UI part of the schedule panel as:



The BackgroundPartEnum type supports the following values.

Name	Value	Description
exCalendarArrowUp	0	Specifies the visual appearance for the up arrow in the calendar's header.

exCalendarArrowDown	1	Specifies the visual appearance for the down arrow in the calendar's header.
exCalendarArrowLeft	2	Specifies the visual appearance for the left arrow in the calendar's header. You can use the MinDate property to limit the dates that the calendar can show. When the calendar has no other dates to show, the left or right arrows are not shown. The MaxDate property indicates the upper margin that the calendar can show.
exCalendarArrowRight	3	Specifies the visual appearance for the right arrow in the calendar's header. You can use the MinDate property to limit the dates that the calendar can show. When the calendar has no other dates to show, the left or right arrows are not shown. The MaxDate property indicates the upper margin that the calendar can show.
exCalendarBackColor	4	Specifies the calendar's background color. The Background(exCalendarBackColor) property changes the calendar's panel backcolor if not-zero, else the BackColor property specifies the calendar's background color.
exCalendarForeColor	5	Specifies the calendar's foreground color. The Background(exCalendarForeColor) property changes the calendar's panel foreground color. If this option is not set, the control's ForeColor property indicates the calendar's foreground color.
exCalendarDaysHeader	6	Specifies the visual appearance for the days header.
exCalendarWeeksHeader	7	Specifies the visual appearance for the weeks header.
exCalendarHeader	8	Specifies the visual appearance for the months header in the calendar panel.
exCalendarTodayUp	9	Specifies the visual appearance for the today button in the calendar panel, when it is up. Use the ShowTodayButton property to hide the Today button.
exCalendarTodayDown	10	Specifies the visual appearance for the today button in the calendar panel, when it is down. Use the ShowTodayButton property to hide the Today button.

exCalendarScrollThumb	11	Specifies the visual appearance for the scrolling thumb in the calendar panel. The ShowYearScroll property indicates whether the calendar panel displays an horizontal scroll bar to allow the user to change the calendar's year.
exCalendarScrollRange	12	Specifies the visual appearance for the scrolling range in the calendar panel. The ShowYearScroll property indicates whether the calendar panel displays an horizontal scroll bar to allow the user to change the calendar's year.
exCalendarSplitBar	13	Specifies the visual appearance for the separator bar in the calendar panel.
exCalendarMarkToday	14	Returns or sets a value that indicates the visual appearance for Today date, in the calendar panel. The exScheduleMarkTodayBackColor option changes the visual appearance for Today date, in the schedule panel.
exCalendarMonthSelect	15	Specifies the visual appearance for the selected month in the months drop down window.
exCalendarMonthSelectForeColor	16	Specifies the foreground color for the selected month in the months drop down window.
exCalendarGridLineColor	17	Specifies the color to show the calendar's grid lines. The ShowGridLines property indicates the type of grid lines to be shown in the calendar.
exSplitBar	18	Specifies the visual appearance for control's vertical split bar.
exCalendarSelBackColor	19	Specifies the calendar's background color for selected dates. The AllowSelectDate property specifies the keys combination that user can use to select dates in the calendar panel. The AllowSelectDateRect specifies the keys combination so the user can do a rectangular selection in the calendar panel.
exCalendarSelForeColor	20	Specifies the calendar's foreground color for selected dates. The AllowSelectDate property specifies the keys combination that user can use to select dates in the calendar panel. The AllowSelectDateRect specifies the keys combination so the user can do a rectangular

		selection in the calendar panel.
exCalendarHeaderForeColor	21	Specifies the foreground color to show the months in the header.
exCalendarBorderLineColor	26	exCalendarBorderLineColor. Specifies the color to show the calendar's border lines.
exCalendarCommentDate	27	exCalendarCommentDate. Specifies the visual appearance to show the dates in the calendar with a tooltip assigned.
exCalendarDaysHeaderForeColor	28	Specifies the foreground color for the days header.
exCalendarWeeksHeaderForeColor	29	Specifies the foreground color for the weeks header.
exCalendarMarkTodayForeColor	30	Specifies the foreground color for the today date, in the calendar panel. The exScheduleMarkTodayForeColor option changes the visual appearance for Today date, in the schedule panel.
exCalendarTodayForeColor	31	Specifies the foreground color for the Today button, in the calendar panel. Use the ShowTodayButton property to hide the Today button.
exCalendarFocusDate	32	Specifies visual appearance for the focused date, in the calendar panel. The AllowFocusDate property on exDisallow disables focusing a date that's not being selected.
exCalendarFocusDateForeColor	33	Specifies foreground color for the focused date, in the calendar panel. The AllowFocusDate property on exDisallow disables focusing a date that's not being selected.
exScheduleBorderDateColor	34	Specifies color to display the border for the dates.
exScheduleBorderMonthColor	35	Specifies color to display the border for the months.
exScheduleBorderSelColor	36	Specifies color to display the border for selected dates.
exScheduleBorderSelColorUnFocus	37	Specifies color to display the border for selected dates, when the control has not focus.
exScheduleBorderTimeScaleColor	38	Specifies the color to display the border for time scales.
exScheduleTimeScaleBackColor	39	Specifies the color to display the time scale's default background color.

exScheduleTimeScaleForeColor	40	Specifies the foreground color to display the time scale.
exScheduleDayHeaderBackColor	41	Specifies the visual appearance of the header's day in the schedule view.
exScheduleDayHeaderForeColor	42	Specifies the foreground color of the header's day in the schedule view.
exScheduleDayGroupBackColor	43	Specifies the visual appearance of the group in the header's day of the schedule view.
exScheduleDayGroupForeColor	44	Specifies the foreground color of the group in the header's day of the schedule view.
exScheduleDayTimeBackColor	45	Specifies the visual appearance of the time scale in the day of the schedule view.
exScheduleDayTimeForeColor	46	Specifies the foreground color of the time scale in the day of the schedule view.
exScheduleTimeScaleRulerBackColor	47	Specifies the visual appearance of the time ruler.
exScheduleTimeScaleRulerForeColor	48	Specifies the foreground color of the time ruler.
exScheduleTimeScaleMajorRulerColor	49	Specifies the color to show the line of the major time ruler.
exScheduleTimeScaleMajorRulerStyle	50	Specifies the style of the line of the major time ruler. The Background(exScheduleTimeScaleMajorRulerStyle) property indicates a LinesStyleEnum expression that determines style of lines to be shown on major rulers
exScheduleTimeScaleMinorRulerColor	51	Specifies the color to show the line of the minor time ruler.
exScheduleTimeScaleMinorRulerStyle	52	Specifies the style of the line of the minor time ruler.
exScheduleMajorTimeRulerColor	53	Specifies the color to show the line of the major time ruler in the schedule panel.
exScheduleMajorTimeScaleStyle	54	Specifies the style of the line of the major time ruler in the schedule panel.
exScheduleMinorTimeScaleColor	55	Specifies the color to show the line of the minor time ruler in the schedule panel.
exScheduleMinorTimeScaleStyle	56	Specifies the style of the line of the minor time ruler in the schedule panel.
exScheduleBorderGroupColor	57	Specifies color to display the border between groups.

exScheduleGroupingButton	58	Specifies the visual appearance for the drop down grouping button.
exGroupingBackColor	59	Specifies the background color for the drop down grouping view.
exGroupingForeColor	60	Specifies the foreground color for the drop down grouping view.
exGroupingSelBackColor	61	Specifies the visual appearance to display the selected items in the drop down grouping view.
exGroupingSelForeColor	62	Specifies the foreground color to show the selected items in the drop down grouping view.
exToolTipAppearance	64	Specifies the visual appearance of the borders of the tooltips.
exToolTipBackColor	65	Specifies the tooltip's background color.
exToolTipForeColor	66	Specifies the tooltip's foreground color.
exCalendarSelBackColorUnFocus	68	Specifies the background color for selected object when the control loses the focus.
exCalendarSelForeColorUnFocus	69	Specifies the foreground color for selected object when the control loses the focus.
exCheckBoxState0	70	Specifies the visual appearance for the check box in 0 state (unchecked).
exCheckBoxState1	71	Specifies the visual appearance for the check box in 1 state (checked).
exCheckBoxState2	72	Specifies the visual appearance for the check box in 2 state (partial, not used).
exRadioButtonState0	73	Specifies the visual appearance for the radio button in 0 state (unchecked).
exRadioButtonState1	74	Specifies the visual appearance for the radio button in 1 state (checked).
exScheduleCreateEventBackColor	75	Specifies the visual appearance of the event being created. The CreateEventLabel property specifies the label to be shown when the user creates a new event. The CreateEventLabelAlign property indicates the alignment of the label while user creates new events. The Add method adds programmatically a new event to the control.
		Indicates the foreground color for the event being created. The CreateEventLabel property specifies

exScheduleCreateEventForeColor	76	the label to be shown when the user creates a new event. The CreateEventLabelAlign property indicates the alignment of the label while user creates new events. The Add method adds programmatically a new event to the control.
exScheduleEventContinuePrevDay	77	Specifies the visual appearance of the sign that's shown when the current event continues on the previously day.
exScheduleEventContinueNextDay	78	Specifies the visual appearance of the sign that's shown when the current event continues on the next day.
exScheduleUpdateEventsBackColor	79	Specifies the visual appearance of the event being moved or resized.
exScheduleUpdateEventsForeColor	80	Indicates the foreground color for the event being moved or resized.
exScheduleMarkTodayBackColor	81	Specifies the background color for the today date, in the schedule panel.
exScheduleMarkTodayForeColor	82	Specifies the foreground color for the today date, in the schedule panel.
exScheduleEditEventBackColor	83	Specifies the background color while editing an event. The Editable property indicates whether the user can edit the event's label at runtime.
exScheduleEditEventForeColor	84	Specifies the foreground color while editing an event. The Editable property indicates whether the user can edit the event's label at runtime.
exScheduleEventContinuePrevWeek	85	Specifies the visual appearance of the sign that's shown when the current all-day event continues on the previously week. If this option is 0 (by default) a left-arrow icon is being displayed. You can use this option to specify the visual appearance using the EBN objects.
exScheduleEventContinueNextWeek	86	Specifies the visual appearance of the sign that's shown when the current all-day event continues on the next week. If this option is 0 (by default) a right-arrow icon is being displayed. You can use this option to specify the visual appearance using the EBN objects.
exScheduleAllDayHeaderBackColor	87	exScheduleAllDayHeaderBackColor. Specifies the visual appearance of the control's All-Day header.

exScheduleOLEDropPosition	97	By default, the exScheduleOLEDropPosition is 0, which means no effect. Specifies the visual appearance of the dropping position inside the schedule part of the control, when the control is implied in a OLE Drag and Drop operation. The exScheduleOLEDropPosition has effect only if different than 0, and the OLEDropMode property is not exOLEDropNone. For instance, set the Background(exScheduleOLEDropPosition) property on RGB(0,0,255), and a blue line is shown at the date-time position when the cursor is hover the schedule part of the control, during an OLE Drag and Drop position. The OLEDragDrop event notifies your application once an object is drop in the control.
exContextMenuAppearance	99	Specifies the visual appearance of the control's context menu.
exContextMenuBackColor	100	Specifies the solid background color for the control's context menu.
exContextMenuForeColor	101	Specifies the text foreground color for the control's context menu.
exContextMenuSelBackColor	102	Specifies the solid/EBN selection's background color in the control's context menu.
exContextMenuSelBorderColor	103	Specifies the solid color to show the selection in the control's context menu.
exContextMenuSelForeColor	104	Specifies the selection's text foreground color in the control's context menu.
exScheduleDayBackColorAlternate	159	Specifies the visual appearance for alternate days.
exScheduleDayForeColorAlternate	160	Specifies the foreground color for alternate days.
exScheduleAllDayEventScrollBackColor	165	Specifies the visual appearance to put on the all-day events header, when it contains scrolling events. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling.
exVSUp	256	The up button in normal state.
exVSUpP	257	The up button when it is pressed.
exVSUpD	258	The up button when it is disabled.

exVSUpH	259	The up button when the cursor hovers it.
exVSThumb	260	The thumb part (exThumbPart) in normal state.
exVSThumbP	261	The thumb part (exThumbPart) when it is pressed.
exVSThumbD	262	The thumb part (exThumbPart) when it is disabled.
exVSThumbH	263	The thumb part (exThumbPart) when cursor hovers it.
exVSDown	264	The down button in normal state.
exVSDownP	265	The down button when it is pressed.
exVSDownD	266	The down button when it is disabled.
exVSDownH	267	The down button when the cursor hovers it.
exVSLower	268	The lower part (exLowerBackPart) in normal state.
exVSLowerP	269	The lower part (exLowerBackPart) when it is pressed.
exVSLowerD	270	The lower part (exLowerBackPart) when it is disabled.
exVSLowerH	271	The lower part (exLowerBackPart) when the cursor hovers it.
exVSUpper	272	The upper part (exUpperBackPart) in normal state.
exVSUpperP	273	The upper part (exUpperBackPart) when it is pressed.
exVSUpperD	274	The upper part (exUpperBackPart) when it is disabled.
exVSUpperH	275	The upper part (exUpperBackPart) when the cursor hovers it.
exVSBack	276	The background part (exLowerBackPart and exUpperBackPart) in normal state.
exVSBackP	277	The background part (exLowerBackPart and exUpperBackPart) when it is pressed.
exVSBackD	278	The background part (exLowerBackPart and exUpperBackPart) when it is disabled.
exVSBackH	279	The background part (exLowerBackPart and exUpperBackPart) when the cursor hovers it.

exHSLeft	384	The left button in normal state.
exHSLeftP	385	The left button when it is pressed.
exHSLeftD	386	The left button when it is disabled.
exHSLeftH	387	The left button when the cursor hovers it.
exHSThumb	388	The thumb part (exThumbPart) in normal state.
exHSThumbP	389	The thumb part (exThumbPart) when it is pressed.
exHSThumbD	390	The thumb part (exThumbPart) when it is disabled.
exHSThumbH	391	The thumb part (exThumbPart) when the cursor hovers it.
exHSRight	392	The right button in normal state.
exHSRightP	393	The right button when it is pressed.
exHSRightD	394	The right button when it is disabled.
exHSRightH	395	The right button when the cursor hovers it.
exHSLower	396	The lower part (exLowerBackPart) in normal state.
exHSLowerP	397	The lower part (exLowerBackPart) when it is pressed.
exHSLowerD	398	The lower part (exLowerBackPart) when it is disabled.
exHSLowerH	399	The lower part (exLowerBackPart) when the cursor hovers it.
exHSUpper	400	The upper part (exUpperBackPart) in normal state.
exHSUpperP	401	The upper part (exUpperBackPart) when it is pressed.
exHSUpperD	402	The upper part (exUpperBackPart) when it is disabled.
exHSUpperH	403	The upper part (exUpperBackPart) when the cursor hovers it.
exHSBack	404	The background part (exLowerBackPart and exUpperBackPart) in normal state.
exHSBackP	405	The background part (exLowerBackPart and exUpperBackPart) when it is pressed.
exHSBackD	406	The background part (exLowerBackPart and exUpperBackPart) when it is disabled.
		The background part (exLowerBackPart and

exHSBackH	407	exUpperBackPart) when the cursor hovers it.
exSBtn	324	All button parts (L1-L5, LButton, exThumbPart, RButton, R1-R6), in normal state.
exSBtnP	325	All button parts (L1-L5, LButton, exThumbPart, RButton, R1-R6), when it is pressed.
exSBtnD	326	All button parts (L1-L5, LButton, exThumbPart, RButton, R1-R6), when it is disabled.
exSBtnH	327	All button parts (L1-L5, LButton, exThumbPart, RButton, R1-R6), when the cursor hovers it .
exScrollHoverAll	500	Enables or disables the hover-all feature. By default (Background(exScrollHoverAll) = 0), the left/top, right/bottom and thumb parts of the control' scrollbars are displayed in hover state while the cursor hovers any part of the scroll bar (hover-all feature). The hover-all feature is available on Windows 11 or greater, if only left/top, right/bottom, thumb, lower and upper-background parts of the scrollbar are visible, no custom visual-appearance is applied to any visible part. The hover-all feature is always on If Background(exScrollHoverAll) = -1. The Background(exScrollHoverAll) = 1 disables the hover-all feature.
exVSThumbExt	503	The thumb-extension part in normal state.
exVSThumbExtP	504	The thumb-extension part when it is pressed.
exVSThumbExtD	505	The thumb-extension part when it is disabled.
exVSThumbExtH	506	The thumb-extension when the cursor hovers it.
exHSThumbExt	507	The thumb-extension in normal state.
exHSThumbExtP	508	The thumb-extension when it is pressed.
exHSThumbExtD	509	The thumb-extension when it is disabled.
exHSThumbExtH	510	The thumb-extension when the cursor hovers it.
exScrollSizeGrip	511	Specifies the visual appearance of the control's size grip when both scrollbars are shown.

constants ChangeOperationEnum

The ChangeOperationEnum type specifies the operation performed in the scheduler control. The ChangeEvent event occurs when one of the following operation occurs. The ChangeOperationEnum type supports the following values:

Name	Value	Description
exAddEvent	0	Notifies once a new event is added to the scheduler. The ChangeEvent(exAddEvent) event is equivalent with the AddEvent event.
exRemoveEvent	1	Notifies once an event is removed from the scheduler. The ChangeEvent(exRemoveEvent) event is equivalent with the RemoveEvent event.
exUpdateEvent	16	Notifies once any known properties of the event (like start or ending position) is updated. The exUpdateEvent flag is combined with one of the EventKnownPropertyEnum value depending on what property has been changed. For instance, the exUpdateEvent + exEventEndDateTime (16 + 2 = 18) indicates that the ending position of the event is changed, or the end margin of the event was resized.

constants ContentAlignmentEnum

The ContentAlignmentEnum type specifies where the object is being displayed relative to its holder. For instance, you can specify the event's label to be in the lower right margin, or in the middle. There are a lot of align properties as follows:

- CreateEventLabelAlign, specifies the alignment of the label to be displayed when the user creates at runtime new events.
- UpdateEventsLabelAlign, specifies the alignment of the label to be displayed when the user creates at runtime new events.
- Event.LabelAlign, specifies the alignment of the event's label.
- Event.ExtraLabelAlign, specifies the alignment of the event's extra label.
- Event.PicturesAlign, specifies the alignment of the event's pictures.
- Event.ExtraPicturesAlign, specifies the alignment of the event's extra pictures.
- TimeScale.CaptionAlign, specifies the alignment of the event's extra pictures.
- and so on

The ContentAlignmentEnum type supports the following values:

Name	Value	Description
exTopLeft	0	Content is vertically aligned at the top, and horizontally aligned on the left.
exTopCenter	1	Content is vertically aligned at the top, and horizontally aligned at the center.
exTopRight	2	Content is vertically aligned at the top, and horizontally aligned on the right.
exMiddleLeft	16	Content is vertically aligned in the middle, and horizontally aligned on the left.
exMiddleCenter	17	Content is vertically aligned in the middle, and horizontally aligned at the center.
exMiddleRight	18	Content is vertically aligned in the middle, and horizontally aligned on the right.
exBottomLeft	32	Content is vertically aligned at the bottom, and horizontally aligned on the left.
exBottomCenter	33	Content is vertically aligned at the bottom, and horizontally aligned at the center.
exBottomRight	34	Content is vertically aligned at the bottom, and horizontally aligned on the right.

constants DescriptionTypeEnum

The DescriptionTypeEnum type defines parts of the control whose default caption can be changed. The Description property defines the default caption to be displayed on giving UI part of the control.

Currently, the DescriptionTypeEnum type supports the following values:

Name	Value	Description
exGroupBarAll	0	Defines the caption of '(All)' in the group bar window.

constants EditableCaptionEnum

The EditableCaptionEnum type indicates the event's property being edited when user double clicks the event. The Editable property indicates the property of the event to be edited when user double clicks the event. The AllowEditEvent property specifies the combination of keys that the user can use so the event gets inline editing. The EditableCaptionEnum type supports the following values:

Name	Value	Description
exNoEditable	0	The event's caption is not editable.
exEditCaption	1	The event's Caption property is editable.
exEditShortLabel	2	The event's ShortLabel property is editable.
exEditLongLabel	3	The event's LongLabel property is editable.
exEditExtraLabel	4	(Default). The event's ExtraLabel property is editable.
exEditRepetitive	5	The event's Repetitive property is editable.
exEditAcceptsReturn	16	Specifies that the ENTER key inserts new lines during edit. The exEditAcceptsReturn flag can be combined with any other value.

constants EventKnownPropertyEnum

The EventKnowPropertyEnum defines the value in the "<%**=%VALUE**%>" expression that can be used by label properties as follows:

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body. The ShortLabel displays no HTML tags
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

For instance, the Event.ExtraLabel = "<%**=%5**%>, <%**=%262**%>", displays automatically the event's caption and the group's label where the event belongs in the bottom side of the control. If the caption or the owner group of the event is changed, the ExtraLabel is automatically updated with the new values.

The known and supported values are:

Name	Value	Description
exEventStartDateTime	1	Indicates the starting date/time of the event. This property gets or sets the Start property of the event. The Start property defines the lower margin of the event, and it includes the date and the time values. The exEventStartDate specifies the DATE value only, while the exEventStartTime includes the TIME value only. For instance, the LabelProperty = "<%=weekday(%1)%>" displays the day of the week where the event starts. (DATE expression)
		Indicates the ending date/time of the event. This property gets or sets the End property of the event. The End property defines the upper margin of the event, and it includes the date and the time values. The exEventEndDate specifies the DATE value only,

exEventEndDateTime	2	while the exEventEndTime includes the TIME value only. For instance, the LabelProperty = "<%=weekday(%2)%>" gets the day of the week where the event ends. (DATE expression)
exEventAllDay	3	Indicates if the current event is an all day event. This property is equivalent with the event's AllDayEvent property which indicates if the current event is an all-day event. This property may returns a boolean value, or 0(False) and -1(True). For instance, the LabelProperty = "<%=%3 ? `All-Day-Event: `: ``%><%=%256%>", displays automatically an "All-Day-Event: " prefix for all-day events. If the event is not an all-day event, the <%=%256%>, or exEventDisplayShortMargins, short margins of the events are displayed. (Boolean expression)
exEventGroupID	4	Indicates the identifier of the event's group. The GroupID property of the event indicates the identifier of the group that event belongs to. The exEventGroupLabel property indicates the Caption property of the Group's event. The exEventGroupTitle property indicates the Title property of the Group's event. For instance, the LabelProperty = "<%=%4%> <%=%256%>" displays on the first line, the group's identifier, and the short margins of the event on the second line. The caption of the label is automatically updated once an event is moved from a group to another. (Long expression)
exEventCaption	5	Indicates the caption of the event. The Caption property of the event specifies the custom caption that can be displayed on the label, without having to change the event's label. For instance, the LabelProperty = "<%=%256%> <%=%5%>" displays on the first line, the event's short margins, while on the second line displays the event's

		caption. Once you update or edit the event's Caption, the event's body automatically shows the new caption. (String expression)
exEventUserData	6	Indicates the extra data associated with the event. The UserData property of the event indicates an extra data associated with the event. For instance, the LabelProperty = "<%=%256%> <%=%6%>" displays on the first line, the event's short margins, while on the second line displays the event's user data. Once you update or edit the event's UserData, the event's body automatically shows the new label. (Variant expression)
exEventDuration	7	Gets or sets the duration of the event. The returned values is of float type, and it indicates the duration of the event in days. For instance, the 1.5 indicates, 1 day and 12 hours. For instance, the LabelProperty = "<%=%256%> <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays on the first line, the event's short margins, while on the second line displays the event's durations in days, hours and minutes. Once you update or edit the event's margins, the event's body automatically shows the new length. You can use the MoveBy method to delay the current event with a specified value time. You can use the KnownProperty(exEventDuration) to change the event's duration. (Float expression)
		Specifies the repetitive expression of the event. The Repetitive property of the event indicates the expression that determines whether the event is repetitive. For instance, the LabelProperty = "

exEventRepetitiveExpression	8	<%=%256%> <%=len(%8)? `repetitive event`:``%>" displays repetitive event for repetitive events. (String expression)
exEventShortLabel	9	Specifies the short label of the event. This value returns the same value as ShortLabel property of the Event object. The ShortLabel property is shown if the event's body is too small. You can use this flag to associate the event's ShortLabel property to a field in the database, using the DataField property, when the DataSource property is used. (String Expression)
exEventLongLabel	10	Specifies the long label of the event. This value returns the same value as LongLabel property of the Event object. You can use this flag to associate the event's LongLabel property to a field in the database, using the DataField property, when the DataSource property is used. (String Expression)
exEventExtraLabel	11	Specifies the extra label of the event. This value returns the same value as ExtraLabel property of the Event object. You can use this flag to associate the event's ExtraLabel property to a field in the database, using the DataField property, when the DataSource property is used. (String Expression)
exEventID	12	Specifies the event's unique identifier. You can use this flag to associate the event's identifier property to a field in the database (usually the ID field in the table), using the DataField property, when the DataSource property is used. (Long expression)
		Specifies the background color or the visual

exEventBodyBackColor	13	appearance of the event (body), equivalent of BodyBackColor property. (Long expression)
exEventBodyForeColor	14	Specifies the foreground color of the event (body), equivalent of BodyForeColor property. (Long expression)
exEventBodyPattern	15	Specifies the pattern of the event (body), equivalent of BodyPattern property. (String expression)
exEventShowStatus	16	Specifies whether the current event shows or hides its status, equivalent of ShowStatus property. (Boolean expression)
exEventStatusColor	17	Specifies the color of the event's status, equivalent of StatusColor property. (Long expression)
exEventStatusPattern	18	Specifies the pattern to show the event's status, equivalent of StatusPattern property. (String expression)
exEventLabelAlign	19	Indicates the alignment of the event's long label, equivalent of LabelAlign property. (ContentAlignmentEnum expression)
exEventExtraLabelAlign	20	Indicates the alignment of the event's extra label, equivalent of ExtraLabelAlign property. (ContentAlignmentEnum expression)
		Indicates the tooltip to be shown when the cursor hovers the event, equivalent of ToolTip property.

exEventToolTip	21	(String expression)
exEventToolTipTitle	22	Indicates the title of the tooltip to be shown when the cursor hovers the event, equivalent of ToolTipTitle property. (String expression)
exEventPictures	23	Specifies the list of pictures to be displayed on the event, equivalent of Pictures property. (String expression)
exEventPicturesAlign	24	Indicates the alignment of the event's picture, equivalent of PicturesAlign property. (ContentAlignmentEnum expression)
exEventExtraPictures	25	Specifies the list of extra pictures to be displayed on the event, equivalent of ExtraPictures property. (String expression)
exEventExtraPicturesAlign	26	Indicates the alignment of the event's extra picture, equivalent of ExtraPicturesAlign property. (ContentAlignmentEnum expression)
exEventEditable	27	Specifies whether the event's caption is editable, equivalent of Editable property. (EditableCaptionEnum expression)
exEventBodyBackgroundExt	28	Indicates additional colors, text, images that can be displayed on the event's background using the EBN string format, equivalent of BodyBackgroundExt property. (String expression)
EXEVENTMAX	29	Holds the count of properties (for internal use only)

exEventDisplayShortMargins	256	Displays the margins of the event in a short format (read-only). The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format. (String expression)
exEventDisplayLongMargins	257	Displays the margins of the event in a long format (read-only). The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format. (String expression)
exEventStartDate	258	Gets the starting date (not including the time) of the current event (read-only). You can use this property to get the starting date of the event. (DATE expression)
exEventStartTime	259	Gets the starting time (not including the date) of the current event (read-only). You can use this property to get the starting time of the event. (DATE expression, a value from 0 to 1)
exEventEndDate	260	Gets the ending date (not including the time) of the current event (read-only). You can use this property to get the ending date of the event. (DATE expression)
exEventEndTime	261	Gets the ending time (not including the date) of the current event (read-only). You can use this property to get the ending time of the event. (DATE expression, a value from 0 to 1)
		Gets the label of the owner group (read-only). The exEventGroupLabel property indicates the Caption property of the Group's event. The GroupID property of the event indicates the identifier of the group that event belongs to. The exEventGroupTitle

exEventGroupLabel	262	property indicates the Title property of the Group's event. For instance, the LabelProperty = "<%=%262%> <%=%256%>" displays on the first line, the group's caption, and the short margins of the event on the second line. The caption of the label is automatically updated once an event is moved from a group to another. (String expression)
exEventGroupTitle	263	Gets the title of the owner group (read-only). The exEventGroupTitle property indicates the Title property of the Group's event. The exEventGroupLabel property indicates the Caption property of the Group's event. The GroupID property of the event indicates the identifier of the group that event belongs to. For instance, the LabelProperty = "<%=%263%> <%=%256%>" displays on the first line, the group's caption, and the short margins of the event on the second line. The caption of the label is automatically updated once an event is moved from a group to another. (String expression)
exEventRepetitive	264	Indicates if the current event is a repetitive event. (read-only). You can use this flag to specify whether Repetitive property is not empty, and valid. (Boolean expression)
exEventDataSourceBookmark	265	exEventDataSourceBookmark. Indicates the bookmark of the record associated with the current event (DataSource, read-only).

constants EventResizableEnum

The EventResizableEnum type indicates the margins of the events that can be resized. The Resizable event property indicates the margins of the event that user can resize at runtime. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The Selectable property specifies whether the event can be selected at runtime. The Movable property specifies whether the event can be moved at runtime.

The EventResizableEnum expression supports the following values:

Name	Value	Description
exNoResizable	0	The event can not be resized.
exResizableStart	1	Only the starting point of the event can be resized.
exResizableEnd	2	Only the ending point of the event can be resized.
exResizableBoth	3	The event is sizable.

constants exClipboardFormatEnum

Defines the clipboard format constants. Use GetFormat property to check whether the clipboard data is of given type

Name	Value	Description
exCFText	1	Null-terminated, plain ANSI text in a global memory bloc.
exCFBitmap	2	A bitmap compatible with Windows 2.x.
exCFMetafile	3	A Windows metafile with some additional information about how the metafile should be displayed.
exCFDIB	8	A global memory block containing a Windows device-independent bitmap (DIB).
exCFPalette	9	A color-palette handle.
exCFEMetafile	14	A Windows enhanced metafile.
exCFFiles	15	A collection of files. Use Files property to get or set the collection of files.
exCFRTF	-16639	A RTF document.

constants exOLEDragOverEnum

State transition constants for the OLEDragOver event

Name	Value	Description
exOLEDragEnter	0	Source component is being dragged within the range of a target.
exOLEDragLeave	1	Source component is being dragged out of the range of a target.
exOLEDragOver	2	Source component has moved from one position in the target to another.

constants exOLEDropEffectEnum

Drop effect constants for OLE drag and drop events.

Name	Value	Description
exOLEDropEffectNone	0	Drop target cannot accept the data, or the drop operation was cancelled.
exOLEDropEffectCopy	1	Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
exOLEDropEffectMove	2	Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.
exOLEDropEffectScroll	-2147483648	This one is not implemented.

constants exOLEDropModeEnum

Constants for the OLEDropMode property, that defines how the control accepts OLE drag and drop operations. Use the OLEDropMode property to set how the component handles drop operations.

Name	Value	Description
exOLEDropNone	0	The control is not used OLE drag and drop functionality.
exOLEDropManual	1	The control triggers the OLE drop events, allowing the programmer to handle the OLE drop operation in code.

Here's the list of events related to OLE drag and drop: OLECompleteDrag, OLEDragDrop, OLEDragOver, OLEGiveFeedback, OLESetData, OLEStartDrag.

constants LayoutChangingEnum

Generally, the control fires the LayoutStartChanging / LayoutEndChanging event when an UI operation is performed. The Operation parameter of the LayoutStartChanging / LayoutEndChanging events support the values as listed:

Name	Value	Description
exLayoutResizePanels	0	One of the panels has been resized. The PaneWidth property indicates the width of the left/right panel.
exCalendarSelectionChange	1	Specifies whether the selection in the calendar panel is changing/changed. The Selection property of the Calendar returns a safe array of selected dates. *The /NET or /WPF version provides the SelDates property of List<DateTime> type to get or sets the new selection using a collection of DateTime objects.* The LayoutStartChanging(exCalendarSelectionChange) specifies that the user is about to change the selection in the calendar panel, while the LayoutEndChanging(exCalendarSelectionChange) specifies whether the user changed the selection in the calendar panel.
exCalendarFocusDateChange	2	Specifies whether the focused date in the calendar panel is changing/changed. The FocusDate property indicates the date being focused in the calendar. The LayoutStartChanging(exCalendarFocusDateChange) specifies that a new date is about to be focused on the calendar panel, while the LayoutEndChanging(exCalendarFocusDateChange) specifies whether a new date has been focused.
exCalendarDateChange	3	Specifies whether the browsing date in the calendar panel is changing/changed. The Date property of the Calendar object indicates the month date being browsed in the calendar. The LayoutStartChanging(exCalendarDateChange) specifies that a new month is about to be shown on the calendar panel, while the LayoutEndChanging(exCalendarDateChange) specifies whether the new month has been browsed. The FirstVisibleDate/LastVisibleDate property indicates

		the first visible date in the calendar panel.
exScheduleMove	4	Specifies whether the control is automatically scrolled by drag and drop. By default, you can press the SHIFT + Click and drag the schedule view to a new position. The AllowMoveSchedule property allows the user to move or navigate the schedule view to a new position, without selecting a new date in the calendar panel.
exScheduleResize	5	The user is zooming the dates in the control. By default, you can click the middle mouse button, and drag the cursor to a new position, so the schedule view gets zoomed or resized. The AllowResizeSchedule property indicates the keys combination so the user can resize the schedule view at runtime.
exScheduleResizeTimeScale	6	The user is resizing the time scale. The TimeScales property access the control's TimeScale objects. The Width property of the time scale indicates the width in pixels of the time scale. The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale.
exLayoutCalendarAutoHide	7	The calendar is auto shown or hidden. The OnResizeControl property on exCalendarAutoHide makes the calendar goes away if the cursor is not in it. The PaneWidth property indicates the width of the left/right panel. For instance, the PaneWidth(False) on 0, indicates that the calendar panel is hidden, or if it not zero, the calendar panel is shown. You can call the FitSelToView method during this operation so the schedule fits the selected dates in its client area.
exScheduleCreateEvent	8	The user crates a new event by dragging the mouse. The AddEvent event notifies your application once a new event is added to the schedule view.
exScheduleResizeGroup	9	The user resizes a group. The user can resize a group by clicking the groups header between two groups, and start dragging the cursor to a new position, and so the group is being resized. The AllowResizeGroup property specifies whether the user can resize a group at runtime.

exScheduleSelectionChange	10	Specifies whether the selection in the schedule panel is changing/changed. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The Selectable property of the event indicates whether the event can be selected at runtime. The Selection property gets or sets a safe array of selected events. *The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects.*
exScheduleMoveEvent	11	Indicates whether the user moves the event. The control fires the UpdateEvent event once the margin of the events are being updated.
exScheduleResizeStartEvent	12	Indicates whether the user resizes the start of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
exScheduleResizeEndEvent	13	Indicates whether the user resizes the end of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
exScheduleMoveMarkTime	14	Indicates whether the user is about to move a MarkTime object. The Movable property of the MarkTime object indicates whether the user can move at runtime the MarkTime object using the Mouse. The MarkTimeFromPoint(-1,-1) property indicates the MarkTime object from the cursor. *You can use the MarkTimeFromPoint(-1,-1) method during the LayoutStartChanging(exScheduleMoveMarkTime) to store the timer from the cursor to a global member, and when LayoutEndChanging(exScheduleMoveMarkTime) occurs, you can use the previously stored member to identify the timer being moved/updated at runtime.*
		The user edit the event's caption. The event notifies once the user starts inline editing an appointment. The Editable property of the Event indicates the property of the Event to be edited at runtime. *You can use the EventFromPoint(-1,-1) method during*

exScheduleEditEvent	15	*the LayoutStartChanging(exScheduleEditEvent) to store the event from the cursor to a global member, and when LayoutEndChanging(exScheduleEditEvent) occurs, you can use the previously stored member to identify the event being edited.*
exLayoutExchangePanels	16	The panels of the control has been exchanged. The AllowExchangePanels property indicates the combination of keys that user can use so it can drag a panel from a position to another. The control provides two panels, the calendar panel and the schedule panel. By default, the calendar panel is displayed on the left side, while the schedule view is displayed on the right side. The OnResizeControl property specifies when the calendar/schedule view is displayed on left/right side of the control.
exScheduleScrollAllDayEvent	17	The user scrolls the all-day events. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling.
exScheduleMoveGroup	18	The user moves a group. The AllowMoveGroup property specifies whether the user can move a group at runtime.
exUndo	33	An Undo operation is performed. The AllowUndoRedo property enables or disables the control's Undo/Redo feature.
exRedo	34	A Redo operation is performed. The AllowUndoRedo property enables or disables the control's Undo/Redo feature.
exUndoRedoUpdate	32	The Undo/Redo queue is updated. The AllowUndoRedo property enables or disables the control's Undo/Redo feature.

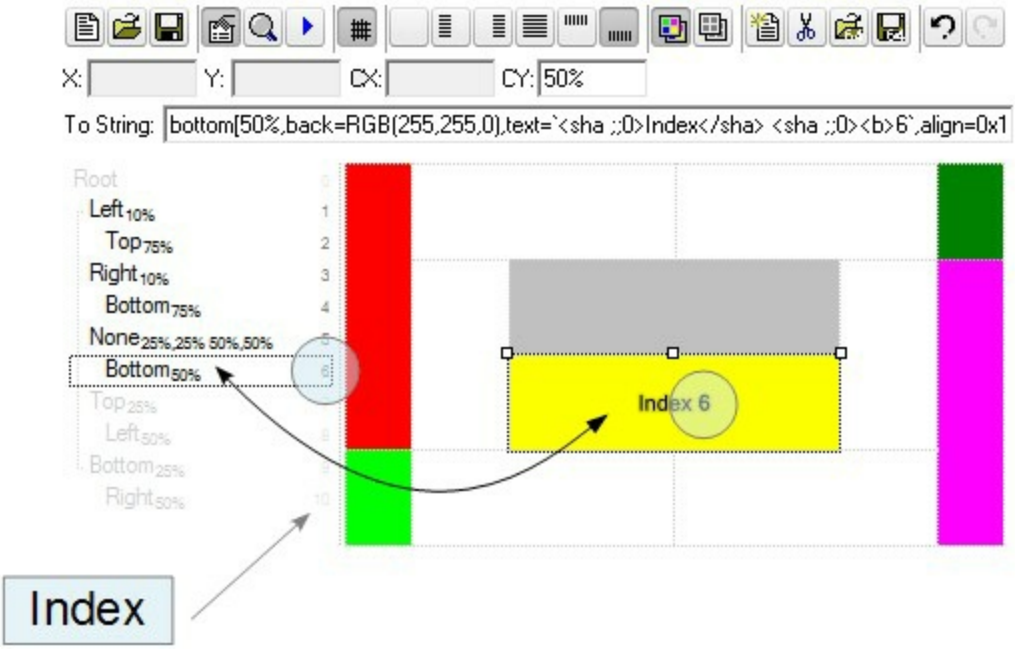
constants LinesStyleEnum

The LinesStyleEnum type specifies the type of lines the control can show. For instance, the BorderSelStyle property indicates the border to be shown in the schedule panel, around the selected **dates**. The SelectEventStyle property specifies whether the control should show lines to indicate the selected **events**. The LinesStyleEnum type supports the following values:

Name	Value	Description
exNoLines	-1	No lines are shown.
exLinesDot	0	The lines shows as dotted.
exLinesHDot4	1	The horizontal lines shows dotted.
exLinesVDot4	2	The vertical lines are shown as dotted.
exLinesDot4	3	The lines are shown as solid.
exLinesHDash	4	The horizontal lines are shown as dashed.
exLinesVDash	8	The vertical lines are shown as dashed.
exLinesDash	12	The lines are shown as dashed.
exLinesHSolid	16	The horizontal lines are shown as solid.
exLinesVSolid	32	The vertical lines are shown as solid.
exLinesSolid	48	The lines are shown as solid.
exLinesThick	256	The lines are shown ticker. This flag can be combined with any other flags, so the line is shown ticker.
exLinesThicker	768	The lines are shown ticker. This flag can be combined with any other flags, so the line is shown ticker.

constants IndexExtEnum

The IndexExtEnum type specifies the index of the part of the EBN object to be accessed. The Index parameter of the BodyBackgroundExtValue property indicates the index of the part of the EBN object to be changed or accessed. *The Exontrol's eXButton WYSWYG Builder helps you to generate or view the EBN String Format, in the **To String** field. The list of objects that compose the EBN are displayed on the left side of the Builder tool, and the Index of the part is displayed on each item aligned to the right as shown in the following screen shot:*

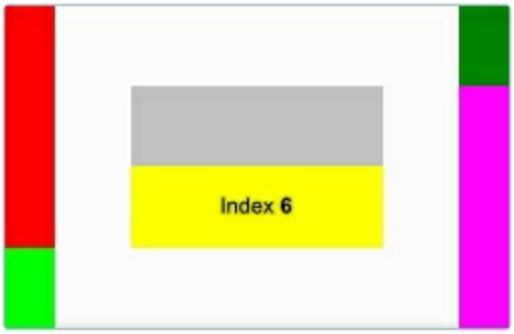


In this sample, there are 11 objects that composes the EBN, so the Index property goes from 0 which indicates the root, and 10, which is the last item in the list

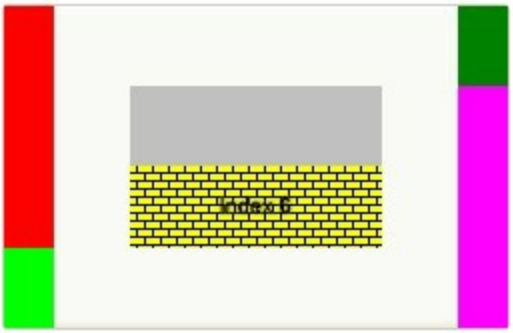
So, let's apply this format to an object, to change the exPatternExt property for the object with the Index 6:

Before calling the BodyBackgroundExt property:

After calling the BodyBackgroundExt property:



and now, let's change the exPatternExt property of the object with the Index 6 to 11 (Yard), so finally we got:



The IndexExtEnum type supports the following values:

Name	Value	Description
exIndexExtRoot	0	Specifies the part of the object with the index 0 (root).
exIndexExt1	1	Specifies the part of the object with the index 1.
exIndexExt2	2	Specifies the part of the object with the index 2.
exIndexExt3	3	Specifies the part of the object with the index 3.
exIndexExt4	4	Specifies the part of the object with the index 4.
exIndexExt5	5	Specifies the part of the object with the index 5.
exIndexExt6	6	Specifies the part of the object with the index 6.
exIndexExt7	7	Specifies the part of the object with the index 7.

constants OnResizeControlEnum

The OnResizeControlEnum type indicates the options you have to specify what the control does when the control or a portion of the control is resized. The OnResizeControl property specifies the operation that the control performs when the user resizes the component.

You can use the OnResizeControl property to specify one of the followings:

- **auto hide** the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- **hide** completely the calendar section (exHideSplitter)
- specify the **alignment** of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or **partially** view of the calendar panel (exResizePanelRight)
- **disabling** the control's vertical split bar (so user can not resize the fixed panel) (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exDisableSplitter Or OnResizeControlEnum.exCalendarFit)

The OnResizeControlEnum type supports the following values:

Name	Value	Description
exResizePanelLeft	0	Resizes the left panel of the control. If this flag is set the calendar view is resized once the control is resized, unless the exChangePanels flag is set, as the schedule will be resized.
exResizePanelRight	1	Resizes the right panel of the control. If this flag is set the schedule view is resized once the control is resized, unless the exChangePanels flag is set, as the calendar will be resized.
exDisableSplitter	128	Disables the splitter. The user can not resize the panels using the control's vertical split bar.
exHideSplitter	256	Hides the splitter. This flag allows you to display a single panel, the calendar or the schedule view at once. If the exHideSplitter is used in combination with the exChangePanels, the schedule view is shown only, else the calendar panel is displayed only/

exChangePanels	512	Exchanges the content of the panels. If this flag is present, the schedule view is displayed on the left, while the calendar panel is shown on the right side of the component.
exCalendarFit	1024	Ensures that the calendar fits to the panel that hosts it. If this flag is present, the Calendar panel can not show its content partially.
exCalendarAutoHide	2048	Turns on or off the calendar panel when cursor leaves the panels. The auto hide feature allows you to hide the calendar panel, while the cursor is not in it, so the schedule view gains the entire client area.

constants OnSelectDateEnum

The OnSelectDateEnum type specifies the action the control performs once a new date is selected in the calendar panel. The OnSelectDate property indicates the operation to perform when user selects a new date in the calendar panel. The OnSelectDateEnum type supports the following values:

Name	Value	Description
exFitSelToView	-1	The schedule view adjusts its size and position, so all selected dates are visible in the view.
exNoViewChange	0	The control does nothing once the user selects new dates in the calendar panel.
exEnsureVisibleDate	1	Ensures that the selected date is visible on the schedule view without resizing the view.

constants PaddingEdgeEnum

The PaddingEdgeEnum type defines the left, top, right and bottom padding to display the text. The DefaultEventPadding property defines the padding to display the text in the event's body. The PaddingEdgeEnum type defines the following predefined values:

Name	Value	Description
exPaddingAll	-1	Indicates all margins of the object.
exPaddingLeft	0	Indicates the left margin of the object.
exPaddingTop	1	Indicates the top margin of the object.
exPaddingRight	2	Indicates the right margin of the object.
exPaddingBottom	3	Indicates the bottom margin of the object.

constants PatternEnum

The PatternEnum type specifies the type of patterns that the element can fill with. The Type property indicates the pattern to fill the element. The Color property indicates the color to fill the element's pattern, while the FrameColor property indicates the color to show the element's border/frame if the Type property includes the exPatternFrame flag.

The PatternEnum type supports the following values:

Name	Value	Description
exPatternEmpty	0	The pattern is not visible.
exPatternSolid	1	
exPatternDot	2	
exPatternShadow	3	
exPatternNDot	4	
exPatternFDiagonal	5	
exPatternBDiagonal	6	
exPatternDiagCross	7	
exPatternVertical	8	
exPatternHorizontal	9	
exPatternCross	10	
exPatternBrick	11	
exPatternYard	12	
exPatternFrame	256	. The exPatternFrame can be combined with any other value. The FrameColor property indicates the color to show the frame.
exPatternFrameThick	768	. The exPatternFrameThick can be combined with any other value. The FrameColor property indicates the color to show the frame.

constants PictureDisplayEnum

The PictureDisplayEnum type defines the way the control's Picture is arranged on the control. The Picture property assign a picture to be displayed on the control's background. The PictureDisplay property indicates how the picture is layout on the control's background. The BackColor property specifies a solid color to be shown on the control's background. The Background(exCalendarBackColor) property changes the calendar's panel backcolor if not-zero.

The PictureDisplayEnum type supports the following values:

Name	Value	Description
UpperLeft	0	The picture is vertically aligned at the top, and horizontally aligned on the left.
UpperCenter	1	The picture is vertically aligned at the top, and horizontally aligned at the center.
UpperRight	2	The picture is vertically aligned at the top, and horizontally aligned on the right.
MiddleLeft	16	The picture is vertically aligned in the middle, and horizontally aligned on the left.
MiddleCenter	17	The picture is vertically aligned in the middle, and horizontally aligned at the center.
MiddleRight	18	The picture is vertically aligned in the middle, and horizontally aligned on the right.
LowerLeft	32	The picture is vertically aligned at the bottom, and horizontally aligned on the left.
LowerCenter	33	The picture is vertically aligned at the bottom, and horizontally aligned at the center.
LowerRight	34	The picture is vertically aligned at the bottom, and horizontally aligned on the right.
Tile	48	Tiles the picture on the source.
Stretch	49	The picture is resized to fit the source.

constants ScrollBarEnum

The ScrollBarEnum type specifies the vertical or horizontal scroll bar in the control. Use the ScrollBars property to specify whether the vertical or horizontal scroll bar is visible or hidden. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bars (this property may not be available yet).

Name	Value	Description
exVScroll	0	Indicates the vertical scroll bar.
exHScroll	1	Indicates the horizontal scroll bar.

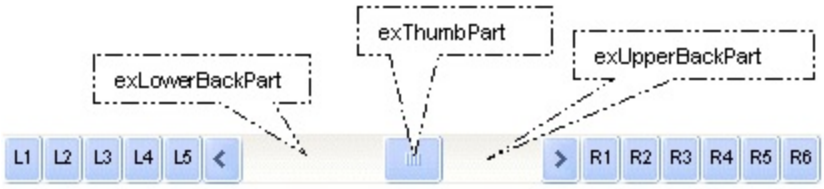
constants ScrollBarsEnum

Specifies which scroll bars will be visible on a control. The ScrollBars property of the control specifies the scroll bars being visible in the control. By default, the ScrollBars property is exBoth, which indicates that both scroll bars of the component are being displayed only when they require

Name	Value	Description
exNoScroll	0	No scroll bars are shown
exHorizontal	1	The horizontal scroll bar is shown, if it is necessary.
exVertical	2	The vertical scroll bar is shown, if it is necessary.
exBoth	3	(default) Both horizontal and vertical scroll bars are shown, if they are necessary.
exDisableNoHorizontal	5	The horizontal scroll bar is always shown, it is disabled if it is unnecessary.
exDisableNoVertical	10	The vertical scroll bar is always shown, it is disabled if it is unnecessary.
exDisableBoth	15	Both horizontal and vertical scroll bars are always shown, disabled if they are unnecessary.

constants ScrollPartEnum

The ScrollPartEnum type defines the parts in the control's scrollbar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar. Use the ScrollPartCaption property to specify the caption being displayed in any part of the control's scrollbar. The control fires the ScrollButtonClick event when the user clicks any button in the control's scrollbar.



Name	Value	Description
exExtentThumbPart	65536	The thumb-extension part.
exLeftB1Part	32768	(L1) The first additional button, in the left or top area. By default, this button is hidden.
exLeftB2Part	16384	(L2) The second additional button, in the left or top area. By default, this button is hidden.
exLeftB3Part	8192	(L3) The third additional button, in the left or top area. By default, this button is hidden.
exLeftB4Part	4096	(L4) The forth additional button, in the left or top area. By default, this button is hidden.
exLeftB5Part	2048	(L5) The fifth additional button, in the left or top area. By default, this button is hidden.
exLeftBPart	1024	(<) The left or top button. By default, this button is visible.
exLowerBackPart	512	The area between the left/top button and the thumb. By default, this part is visible.
exThumbPart	256	The thumb part or the scroll box region. By default, the thumb is visible.
exUpperBackPart	128	The area between the thumb and the right/bottom button. By default, this part is visible.
exBackgroundPart	640	The union between the exLowerBackPart and the exUpperBackPart parts. By default, this part is visible.
exRightBPart	64	(>) The right or down button. By default, this button is visible.

exRightB1Part	32	(R1) The first additional button in the right or down side. By default, this button is hidden.
exRightB2Part	16	(R2) The second additional button in the right or down side. By default, this button is hidden.
exRightB3Part	8	(R3) The third additional button in the right or down side. By default, this button is hidden.
exRightB4Part	4	(R4) The forth additional button in the right or down side. By default, this button is hidden
exRightB5Part	2	(R5) The fifth additional button in the right or down side. By default, this button is hidden.
exRightB6Part	1	(R6) The sixth additional button in the right or down side. By default, this button is hidden.
exPartNone	0	No part.

constants SelectCalendarDateEnum

The SelectCalendarDateEnum type specifies the type of selection the Select method can perform. The Select method selects programmatically the current year, month, week, week day or focused day in the calendar panel. The LayoutEndChanging(exCalendarSelectionChange) event occurs once the Select method is invoked.

The SelectCalendarDateEnum type supports the following flags:

Name	Value	Description
exSelectNothing	0	The flag does nothing.
exSelectYear	1	The entire year is being selected. This flag can be combined with the exSelectToggle.
exSelectMonth	2	The current month is being selected. This flag can be combined with the exSelectToggle.
exSelectWeek	3	The current week is being selected. This flag can be combined with the exSelectToggle.
exSelectWeekDay	4	The current week days of the current month are selected. This flag can be combined with the exSelectToggle.
exSelectFocusDay	5	The current focused day is selected. This flag can be combined with the exSelectToggle.
exSelectToggle	16	The selection is toggled. For instance, the exSelectFocusDay Or exSelectToggle can select or unselect the focused date in the calendar panel. If the flag exSelectToggle is present, the current selection is not cleared. If the flag exSelectToggle is used, the current selection is cleared.

constants SelectCreateEventEnum

The AllowSelectCreateEvent property specifies whether the newly created event gets selected or highlighted. Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AllowCreateAllDayEvent property has effect only when the schedule displays no time scale. The AllDayEvent property indicates an all-day event. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The SelectCreateEventEnum type supports the following values:

Name	Value	Description
exSelectCreateEventNone	0	No event is selected when it is first created.
exSelectCreateEvent	1	The event being created gets selected.
exHighlightCreateEvent	2	The event being created gets highlighted for s short period of time (1 second).

constants ShowEventsEnum

The ShowEventsEnum type indicates the events to be displayed in the control. The ShowEvents property indicates the type of the events which schedule displays. *For instance, the ShowEvents on 0 (zero), indicates no events are shown on the control. the ShowEvents on 2 (two), indicates that the schedule view displays the repetitive events only*. The EventsTransparent property indicates the transparency to show the events on the schedule view.

The ShowEventsEnum type supports one or a combination of the following flags:

Name	Value	Description
exShowAllEvents	-1	Shows all events.
exShowRegularEvents	1	Shows the regular events.
exShowRepetitiveEvents	2	Shows the repetitive events. The KnownProperty(exEventRepetitive) indicates whether the event is an repetitive event. The Repetitive property indicates the expression that defines the dates where the event occurs.

constants ShowHighlightDateEnum

The ShowHighlightDateEnum type specifies the way the control can highlight the date in the calendar and/or schedule panel. The ShowHighlightDate property indicates whether the control highlights the date in the calendar and/or schedule panel. The ShowHighlightDate property can be a combination of one or more of the following values. The HighlightDate property indicates the color(s) to highlight the date. The ShowHighlightDateEnum type supports the following values:

Name	Value	Description
exHideHighlightDate	0	No highlight for any date.
exShowHighlightDateCalendar	1	The dates being highlighted are shown in the calendar panel.
exShowHighlightDateSchedule	2	The dates being highlighted are shown in the schedule panel.
exShowHighlightDate	3	The dates being highlighted are shown in the calendar and schedule panel.
exHighlightDateCalendarVertical	16	The colors to highlight a date are vertically displayed in the calendar panel.
exHighlightDateScheduleVertical	32	The colors to highlight a date are vertically displayed in the schedule panel.
exHighlightDateVertical	48	The colors to highlight a date are vertically displayed.
exHighlightDateCalendarGradient	256	The colors to highlight a date are shown on gradient, for the calendar panel.
exHighlightDateScheduleGradient	512	The colors to highlight a date are shown on gradient, for the schedule panel.
exHighlightDateGradient	768	The colors to highlight a date are shown on gradient.
exHighlightDateCalendarEllipticClip	4096	Clips the highlight of the date in the calendar panel to an ellipse around the date.
exHighlightDateScheduleEllipticClip	8192	Clips the highlight of the date in the schedule panel to an ellipse around the date.
exHighlightDateEllipticClip	12288	Clips the highlight of the date to an ellipse around the date.
exHighlightGroupingEvents	65536	Highlights the date based on the grouping events.

constants ShowMarkZoneEnum

The ShowMarkZoneEnum type indicates how the time-zones are shown in the control. Use the Add method of the MarkZones collection to add a new time-zone to the control. The MarkZoneFromPoint property indicates the time-zone from the cursor.The ShowMarkZone property shows or hides the added time-zones. Using the ShowMarkZone property the mark zones can be shown:

- hidden, exHideMarkZones
- on the back of the other elements as events, and so on, exShowMarkZonesBack
- on the front of the other elements as events, and so on, exShowMarkZonesFront (by default)
- using a semi-transparent color, exShowMarkZonesSemi (by default)

The ShowMarkZoneEnum type supports the following values:

Name	Value	Description
exHideMarkZones	0	No mark zone is shown.
exShowMarkZonesBack	1	The mark zones are shown on the background.
exShowMarkZonesFront	2	The mark zones are displayed on front.
exShowMarkZonesSemi	3	The schedule shows the mark zones using a semi-transarent color.

constants ShowNonworkingTimeEnum

The ShowNonworkingTimeEnumtype indicates the way the control can display the non-working time intervals. The ShowNonworkingTime property shows or hides the defined non-working intervals. The Add method of the NonworkingTimes objects adds a new non-working time interval. The NonworkingTimes collection is accessible through the NonworkingTimes property of the control.

The ShowNonworkingTimeEnum type supports the following values:

Name	Value	Description
exHideNonworkingTime	0	The nonworking time of the date is not shown.
exShowNonworkingTimeBack	1	The nonworking time of the date is shown on the background.
exShowNonworkingTimeFront	2	The nonworking time of the date is displayed on front.
exShowNonworkingTimeSemi	3	The nonworking time of the date is displayed using a semi-transparent color.

constants ShowViewCompactEnum

The ShowViewCompactEnum type indicates the way the control can show dates in the schedule panel. The ShowViewCompact property specifies the way the control arranges the dates in the schedule view.

Name	Value	Description
exViewCalendar	0	Default. The schedule view arranges the days as they are shown in the calendar panel.
exViewCalendarCompact	-1	The schedule view arranges the days as they are shown in the calendar panel, excepts that the first day of the month starts right after the last day of the previously month, or start to a new row.
exViewSingleRow	1	The schedule view arranges all days to a single row (horizontally).
exViewSingleColumn	2	The schedule view arranges all days to a single column (vertically).
exViewSingleRowLockHeader	3	The schedule view arranges all days to a single row (horizontally), while the date header is shown/locked on the top while the chart is vertically scrolled.

constants UIVisualThemeEnum

The UIVisualThemeEnum expression specifies the UI parts that the control can shown using the current visual theme. The UseVisualThemeproperty specifies whether the UI parts of the control are displayed using the current visual theme.

Name	Value	Description
exNoVisualTheme	0	exNoVisualTheme
exDefaultVisualTheme	16777215	exDefaultVisualTheme
exButtonsVisualTheme	4	exButtonsVisualTheme
exCalendarVisualTheme	8	exCalendarVisualTheme
exCheckBoxVisualTheme	64	exCheckBoxVisualTheme

constants WeekDayEnum

The WeekDayEnum type indicates the days in the week. The WeekDays property indicates the name of the days in the week. The WeekDayEnum type includes the following values.

Name	Value	Description
exSunday	0	Sunday
exMonday	1	Monday
exTuesday	2	Tuesday
exWednesday	3	Wednesday
exThursday	4	Thursday
exFriday	5	Friday
exSaturday	6	Saturday

constants WeekNumberAsEnum

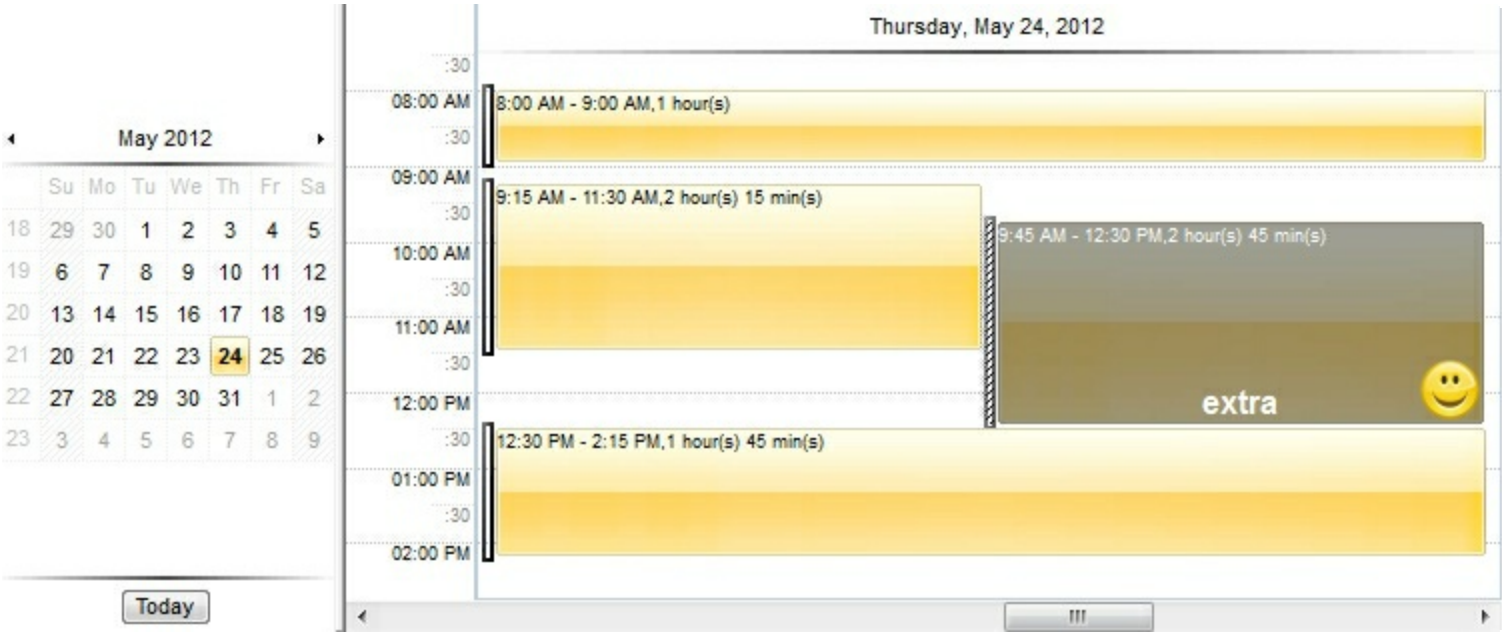
The WeekNumberAsEnum type specifies the ways the control displays the week number for dates. The ShowWeeks property specifies whether the week number header is shown or hidden. The DisplayWeekNumberAs property specifies the way the control displays the week number. The FirstWeekDay property specifies the first day of the week where the week begins. The WeekNumberAsEnum type supports the following values:

Name	Value	Description
exISO8601WeekNumber	0	Indicates that the week number is displayed according to the ISO8601 standard, which specifies that the first week of the year is the one that includes the January the 4th (default)
exSimpleWeekNumber	1	The first week starts on January 1st of a given year, week n+1 starts 7 days after week n

Appearance object

The component lets the user changes its visual appearance using **skins**, each one providing an additional visual experience that enhances viewing pleasure. Skins are relatively easy to build and put on any part of the control. The Appearance object holds a collection of skins. The control provides the VisualDesign property that allows you to easily change the control's visual appearance at design mode. Also, the VisualDesign property can be used at runtime to specify a visual appearance, by setting the VisualDesign property with a new generated value. The UseVisualTheme property indicates whether the current visual theme is applied to parts of the control.

Here's a screen shot skins a few UI parts of the component, using the EBN objects :



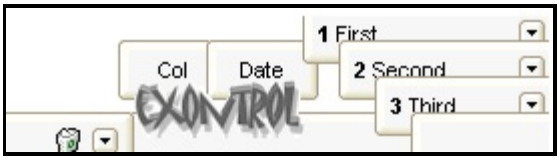
The Appearance object supports the following properties and methods:

Name	Description
Add	Adds or replaces a skin object to the control.
Clear	Removes all skins in the control.
Remove	Removes a specific skin from the control.
RenderType	Specifies the way colored EBN objects are displayed on the component.

method Appearance.Add (ID as Long, Skin as Variant)

Adds or replaces a skin object to the control.

Type	Description
ID as Long	A Long expression that indicates the index of the skin being added or replaced. The value must be between 1 and 126, so Appearance collection should holds no more than 126 elements.
Skin as Variant	A string expression that indicates: • an Windows XP Theme part, it should start with "XP:". For instance the "**XP:Header 1 2**" indicates the part 1 of the Header class in the state 2, in the current Windows XP theme. In this case the format of the Skin parameter should be: "XP: Control/ClassName Part State" where the ClassName defines the window/control class name in the Windows XP Theme, the Part indicates a long expression that defines the part, and the State indicates the state like listed at the end of the document. This option is available only on Windows XP that supports Themes API. • copy of another skin with different coordinates, if it begins with "CP:" . For instance, you may need to display a specified skin on a smaller rectangle. In this case, the string starts with "CP:", and contains the following "CP:n l t r b", where the n is the identifier being copied, the l, t, r, and b indicate the left, top, right and bottom coordinates being used to adjust the rectangle where the skin is displayed. For instance, the "**CP:1 4 0 -4 0**", indicates that the skin is displayed on a smaller rectangle like follows. Let's say that the control requests painting the {10, 10, 30, 20} area, a rectangle with the width of 20 pixels, and the height of 10 pixels, the skin will be displayed on the {14,10,26,20} as each coordinates in the "CP" syntax is added to the displayed rectangle, so the skin looks smaller. This way you can apply different effects to your objects in your control. The following screen shot shows the control's header when using a "CP:1 -6 -6 6 6", that displays the original skin on larger rectanges .



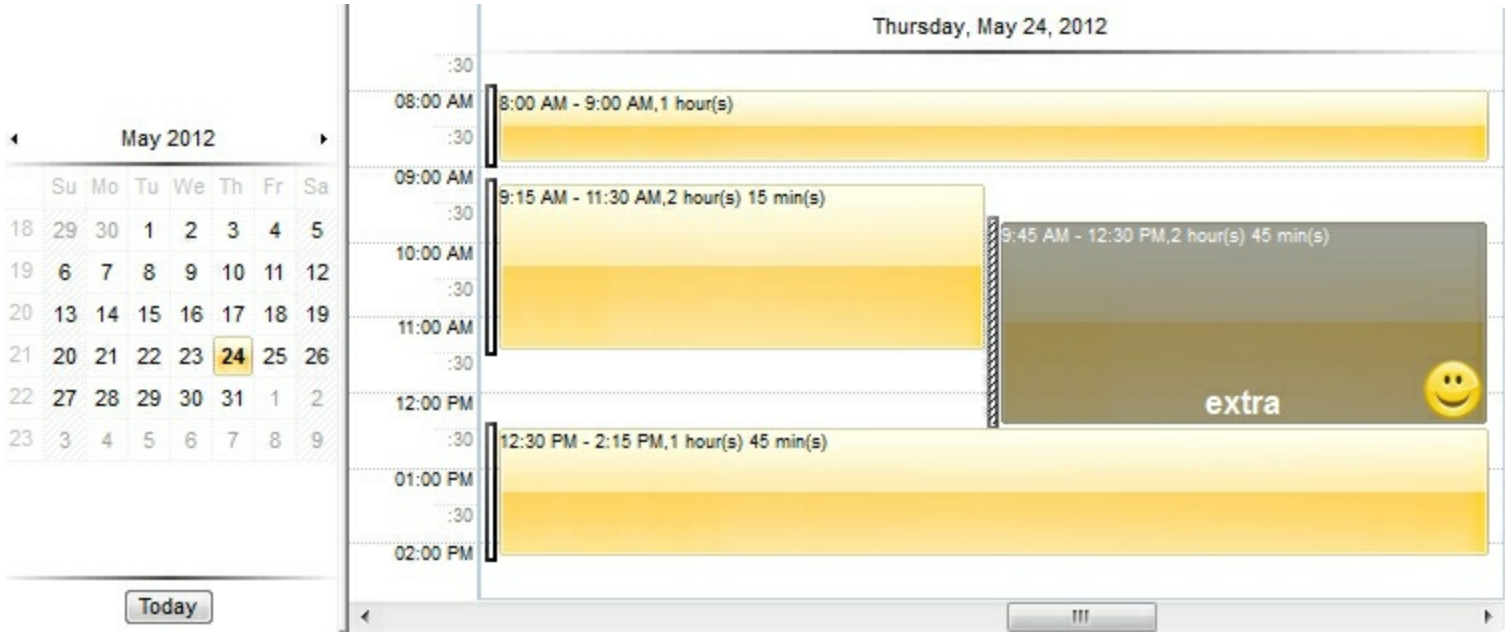
- the path to the skin file (*.ebn). The Exontrol's exButton component installs a skin builder that should be used to create new skins
- the BASE64 encoded string that holds a skin file (*.ebn). Use the Exontrol's exImages tool to build BASE 64 encoded strings on the skin file (*.ebn) you have created. Loading the skin from a file (eventually uncompressed file) is always faster then loading from a BASE64 encoded string

A byte[] or safe arrays of VT_I1 or VT_UI1 expression that indicates the content of the EBN file. You can use this option when using the EBN file directly in the resources of the project. For instance, the VB6 provides the LoadResData to get the safe array o bytes for specified resource, while in VB/NET or C# the internal class Resources provides definitions for all files being inserted. (ResourceManager.GetObject("ebn", resourceCulture)).

Return	Description
Boolean	A Boolean expression that indicates whether the new skin was added or replaced.

Use the Add method to add or replace skins to the control. The skin method, in it's simplest form, uses a single graphic file (*.ebn) assigned to a part of the control. By using a collection of objects laid over the graphic, it is possible to define which sections of the graphic will be used as borders, corners and other possible elements, fixing them to their proper position regardless of the size of the part. Use the Remove method to remove a specific skin from the control. Use the Clear method to remove all skins in the control. Use the BeginUpdate and EndUpdate methods to maintain performance while init the control. Use the Refresh method to refresh the control.

The control provides the VisualDesign property that allows you to easily change the control's visual appearance at design mode. Also, the VisualDesign property can be used at runtime to specify a visual appearance, by setting the VisualDesign property with a new generated value. The UseVisualTheme property indicates whether the current visual theme is applied to parts of the control.



The identifier you choose for the skin is very important to be used in the background properties like explained bellow. Shortly, the color properties uses 4 bytes (DWORD, double WORD, and so on) to hold a RGB value. More than that, the first byte (most significant byte in the color) is used only to specify system color. if the first bit in the byte is 1, the rest of bits indicates the index of the system color being used. So, we use the last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. So, since the 7 bits can cover 127 values, excluding 0, we have 126 possibilities to store an identifier in that byte. This way, a DWORD expression indicates the background color stored in RRGGBB format and the index of the skin (ID parameter) in the last 7 bits in the high significant byte of the color. For instance, the BackColor = BackColor Or &H2000000 indicates that we apply the skin with the index 2 using the old color, to the object that BackColor is applied.

The following samples applies the EBN (normal.ebn) to all events.

VBA (MS Access, Excell...)

```
With Schedule1
   .VisualAppearance.Add 1,"c:\exontrol\images\normal.ebn"
   .Background(75) = &H1000000
   .Background(79) = &H1000000
   .BodyEventBackColor = &H1000000
End With
```

VB6

```
With Schedule1
   .VisualAppearance.Add 1,"c:\exontrol\images\normal.ebn"
```

```
    .Background(exScheduleCreateEventBackColor) = &H1000000
    .Background(exScheduleUpdateEventsBackColor) = &H1000000
    .BodyEventBackColor = &H1000000
End With
```

VB.NET

```
With Exschedule1
    .VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")

.set_Background32(exontrol.EXSCHEDULELib.BackgroundPartEnum.exScheduleCreateEv



.set_Background32(exontrol.EXSCHEDULELib.BackgroundPartEnum.exScheduleUpdateE

    .BodyEventBackColor32 = &H1000000
End With
```

VB.NET for /COM

```
With AxSchedule1
    .VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")

.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleCreateEventBackCo



.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleUpdateEventsBack(

    .GetOcx().BodyEventBackColor = &H1000000
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'
```

```
   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->GetVisualAppearance()->Add(1,"c:\\exontrol\\images\\normal.ebn");
spSchedule1-
>PutBackground(EXSCHEDULELib::exScheduleCreateEventBackColor,0x1000000);
spSchedule1-
>PutBackground(EXSCHEDULELib::exScheduleUpdateEventsBackColor,0x1000000);
spSchedule1->PutBodyEventBackColor(0x1000000);
```

C++ Builder

```
Schedule1->VisualAppearance-
>Add(1,TVariant("c:\\exontrol\\images\\normal.ebn"));
Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exScheduleCreateEventBackCol
 = 0x1000000;
Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exScheduleUpdateEventsBackC
 = 0x1000000;
Schedule1->BodyEventBackColor = 0x1000000;
```

C#

```
exschedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\normal.ebn");
exschedule1.set_Background32(exontrol.EXSCHEDULELib.BackgroundPartEnum.exSche

exschedule1.set_Background32(exontrol.EXSCHEDULELib.BackgroundPartEnum.exSche

exschedule1.BodyEventBackColor32 = 0x1000000;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\normal.ebn");
   Schedule1.Background(75) = 16777216;
   Schedule1.Background(79) = 16777216;
   Schedule1.BodyEventBackColor = 16777216;
</SCRIPT>
```

C# for /COM

```
axSchedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\normal.ebn");
axSchedule1.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleCreatel

axSchedule1.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleUpdate

(axSchedule1.GetOcx() as EXSCHEDULELib.Schedule).BodyEventBackColor =
0x1000000;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   ;

   super();

   exschedule1.VisualAppearance().Add(1,"c:\\exontrol\\images\\normal.ebn");
   exschedule1.Background(75/*exScheduleCreateEventBackColor*/,0x1000000);
   exschedule1.Background(79/*exScheduleUpdateEventsBackColor*/,0x1000000);
   exschedule1.BodyEventBackColor(0x1000000);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
```

```
begin
   VisualAppearance.Add(1,'c:\exontrol\images\normal.ebn');

set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleCreateEventBackCol



set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleUpdateEventsBackC

   (GetOcx() as EXSCHEDULELib.Schedule).BodyEventBackColor := $1000000;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   VisualAppearance.Add(1,'c:\exontrol\images\normal.ebn');
   Background[EXSCHEDULELib_TLB.exScheduleCreateEventBackColor] := $1000000;
   Background[EXSCHEDULELib_TLB.exScheduleUpdateEventsBackColor] :=
$1000000;
   BodyEventBackColor := $1000000;
end
```

VFP

```
with thisform.Schedule1
   .VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")
   .Object.Background(75) = 0x1000000
   .Object.Background(79) = 0x1000000
   .BodyEventBackColor = 0x1000000
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")
oSchedule.Template = [Background(75) = 0x1000000] //
```

```
oSchedule.Background(75) = 0x1000000
oSchedule.Template = [Background(79) = 0x1000000] //
oSchedule.Background(79) = 0x1000000
oSchedule.BodyEventBackColor = 0x1000000
```

XBasic (Alpha Five)

```
Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")
oSchedule.Template = "Background(75) = 16777216" ' oSchedule.Background(75)
= 16777216
oSchedule.Template = "Background(79) = 16777216" ' oSchedule.Background(79)
= 16777216
oSchedule.BodyEventBackColor = 16777216
```

Visual Objects

```

oDCOCX_Exontrol1:VisualAppearance:Add(1,"c:\exontrol\images\normal.ebn")
oDCOCX_Exontrol1:[Background,exScheduleCreateEventBackColor] := 0x1000000
oDCOCX_Exontrol1:[Background,exScheduleUpdateEventsBackColor] := 0x1000000
oDCOCX_Exontrol1:BodyEventBackColor := 0x1000000
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\normal.ebn")
oSchedule.Background(75,16777216 /*0x1000000*/)
oSchedule.Background(79,16777216 /*0x1000000*/)
oSchedule.BodyEventBackColor = 16777216 /*0x1000000*/
```

On **Windows XP**, the following table shows how the common controls are broken into parts

and states:

Control/ClassName	Part	States
BUTTON	BP_CHECKBOX = 3	CBS_UNCHECKED 1 CBS_UNCHECKE CBS_UNCHECKED = 3 CBS_UNCHECKED = 4 CBS_CHECKED 5 CBS_CHECKEDH CBS_CHECKEDPR CBS_CHECKEDDIS CBS_MIXEDNORM CBS_MIXEDHOT = CBS_MIXEDPRESS CBS_MIXEDDISAB
	BP_GROUPBOX = 4	GBS_NORMAL = 1 GBS_DISABLED =
	BP_PUSHBUTTON = 1	PBS_NORMAL = 1 = 2 PBS_PRESSED PBS_DISABLED = PBS_DEFAULTED =
	BP_RADIOBUTTON = 2	RBS_UNCHECKED 1 RBS_UNCHECKE RBS_UNCHECKED = 3 RBS_UNCHECKED = 4 RBS_CHECKED 5 RBS_CHECKEDH RBS_CHECKEDPR RBS_CHECKEDDIS
	BP_USERBUTTON = 5	
CLOCK	CLP_TIME = 1	CLS_NORMAL = 1
COMBOBOX	CP_DROPDOWNBUTTON = 1	CBXS_NORMAL = CBXS_HOT = 2 CBXS_PRESSED = CBXS_DISABLED =
EDIT	EP_CARET = 2	ETS_NORMAL = 1 2 ETS_SELECTED ETS_DISABLED =

	EP_EDITTEXT = 1	ETS_FOCUSED = 5 ETS_READONLY = ETS_ASSIST = 7
EXPLORERBAR	EBP_HEADERBACKGROUND = 1	
	EBP_HEADERCLOSE = 2	EBHC_NORMAL = EBHC_HOT = 2 EBHC_PRESSED =
	EBP_HEADERPIN = 3	EBHP_NORMAL = EBHP_HOT = 2 EBHP_PRESSED = EBHP_SELECTEDN 4 EBHP_SELECTE EBHP_SELECTEDF 6
	EBP_IEBARMENU = 4	EBM_NORMAL = 1 = 2 EBM_PRESSE
	EBP_NORMALGROUPBACKGROUND = 5	
	EBP_NORMALGROUPCOLLAPSE = 6	EBNGC_NORMAL EBNGC_HOT = 2 EBNGC_PRESSED
	EBP_NORMALGROUPEXPAND = 7	EBNGE_NORMAL EBNGE_HOT = 2 EBNGE_PRESSED
	EBP_NORMALGROUPHEAD = 8	
	EBP_SPECIALGROUPBACKGROUND = 9	
	EBP_SPECIALGROUPCOLLAPSE = 10	EBSGC_NORMAL EBSGC_HOT = 2 EBSGC_PRESSED
	EBP_SPECIALGROUPEXPAND = 11	EBSGE_NORMAL EBSGE_HOT = 2 EBSGE_PRESSED
	EBP_SPECIALGROUPHEAD = 12	
HEADER	HP_HEADERITEM = 1	HIS_NORMAL = 1 H 2 HIS_PRESSED =
	HP_HEADERITEMLEFT = 2	HILS_NORMAL = 1 = 2 HILS_PRESSE
	HP_HEADERITEMRIGHT = 3	HIRS_NORMAL = 1 = 2 HIRS_PRESSE
	HP_HEADERSORTARROW = 4	HSAS_SORTEDUP

		HSAS_SORTEDDC
LISTVIEW	LVP_EMPTYTEXT = 5	
	LVP_LISTDETAIL = 3	
	LVP_LISTGROUP = 2	
	LVP_LISTITEM = 1	LIS_NORMAL = 1 L 2 LIS_SELECTED = LIS_DISABLED = 4 LIS_SELECTEDNO 5
	LVP_LISTSORTEDDETAIL = 4	
MENU	MP_MENUBARDROPDOWN = 4	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
	MP_MENUBARITEM = 3	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
	MP_CHEVRON = 5	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
	MP_MENUDROPDOWN = 2	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
	MP_MENUITEM = 1	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
	MP_SEPARATOR = 6	MS_NORMAL = 1 MS_SELECTED = 2 MS_DEMOTED = 3
MENUBAND	MDP_NEWAPPBUTTON = 1	MDS_NORMAL = 1 = 2 MDS_PRESSE MDS_DISABLED = MDS_CHECKED = MDS_HOTCHECKE
	MDP_SEPERATOR = 2	
PAGE	PGRP_DOWN = 2	DNS_NORMAL = 1 = 2 DNS_PRESSED DNS_DISABLED =
	PGRP_DOWNHORZ = 4	DNHZS_NORMAL = DNHZS_HOT = 2 DNHZS_PRESSED

		DNHZS_DISABLED
	PGRP_UP = 1	UPS_NORMAL = 1 = 2 UPS_PRESSED UPS_DISABLED =
	PGRP_UPHORZ = 3	UPHZS_NORMAL = UPHZS_HOT = 2 UPHZS_PRESSED UPHZS_DISABLED
PROGRESS	PP_BAR = 1	
	PP_BARVERT = 2	
	PP_CHUNK = 3	
	PP_CHUNKVERT = 4	
REBAR	RP_BAND = 3	
	RP_CHEVRON = 4	CHEVS_NORMAL = CHEVS_HOT = 2 CHEVS_PRESSED
	RP_CHEVRONVERT = 5	
	RP_GRIPPER = 1	
	RP_GRIPPERVERT = 2	
SCROLLBAR	SBP_ARROWBTN = 1	ABS_DOWNDISAB ABS_DOWNHOT, ABS_DOWNNORM ABS_DOWNPRESS ABS_UPDISABLED ABS_UPHOT, ABS_UPNORMAL, ABS_UPPRESSED, ABS_LEFTDISABLI ABS_LEFTHOT, ABS_LEFTNORMA ABS_LEFTPRESSE ABS_RIGHTDISAB ABS_RIGHTHOT, ABS_RIGHTNORM ABS_RIGHTPRESS
	SBP_GRIPPERHORZ = 8	
	SBP_GRIPPERVERT = 9	
	SBP_LOWERTRACKHORZ = 4	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED

		SCRBS_DISABLED
	SBP_LOWERTRACKVERT = 6	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED SCRBS_DISABLED
	SBP_THUMBBTNHORZ = 2	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED SCRBS_DISABLED
	SBP_THUMBBTNVERT = 3	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED SCRBS_DISABLED
	SBP_UPPERTRACKHORZ = 5	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED SCRBS_DISABLED
	SBP_UPPERTRACKVERT = 7	SCRBS_NORMAL = SCRBS_HOT = 2 SCRBS_PRESSED SCRBS_DISABLED
	SBP_SIZEBOX = 10	SZB_RIGHTALIGN SZB_LEFTALIGN =
SPIN	SPNP_DOWN = 2	DNS_NORMAL = 1 = 2 DNS_PRESSED DNS_DISABLED =
	SPNP_DOWNHORZ = 4	DNHZS_NORMAL = DNHZS_HOT = 2 DNHZS_PRESSED DNHZS_DISABLED
	SPNP_UP = 1	UPS_NORMAL = 1 = 2 UPS_PRESSED UPS_DISABLED =
	SPNP_UPHORZ = 3	UPHZS_NORMAL = UPHZS_HOT = 2 UPHZS_PRESSED UPHZS_DISABLED
STARTPANEL	SPP_LOGOFF = 8	
	SPP_LOGOFFBUTTONS = 9	SPLS_NORMAL = SPLS_HOT = 2 SPLS_PRESSED =

	SPP_MOREPROGRAMS = 2	
	SPP_MOREPROGRAMSARROW = 3	SPS_NORMAL = 1 = 2 SPS_PRESSED
	SPP_PLACESLIST = 6	
	SPP_PLACESLISTSEPARATOR = 7	
	SPP_PREVIEW = 11	
	SPP_PROGLIST = 4	
	SPP_PROGLISTSEPARATOR = 5	
	SPP_USERPANE = 1	
	SPP_USERPICTURE = 10	
STATUS	SP_GRIPPER = 3	
	SP_PANE = 1	
	SP_GRIPPERPANE = 2	
TAB	TABP_BODY = 10	
	TABP_PANE = 9	
	TABP_TABITEM = 1	TIS_NORMAL = 1 T 2 TIS_SELECTED = TIS_DISABLED = 4 TIS_FOCUSED = 5
	TABP_TABITEMBOTHEDGE = 4	TIBES_NORMAL = TIBES_HOT = 2 TIBES_SELECTED TIBES_DISABLED TIBES_FOCUSED =
	TABP_TABITEMLEFTEDGE = 2	TILES_NORMAL = TILES_HOT = 2 TILES_SELECTED TILES_DISABLED = TILES_FOCUSED =
	TABP_TABITEMRIGHTEDGE = 3	TIRES_NORMAL = TIRES_HOT = 2 TIRES_SELECTED TIRES_DISABLED TIRES_FOCUSED =
	TABP_TOPTABITEM = 5	TTIS_NORMAL = 1 = 2 TTIS_SELECTE TTIS_DISABLED = TTIS_FOCUSED = TTIBES_NORMAL =

	TABP_TOPTABITEMBOTHEDGE = 8	TTIBES_HOT = 2 TTIBES_SELECTE TTIBES_DISABLED TTIBES_FOCUSED
	TABP_TOPTABITEMLEFTEDGE = 6	TTILES_NORMAL = TTILES_HOT = 2 TTILES_SELECTE TTILES_DISABLED TTILES_FOCUSED
	TABP_TOPTABITEMRIGHTEDGE = 7	TTIRES_NORMAL TTIRES_HOT = 2 TTIRES_SELECTE TTIRES_DISABLED TTIRES_FOCUSED
TASKBAND	TDP_GROUPCOUNT = 1 TDP_FLASHBUTTON = 2 TDP_FLASHBUTTONGROUPMENU = 3	
TASKBAR	TBP_BACKGROUNDBOTTOM = 1 TBP_BACKGROUNDLEFT = 4 TBP_BACKGROUNDRIGHT = 2 TBP_BACKGROUNDTOP = 3 TBP_SIZINGBARBOTTOM = 5 TBP_SIZINGBARBOTTOMLEFT = 8 TBP_SIZINGBARRIGHT = 6 TBP_SIZINGBARTOP = 7	
TOOLBAR	TP_BUTTON = 1	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5 TS_HOTCHECKED
	TP_DROPDOWNBUTTON = 2	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5 TS_HOTCHECKED
	TP_SPLITBUTTON = 3	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5

		TS_HOTCHECKED
	TP_SPLITBUTTONDROPDOWN = 4	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5 TS_HOTCHECKED
	TP_SEPARATOR = 5	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5 TS_HOTCHECKED
	TP_SEPARATORVERT = 6	TS_NORMAL = 1 T TS_PRESSED = 3 TS_DISABLED = 4 TS_CHECKED = 5 TS_HOTCHECKED
TOOLTIP	TTP_BALLOON = 3	TTBS_NORMAL = TTBS_LINK = 2
	TTP_BALLOONTITLE = 4	TTBS_NORMAL = TTBS_LINK = 2
	TTP_CLOSE = 5	TTCS_NORMAL = TTCS_HOT = 2 TTCS_PRESSED =
	TTP_STANDARD = 1	TTSS_NORMAL = TTSS_LINK = 2
	TTP_STANDARDTITLE = 2	TTSS_NORMAL = TTSS_LINK = 2
TRACKBAR	TKP_THUMB = 3	TUS_NORMAL = 1 2 TUS_PRESSED = TUS_FOCUSED = 4 TUS_DISABLED =
	TKP_THUMBBOTTOM = 4	TUBS_NORMAL = TUBS_HOT = 2 TUBS_PRESSED = TUBS_FOCUSED = TUBS_DISABLED =
	TKP_THUMBLEFT = 7	TUVLS_NORMAL = TUVLS_HOT = 2 TUVLS_PRESSED TUVLS_FOCUSED TUVLS_DISABLED

	TKP_THUMBRIGHT = 8	TUVRS_NORMAL = TUVRS_HOT = 2 TUVRS_PRESSED TUVRS_FOCUSED TUVRS_DISABLED
	TKP_THUMBTOP = 5	TUTS_NORMAL = TUTS_HOT = 2 TUTS_PRESSED = TUTS_FOCUSED = TUTS_DISABLED =
	TKP_THUMBVERT = 6	TUVS_NORMAL = TUVS_HOT = 2 TUVS_PRESSED = TUVS_FOCUSED = TUVS_DISABLED =
	TKP_TICS = 9	TSS_NORMAL = 1
	TKP_TICSVERT = 10	TSVS_NORMAL =
	TKP_TRACK = 1	TRS_NORMAL = 1
	TKP_TRACKVERT = 2	TRVS_NORMAL =
TRAYNOTIFY	TNP_ANIMBACKGROUND = 2	
	TNP_BACKGROUND = 1	
TREEVIEW	TVP_BRANCH = 3	
	TVP_GLYPH = 2	GLPS_CLOSED = GLPS_OPENED =
	TVP_TREEITEM = 1	TREIS_NORMAL = TREIS_HOT = 2 TREIS_SELECTED TREIS_DISABLED TREIS_SELECTED = 5
WINDOW	WP_CAPTION = 1	CS_ACTIVE = 1 CS = 2 CS_DISABLED
	WP_CAPTIONSIZINGTEMPLATE = 30	
	WP_CLOSEBUTTON = 18	CBS_NORMAL = 1 = 2 CBS_PUSHED CBS_DISABLED =
	WP_DIALOG = 29	
	WP_FRAMEBOTTOM = 9	FS_ACTIVE = 1 FS = 2
	WP_FRAMEBOTTOMSIZINGTEMPLATE = 36	

WP_FRAMELEFT = 7	FS_ACTIVE = 1 FS = 2
WP_FRAMELEFTSIZINGTEMPLATE = 32	
WP_FRAMERIGHT = 8	FS_ACTIVE = 1 FS = 2
WP_FRAMERIGHTSIZINGTEMPLATE = 34	
WP_HELPBUTTON = 23	HBS_NORMAL = 1 = 2 HBS_PUSHED HBS_DISABLED =
WP_HORZSCROLL = 25	HSS_NORMAL = 1 = 2 HSS_PUSHED HSS_DISABLED =
WP_HORZTHUMB = 26	HTS_NORMAL = 1 2 HTS_PUSHED = HTS_DISABLED =
WP_MAX_BUTTON	MAXBS_NORMAL MAXBS_HOT = 2 MAXBS_PUSHED = MAXBS_DISABLED
WP_MAXCAPTION = 5	MXCS_ACTIVE = 1 MXCS_INACTIVE = MXCS_DISABLED
WP_MDICLOSEBUTTON = 20	CBS_NORMAL = 1 = 2 CBS_PUSHED CBS_DISABLED =
WP_MDIHELPBUTTON = 24	HBS_NORMAL = 1 = 2 HBS_PUSHED HBS_DISABLED =
WP_MDIMINBUTTON = 16	MINBS_NORMAL = MINBS_HOT = 2 MINBS_PUSHED = MINBS_DISABLED
WP_MDIRESTOREBUTTON = 22	RBS_NORMAL = 1 = 2 RBS_PUSHED RBS_DISABLED =
WP_MDISYSBUTTON = 14	SBS_NORMAL = 1 = 2 SBS_PUSHED SBS_DISABLED =
WP_MINBUTTON = 15	MINBS_NORMAL = MINBS_HOT = 2 MINBS_PUSHED =

	MINBS_DISABLED
WP_MINCAPTION = 3	MNCS_ACTIVE = 1 MNCS_INACTIVE = MNCS_DISABLED
WP_RESTOREBUTTON = 21	RBS_NORMAL = 1 = 2 RBS_PUSHED RBS_DISABLED =
WP_SMALLCAPTION = 2	CS_ACTIVE = 1 CS = 2 CS_DISABLED
WP_SMALLCAPTIONSIZINGTEMPLATE = 31	
WP_SMALLCLOSEBUTTON = 19	CBS_NORMAL = 1 = 2 CBS_PUSHED CBS_DISABLED =
WP_SMALLFRAMEBOTTOM = 12	FS_ACTIVE = 1 FS = 2
WP_SMALLFRAMEBOTTOMSIZINGTEMPLATE = 37	
WP_SMALLFRAMELEFT = 10	FS_ACTIVE = 1 FS = 2
WP_SMALLFRAMELEFTSIZINGTEMPLATE = 33	
WP_SMALLFRAMERIGHT = 11	FS_ACTIVE = 1 FS = 2
WP_SMALLFRAMERIGHTSIZINGTEMPLATE = 35	
WP_SMALLHELPBUTTON	HBS_NORMAL = 1 = 2 HBS_PUSHED HBS_DISABLED =
WP_SMALLMAXBUTTON	MAXBS_NORMAL MAXBS_HOT = 2 MAXBS_PUSHED = MAXBS_DISABLED
WP_SMALLMAXCAPTION = 6	MXCS_ACTIVE = 1 MXCS_INACTIVE = MXCS_DISABLED
WP_SMALLMINCAPTION = 4	MNCS_ACTIVE = 1 MNCS_INACTIVE = MNCS_DISABLED
WP_SMALLRESTOREBUTTON	RBS_NORMAL = 1 = 2 RBS_PUSHED

WP_SMALLSYSBUTTON	RBS_DISABLED = SBS_NORMAL = 1 = 2 SBS_PUSHED SBS_DISABLED =
WP_SYSBUTTON = 13	SBS_NORMAL = 1 = 2 SBS_PUSHED SBS_DISABLED =
WP_VERTSCROLL = 27	VSS_NORMAL = 1 = 2 VSS_PUSHED VSS_DISABLED =
WP_VERTTHUMB = 28	VTS_NORMAL = 1 2 VTS_PUSHED = VTS_DISABLED =

method Appearance.Clear ()

Removes all skins in the control.

Type	Description

Use the Clear method to clear all skins from the control. Use the Remove method to remove a specific skin. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The control provides the VisualDesign property that allows you to easily change the control's visual appearance at design mode. Also, the VisualDesign property can be used at runtime to specify a visual appearance, by setting the VisualDesign property with a new generated value. The UseVisualTheme property indicates whether the current visual theme is applied to parts of the control.

method Appearance.Remove (ID as Long)

Removes a specific skin from the control.

Type	Description
ID as Long	A Long expression that indicates the index of the skin being removed.

Use the Remove method to remove a specific skin. The identifier of the skin being removed should be the same as when the skin was added using the Add method. Use the Clear method to clear all skins from the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The control provides the VisualDesign property that allows you to easily change the control's visual appearance at design mode. Also, the VisualDesign property can be used at runtime to specify a visual appearance, by setting the VisualDesign property with a new generated value. The UseVisualTheme property indicates whether the current visual theme is applied to parts of the control.

property Appearance.RenderType as Long

Specifies the way colored EBN objects are displayed on the component.

Type	Description
Long	A long expression that indicates how the EBN objects are shown in the control, like explained bellow.

By default, the RenderType property is 0, which indicates an A-color scheme. The RenderType property can be used to change the colors for the entire control, for parts of the controls that uses EBN objects. The RenderType property is not applied to the currently XP-theme if using.

The RenderType property is applied to all parts that displays an EBN object. The properties of color type may support the EBN object if the property's description includes "*A color expression that indicates the cell's background color. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.*" In other words, a property that supports EBN objects should be of format 0xIDRRGGBB, where the ID is the identifier of the EBN to be applied, while the BBGGRR is the (Red,Green,Blue, RGB-Color) color to be applied on the selected EBN. For instance, the 0x1000000 indicates displaying the EBN as it is, with no color applied, while the 0x1FF0000, applies the Blue color (RGB(0x0,0x0,0xFF), RGB(0,0,255) on the EBN with the identifier 1. You can use the EBNColor tool to visualize applying EBN colors.

Click here to watch a movie on how you can change the colors to be applied on EBN objects.

For instance, the following sample changes the events' appearance, by using an EBN object:

```
With Control
   .VisualAppearance.Add 1,"c:\exontrol\images\normal.ebn"
   .BodyEventBackColor = &H1000000
End With
```

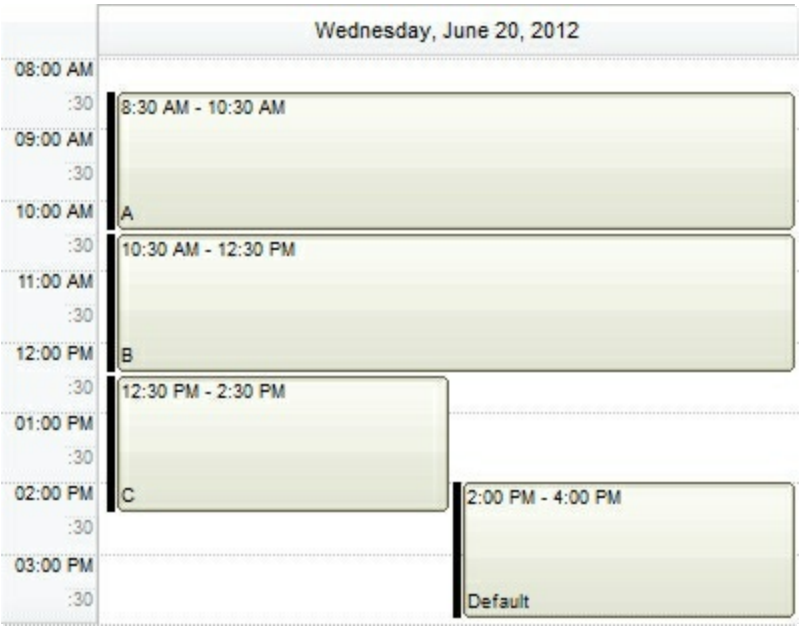
In the following screen shot the following objects display the current EBN with a different color:

- "A" in Red (RGB(255,0,0), for instance the event's property BodyBackColor is 0x10000FF

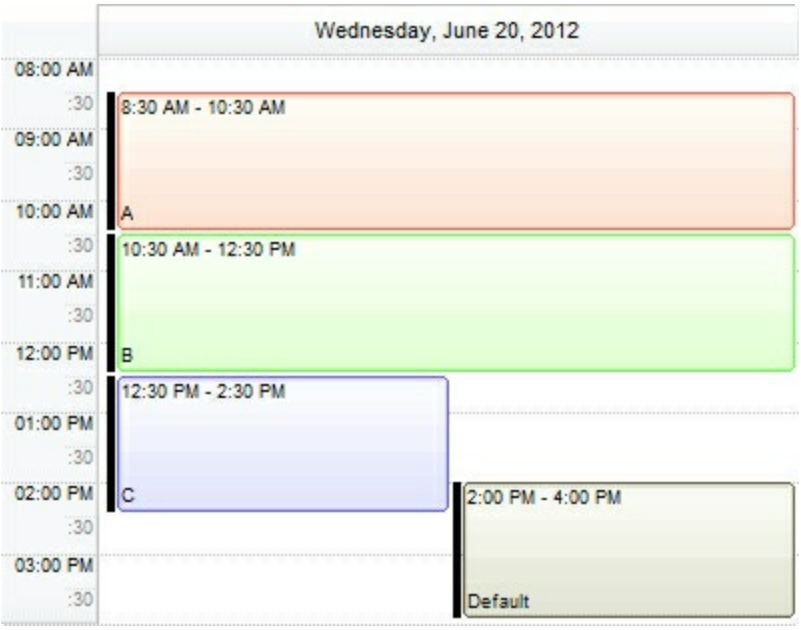
- "B" in Green (RGB(0,255,0), for instance the event's property BodyBackColor is 0x100FF00
- "C" in Blue (RGB(0,0,255), for instance the event's property BodyBackColor is 0x1FF0000
- "Default", no color is specified, for instance the event's property BodyBackColor is 0x1000000

The RenderType property could be one of the following:

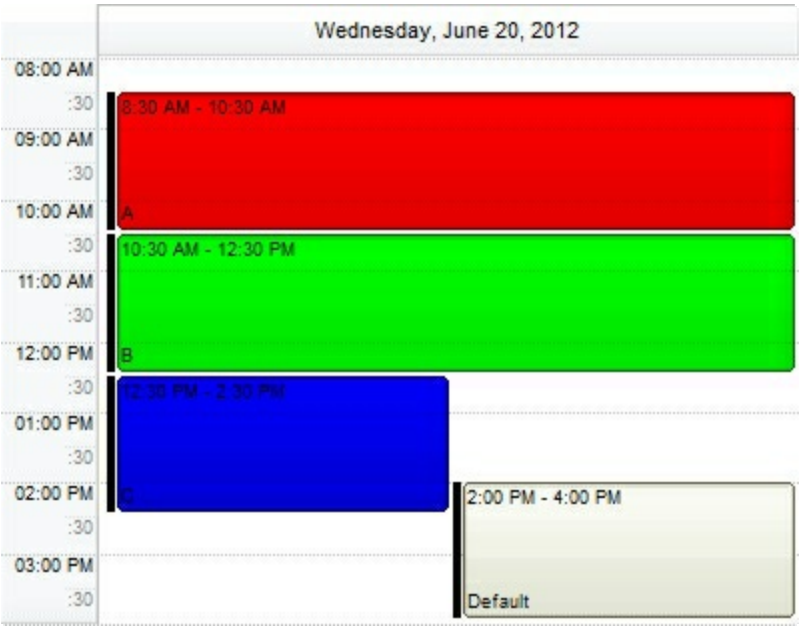
- ***-3**, no color is applied*. For instance, the BodyEventBackColor = &H1FF0000 is displayed as would be BodyEventBackColor = &H1000000, so the 0xFF0000 color (Blue color) is ignored. You can use this option to allow the control displays the EBN colors or not.



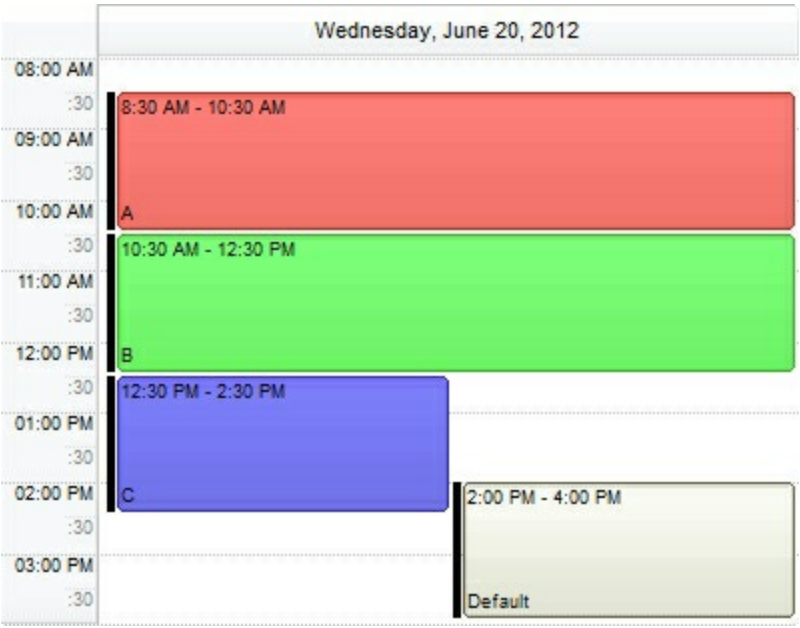
- ***-2**, OR-color scheme*. The color to be applied on the part of the control is a OR bit combination between the original EBN color and the specified color. For instance, the BodyEventBackColor = &H1FF0000, applies the OR bit for the entire Blue channel, or in other words, it applies a less Blue to the part of the control. This option should be used with solid colors (RGB(255,0,0), RGB(0,255,0), RGB(0,0,255), RGB(255,255,0), RGB(255,0,255), RGB(0,255,255),RGB(127,0,0),RGB(0,127,0), ...)



- ***-1**, AND-color scheme*, The color to be applied on the part of the control is an AND bit combination between the original EBN color and the specified color. For instance, the BodyEventBackColor = &H1FF0000, applies the AND bit for the entire Blue channel, or in other words, it applies a more Blue to the part of the control. This option should be used with solid colors (RGB(255,0,0), RGB(0,255,0), RGB(0,0,255), RGB(255,255,0), RGB(255,0,255), RGB(0,255,255),RGB(127,0,0),RGB(0,127,0), ...)

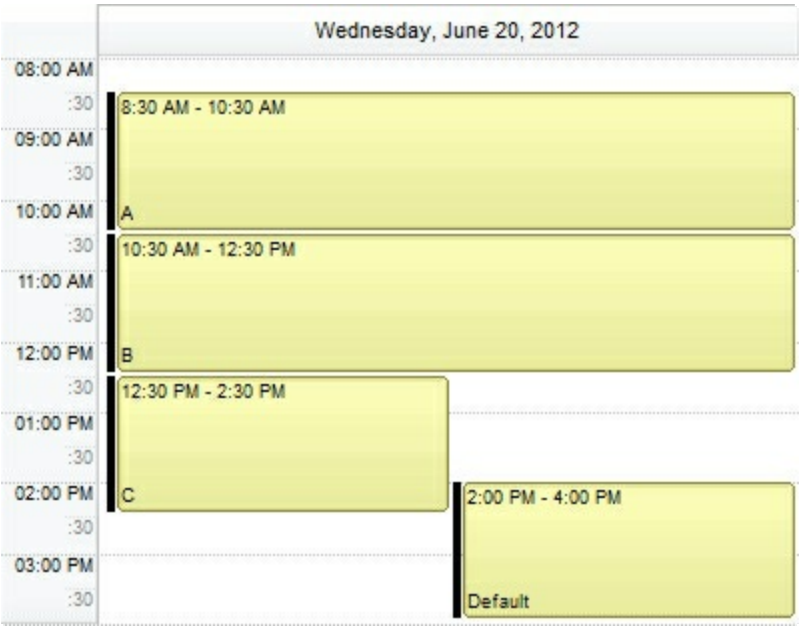


- ***0**, default*, the specified color is applied to the EBN. For instance, the BodyEventBackColor = &H1FF0000, applies a Blue color to the object. This option could be used to specify any color for the part of the components, that support EBN objects, not only solid colors.

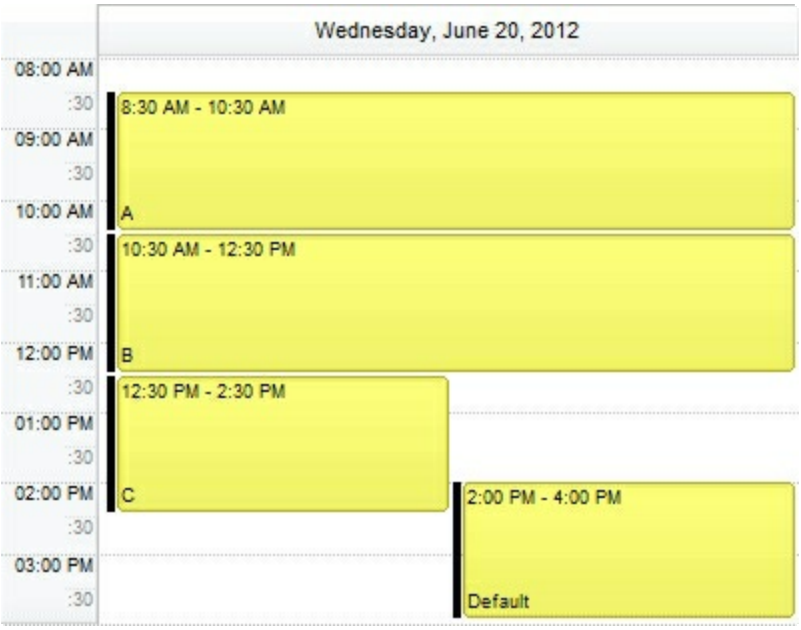


- **0xAABBGGRR**, where the AA a value between 0 to 255, which indicates the transparency, and RR, GG, BB the red, green and blue values. This option applies the same color to all parts that displays EBN objects, whit ignoring any specified color in the color property. For instance, the RenderType on 0x4000FFFF, indicates a 25% Yellow on EBN objects. The 0x40, or 64 in decimal, is a 25 % from in a 256 interal, and the 0x00FFFF, indicates the Yellow (RGB(255,255,0)). The same could be if the RenderType is 0x40000000 + vbYellow, or &H40000000 + RGB(255, 255, 0), and so, the RenderType could be the 0xAA000000 + Color, where the Color is the RGB format of the color.

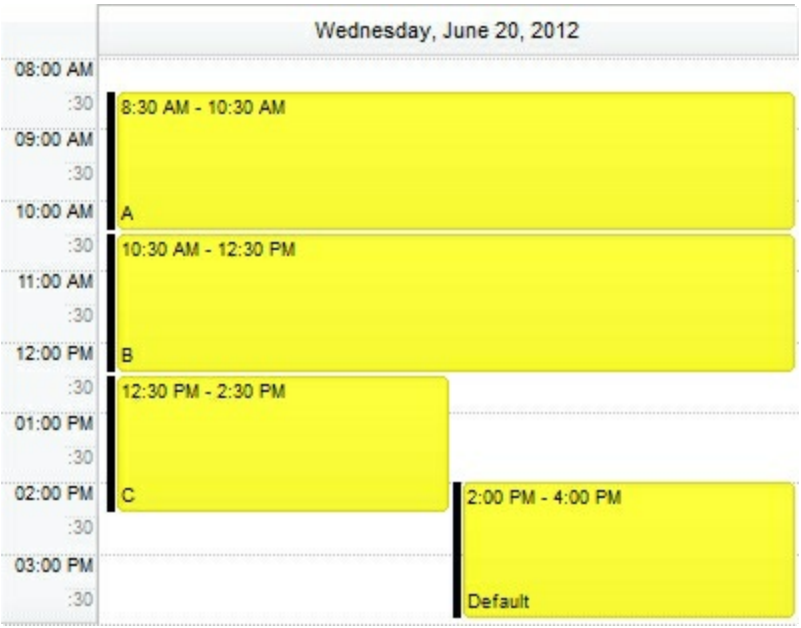
*The following picture shows the control with the RenderType property on 0x**40**00FFFF (25% Yellow, 0x40 or 64 in decimal is 25% from 256):*



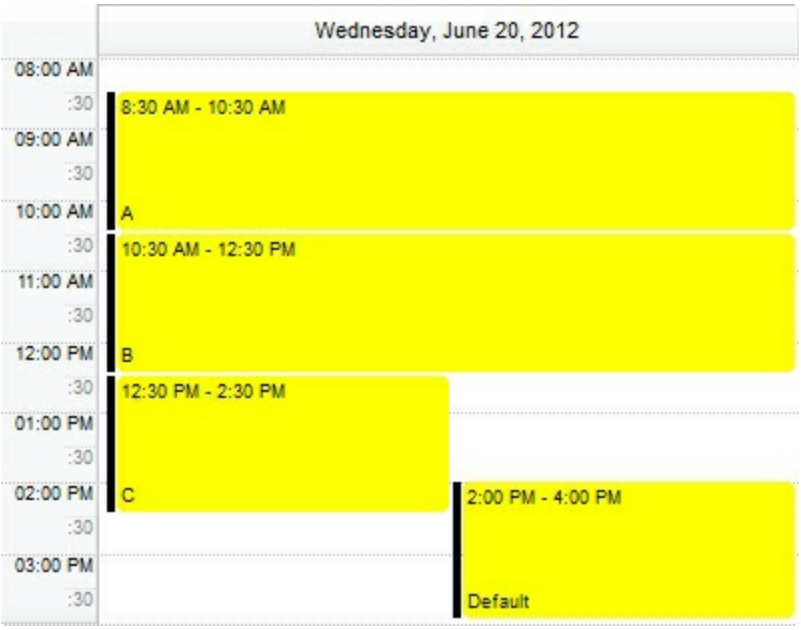
*The following picture shows the control with the RenderType property on 0x**80**00FFFF (50% Yellow, 0x80 or 128 in decimal is 50% from 256):*



*The following picture shows the control with the RenderType property on 0x**C0**00FFFF (75% Yellow, 0xC0 or 192 in decimal is 75% from 256):*



*The following picture shows the control with the RenderType property on 0x**FF**00FFFF (100% Yellow, 0xFF or 255 in decimal is 100% from 255):*


Wednesday, June 20, 2012
08:00 AM
:30
09:00 AM
:30
10:00 AM
:30
11:00 AM
:30
12:00 PM
:30
01:00 PM
:30
02:00 PM
:30
03:00 PM
:30
8:30 AM - 10:30 AM
A
10:30 AM - 12:30 PM
B
12:30 PM - 2:30 PM
C
2:00 PM - 4:00 PM
Default

Calendar object

The Calendar object indicates the calendar panel of the component like in the following screen shot:

You can access the component's Calendar object using the Calendar property. Use the OnResizeControl property to specify one of the followings:

- auto hide the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- hide completely the calendar section (exHideSplitter)
- specify the alignment of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or partially view of the calendar panel (exResizePanelRight)

Name	Description
AlignDate	Specifies whether the January 1st or MinDate is aligned to the top-left corner.
AllowFocusDate	Specifies the combination of keys that allows the user to focus a new date, in the calendar panel.
AllowSelectDate	Specifies the combination of keys that allows the user to select dates in the calendar panel.
AllowSelectDateRect	Specifies the combination of keys that allows the user to select dates in the calendar panel, by dragging a rectangle.

AllowToggleSelectKey	Specifies the combination of keys to select multiple not-contiguously dates.
AMPM	Specifies the AM and PM indicators.
Date	Retrieves or sets the date being displayed in the calendar panel.
DateFromPoint	Retrieves the date from the cursor, in the calendar panel.
DisableZoneFormat	Returns or sets an expression that determines the dates being disabled in the calendar/schedule panel.
DisplayWeekNumberAs	Specifies the way the calendar displays the week number.
Events	Returns a safe array of dates with events, in a specified group, where the Expression indicates the formula to determine the dates being verified.
FirstVisibleDate	Retrieves the first visible date, in the calendar panel.
FirstWeekDay	Specifies the first day of the week.
FitSelToView	Specifies the list of additional dates to be shown on the schedule view, when OnSelectDate property is exFitSelToView.
FocusDate	Retrieves the date being focused in the calendar panel.
GroupHighlightEvent	Highlights the date in the calendar panel using the HighlightEvent property of each Group found on day's events.
HeaderDayLabel	Specifies the HTML date-format to be shown on the calendar's header.
HideSel	Specifies whether selected date appears selected when a control loses focus.
HighlightEvent	Gives access to the Highlight object, so you can customize highlighting the events, in the calendar panel.
hWnd	Retrieves the calendar's window handle.
LastVisibleDate	Retrieves the last visible date, in the calendar panel.
LocAMPM	Retrieves the time marker such as AM or PM using the current user regional and language settings.
LocFirstWeekDay	Indicates the first day of the week, as specified in the regional settings.
LocMonthNames	Retrieves the list of month names, as indicated in the regional settings, separated by space.
	Retrieves the list of names for each week day, as

LocWeekDays	indicated in the regional settings, separated by space.
LongDateFormat	Indicates the long date format.
LongTimeFormat	Indicates the long time format.
MaxDate	Retrieves or sets the max date.
MaxMonthX	Specifies the maximum number of months horizontally displayed.
MaxMonthY	Specifies the maximum number of months vertically displayed.
MinDate	Retrieves or sets the min date.
MinMonthX	Specifies the minimum number of months horizontally displayed.
MinMonthY	Specifies the minimum number of months vertically displayed.
MonthNames	Retrieves or sets a value that indicates the list of month names, separated by space.
NonworkingDays	Retrieves or sets a value that indicates the non-working days, for each week day a bit.
NonworkingDaysColor	Retrieves or sets a value that indicates the color to fill the non-working days.
NonworkingDaysFrameColor	Retrieves or sets a value that indicates the color to show the non-working frame.
NonworkingDaysPattern	Retrieves or sets a value that indicates the pattern being used to fill non-working days.
OnSelectDate	Specifies the action that the control does once the user selects new dates in the calendar panel.
Parent	Specifies the handle of the window that hosts the calendar panel.
SelCount	Indicates the number of dates being selected in the calendar panel.
SelDate	Gets the date being selected giving its index in the selection.
Select	Selects the current (focus) day, week, week day, month or year in the calendar panel.
SelectDate	Selects or unselects a date in the calendar panel.
	Returns or sets a safe array of selected dates in the

Selection	calendar panel.
ShortDateFormat	Indicates the short date format.
ShortTimeFormat	Indicates the short time format.
ShowGridLines	Shows or hides the grid lines in the calendar panel.
ShowHighlightEvent	Returns or sets a value that indicates whether the calendar panel highlights days that contain events.
ShowNonMonthDays	Specifies whether the control displays the dates that are not part of the month.
ShowTodayButton	Retrieves or sets a value that indicates whether the today button is visible or hidden, in the calendar panel.
ShowWeeks	Retrieves or sets a value that indicates whether the weeks header is visible or hidden.
ShowYearScroll	Retrieves or sets a value that indicates whether the scroll bar (in the calendar panel) to change the year is visible or hidden.
SingleSel	Returns or sets a value that indicates whether the user can select one or more dates in the calendar panel.
TodayCaption	Retrieves or sets a value that indicates the today button's caption, in the calendar panel.
WeekDays	Retrieves or sets a value that indicates the list of names for each week day, separated by space.

property Calendar.AlignDate as Boolean

Specifies whether the January 1st or MinDate is aligned to the top-left corner.

Type	Description
Boolean	A Boolean expression that specifies whether January 1st or MinDate is aligned to the top-left corner.

By default, the AlignDate property is True. This property has effect only if multiple months are displayed in the calendar panel. Use the MinMonthX/MaxMonthX and MinMonthY/MaxMonthY properties to specify the number of months to be displayed on the calendar panel.

property Calendar.AllowFocusDate as AllowKeysEnum

Specifies the combination of keys that allows the user to focus a new date, in the calendar panel.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the combination of keys that allows the user to focus a new date, in the calendar panel.

By default, the AllowFocusDate property is exRightClick. Changing the focus using this option may show a different month, without *selecting* the focusing date. The control may display only a single focused date, but it can display multiple selection dates. The FocusDate property indicates the date being focused. The control fires the LayoutStartChanging(exCalendarFocusDateChange) when the user is about to change the focusing date, and the LayoutEndChanging(exCalendarFocusDateChange) notifies your application once a new date is being focused. The Background(exCalendarFocusDate) changes the visual appearance of the focused date, while the Background(exCalendarFocusDateForeColor) changes the foreground color of the focused date.

The AllowFocusDate property on exDisallow disables focusing a date that's not being selected. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. The Date property of the control browses a new month in the calendar panel.

Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates.

property Calendar.AllowSelectDate as AllowKeysEnum

Specifies the combination of keys that allows the user to select dates in the calendar panel.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the combination of keys that allows the user to select new dates, in the calendar panel, and so to display a different dates in the schedule view.

By default, the AllowSelectDate property is exLeftClick. The exDisallow indicates the the user can not select dates in the calendar panel. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The SingleSel property indicates whether the user can select one or multiple dates. The AllowSelectDateRect specifies the keys combination so the user can do a rectangular selection in the calendar panel. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates.

- The Background(exCalendarSelBackColor), Background(exCalendarSelForeColor) property specifies the visual appearance of the selected dates, when the control has the focus.
- The Background(exCalendarSelBackColorUnFocus), Background(exCalendarSelBackColorUnFocus) property specifies the visual appearance of the selected dates, when the control has no focus.

The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only. The FitSelToView method restores the view to fit the selected dates.

property Calendar.AllowSelectDateRect as AllowKeysEnum

Specifies the combination of keys that allows the user to select dates in the calendar panel, by dragging a rectangle.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the combination of keys that allows the user to rectangular select new dates, in the calendar panel, and so to display a different dates in the schedule view.

By default, the AllowSelectDateRect property is exLeftClick + exALTKey, which means that the user can hold the ALT key while pressing the left mouse button and so a rectangle is shown, and each date that intersect the rectangular region will be selected by dragging the mouse.

The exDisallow indicates the the user can not rectangular select dates in the calendar panel. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The SingleSel property indicates whether the user can select one or multiple dates. The AllowSelectDate specifies the keys combination so the user can do a selection in the calendar panel. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. You can do the same type of the selection in the schedule panel, by using the AllowSelectEventRect property.

The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only. The FitSelToView method restores the view to fit the selected dates.

The following screen shot shows the rectangular selection, in the calendar panel:

property Calendar.AllowToggleSelectKey as AllowKeysEnum

Specifies the combination of keys to select multiple not-contiguously dates.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the combination of keys to select multiple not-contiguously dates.

By default, the AllowToggleSelectKey property is exCTRLKey. This indicates that the user toggles the selected dates to unselected, and reverse by clicking the CTRL key. This property should be used in combination with AllowSelectDate and AllowSelectDateRect properties. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates.

The samples shows how you can toggle the selection of dates, such the first click selects the date, the second click unselects it, and so on.

VBA (MS Access, Excell...)

```
With Schedule1
   .OnResizeControl = 1281
   With .Calendar
      .AllowToggleSelectKey = 1
      .AllowSelectDate = 1
      .SingleSel = False
   End With
End With
```

VB6

```
With Schedule1
   .OnResizeControl = OnResizeControlEnum.exResizePanelRight Or
OnResizeControlEnum.exHideSplitter Or OnResizeControlEnum.exCalendarFit
   With .Calendar
      .AllowToggleSelectKey = exLeftClick
      .AllowSelectDate = exLeftClick
```

```
        .SingleSel = False
    End With
End With
```

VB.NET

```
With Exschedule1
    .OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exHideSplitter Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit
    With .Calendar
        .AllowToggleSelectKey = exontrol.EXSCHEDULELib.AllowKeysEnum.exLeftClick
        .AllowSelectDate = exontrol.EXSCHEDULELib.AllowKeysEnum.exLeftClick
        .SingleSel = False
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    .OnResizeControl = EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
EXSCHEDULELib.OnResizeControlEnum.exHideSplitter Or
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit
    With .Calendar
        .AllowToggleSelectKey = EXSCHEDULELib.AllowKeysEnum.exLeftClick
        .AllowSelectDate = EXSCHEDULELib.AllowKeysEnum.exLeftClick
        .SingleSel = False
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'
```

```
   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1-
>PutOnResizeControl(EXSCHEDULELib::OnResizeControlEnum(EXSCHEDULELib::exResiz
| EXSCHEDULELib::exHideSplitter | EXSCHEDULELib::exCalendarFit));
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutAllowToggleSelectKey(EXSCHEDULELib::exLeftClick);
   var_Calendar->PutAllowSelectDate(EXSCHEDULELib::exLeftClick);
   var_Calendar->PutSingleSel(VARIANT_FALSE);
```

C++ Builder

```
Schedule1->OnResizeControl =
Exschedulelib_tlb::OnResizeControlEnum::exResizePanelRight |
Exschedulelib_tlb::OnResizeControlEnum::exHideSplitter |
Exschedulelib_tlb::OnResizeControlEnum::exCalendarFit;
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->AllowToggleSelectKey =
Exschedulelib_tlb::AllowKeysEnum::exLeftClick;
   var_Calendar->AllowSelectDate = Exschedulelib_tlb::AllowKeysEnum::exLeftClick;
   var_Calendar->SingleSel = false;
```

C#

```
exschedule1.OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exHideSplitter |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit;
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.AllowToggleSelectKey =
exontrol.EXSCHEDULELib.AllowKeysEnum.exLeftClick;
   var_Calendar.AllowSelectDate =
exontrol.EXSCHEDULELib.AllowKeysEnum.exLeftClick;
```

```
var_Calendar.SingleSel = false;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.OnResizeControl = 1281;
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.AllowToggleSelectKey = 1;
      var_Calendar.AllowSelectDate = 1;
      var_Calendar.SingleSel = false;
</SCRIPT>
```

C# for /COM

```
axSchedule1.OnResizeControl =
EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
EXSCHEDULELib.OnResizeControlEnum.exHideSplitter |
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit;
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.AllowToggleSelectKey =
EXSCHEDULELib.AllowKeysEnum.exLeftClick;
   var_Calendar.AllowSelectDate = EXSCHEDULELib.AllowKeysEnum.exLeftClick;
   var_Calendar.SingleSel = false;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();
```

```
   exschedule1.OnResizeControl(1281/*exResizePanelRight | exHideSplitter |
exCalendarFit*/);
   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.AllowToggleSelectKey(1/*exLeftClick*/);
      com_Calendar.AllowSelectDate(1/*exLeftClick*/);
      com_Calendar.SingleSel(false);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   OnResizeControl :=
Integer(EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exHideSplitter) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exCalendarFit);
   with Calendar do
   begin
      AllowToggleSelectKey := EXSCHEDULELib.AllowKeysEnum.exLeftClick;
      AllowSelectDate := EXSCHEDULELib.AllowKeysEnum.exLeftClick;
      SingleSel := False;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   OnResizeControl := Integer(EXSCHEDULELib_TLB.exResizePanelRight) Or
Integer(EXSCHEDULELib_TLB.exHideSplitter) Or
Integer(EXSCHEDULELib_TLB.exCalendarFit);
   with Calendar do
   begin
      AllowToggleSelectKey := EXSCHEDULELib_TLB.exLeftClick;
      AllowSelectDate := EXSCHEDULELib_TLB.exLeftClick;
      SingleSel := False;
   end;
```

```
end
```

VFP

```
with thisform.Schedule1
   .OnResizeControl = 1281
   with .Calendar
      .AllowToggleSelectKey = 1
      .AllowSelectDate = 1
      .SingleSel = .F.
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
oSchedule.OnResizeControl = 1281 /*exResizePanelRight | exHideSplitter |
exCalendarFit*/
var_Calendar = oSchedule.Calendar
   var_Calendar.AllowToggleSelectKey = 1
   var_Calendar.AllowSelectDate = 1
   var_Calendar.SingleSel = false
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.OnResizeControl = 1281 'exResizePanelRight + exHideSplitter +
exCalendarFit
var_Calendar = oSchedule.Calendar
   var_Calendar.AllowToggleSelectKey = 1
   var_Calendar.AllowSelectDate = 1
   var_Calendar.SingleSel = .f.
```

Visual Objects

```
local var_Calendar as ICalendar

oDCOCX_Exontrol1:OnResizeControl := exResizePanelRight | exHideSplitter |
exCalendarFit
var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:AllowToggleSelectKey := exLeftClick
   var_Calendar:AllowSelectDate := exLeftClick
   var_Calendar:SingleSel := false
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
oSchedule.OnResizeControl = 1281 /*exResizePanelRight | exHideSplitter |
exCalendarFit*/
var_Calendar = oSchedule.Calendar
   var_Calendar.AllowToggleSelectKey = 1
   var_Calendar.AllowSelectDate = 1
   var_Calendar.SingleSel = false
```

property Calendar.AMPM as String

Specifies the AM and PM indicators.

Type	Description
String	A String expression that indicates the AM, PM time indicators to be shown in the control, separated by space.

By default, the AMPM property is "AM PM". Use the LocAMPM property to get the locale AM/PM indicators as indicated by current regional settings. The <%**AM/PM**%> HTML tag indicates the twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate set by the AMPM property. The <%**loc_AM/PM**%> HTML tag indicates the time marker such as AM or PM using the current user regional and language settings (LocAMPM property). The FirstWeekDay property indicates the first day of the week. The MonthNames property specifies the list of name of the months. The WeekDays property specifies the name of the days in the week.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET for /COM

```
With AxSchedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
```

```
var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
var_Calendar->MonthNames = var_Calendar->LocMonthNames;
var_Calendar->WeekDays = var_Calendar->LocWeekDays;
var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
var_Calendar.MonthNames = var_Calendar.LocMonthNames;
var_Calendar.WeekDays = var_Calendar.LocWeekDays;
var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
  var var_Calendar = Schedule1.Calendar;
    var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
    var_Calendar.MonthNames = var_Calendar.LocMonthNames;
    var_Calendar.WeekDays = var_Calendar.LocWeekDays;
    var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
var_Calendar.MonthNames = var_Calendar.LocMonthNames;
```

```
var_Calendar.WeekDays = var_Calendar.LocWeekDays;
var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
```

```
  with Calendar do
  begin
    FirstWeekDay := LocFirstWeekDay;
    MonthNames := LocMonthNames;
    WeekDays := LocWeekDays;
    AMPM := LocAMPM;
  end;
end
```

VFP

```
with thisform.Schedule1
  with .Calendar
    .FirstWeekDay = .LocFirstWeekDay
    .MonthNames = .LocMonthNames
    .WeekDays = .LocWeekDays
    .AMPM = .LocAMPM
  endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
  var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
  var_Calendar.MonthNames = var_Calendar.LocMonthNames
  var_Calendar.WeekDays = var_Calendar.LocWeekDays
  var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

```
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.Date as Date

Retrieves or sets the date being displayed in the calendar panel.

Type	Description
Date	A DATE expression that indicates the date (month) being shown in the calendar panel.

The Date property indicates the date (month) being shown in the calendar panel. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. The DateFromPoint property indicates the date from the cursor in the calendar panel. The DateTimeFromPoint property indicates the date/time from the cursor on the schedule panel. The TimeFromPoint property indicates the time from the cursor on the schedule panel. The FirstVisibleDate/LastVisibleDate property indicates the first visible date in the calendar panel.

property Calendar.DateFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Date

Retrieves the date from the cursor, in the calendar panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
Date	A Date expression that indicates the date from the cursor.

The DateFromPoint property indicates the date from the cursor in the calendar panel. The DateTimeFromPoint property indicates the date/time from the cursor on the schedule panel. The TimeFromPoint property indicates the time from the cursor on the schedule panel. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. The FirstVisibleDate/LastVisibleDate property indicates the first visible date in the calendar panel.

The DateFromPoint property retrieves the value based on the X and Y parameters as follows:

- **if X = -1 and Y = -1, the DateFromPoint property retrieves the date from the cursor, shortly the DateFromPoint(-1,-1) returns the date from the cursor**

The /NET and /WPF versions provide a DateFromPoint property (with no arguments), that determines the date from the current mouse position, as the get_DateFromPoint(-1,-1) returns.

property Calendar.DisableZoneFormat as String

Returns or sets an expression that determines the dates being disabled in the calendar/schedule panel.

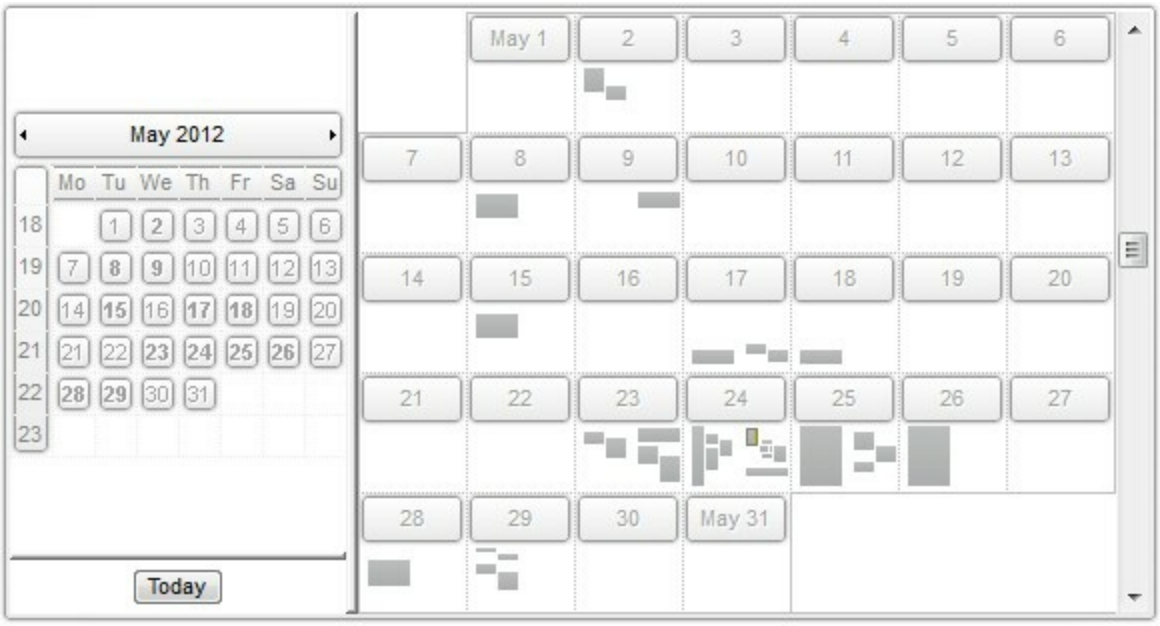
Type	Description
String	A String expression that indicates the date to be disabled. The DisableZoneFormat property supports value, operators and predefined functions as listed bellow

By default, the DisableZoneFormat property is "", which means it has no effect. The DisableZoneFormat property may be used to specify the dates to be shown as disabled. The user can not update or create new events in a disabled zone, while the AllowUpdateDisableZone property is False (by default). The DisableZoneFormat property on "1" disables the entire schedule. A disabled zone always shows in gray. The MinDate property specifies the lower margin that the calendar panel could show. The MaxDate property specifies the upper margin that the calendar panel could show. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

Here's a list of few samples:

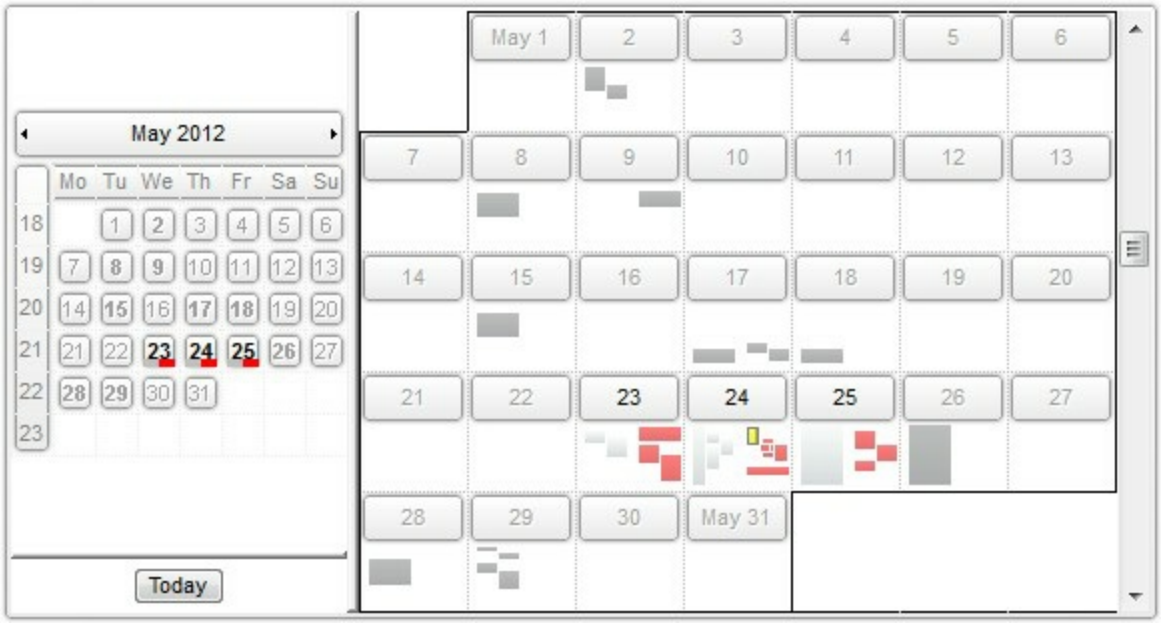
- "1", disables all dates in the schedule view.
- "month(value) = 7" disables the dates in July
- "weekday(value) in (0,6)" disables the Sunday and Saturday
- "value in (#1/8/2001#,#1/9/2001#)" disables the 8 and 9 of January 2001
- "not (month(value) = month(value+1))" disables the last day of each month
- "(weekday(value) = 5) and not (month(value) = month(value+7))" disables the last Friday of each month
- "value < date(``)" disables all events that happened ( the date(``) returns today, so all days before today)
- "value > date(``)" disables all events that will happen ( the date(``) returns today, so all days after today)

The following screen shot shows all dates as disabled (the entire month is selected) :



DisableZoneFormat = "1"

A disable zone, shows as grayed as in the following screen shot (only dates: 23, 24, and 25 are enabled, and the rest are disabled, the entire month is selected):



DisableZoneFormat = "not day(value) in (23,24,25)"

The **value** keyword indicates the date to be disabled, and the predefined operators and functions are:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is

of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array*

('J','F','M','A','M','Jun','J','A','S','O','N','D')" is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If

the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal

    - 16 - char
    - 17 - byte
    - 18 - unsigned short
    - 19 - unsigned long
    - 20 - long on 64 bits
    - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

    - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
    - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
    - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical

examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property Calendar.DisplayWeekNumberAs as WeekNumberAsEnum

Specifies the way the control displays the week number.

Type	Description
WeekNumberAsEnum	A WeekNumberAsEnum expression that specifies the ways the control displays the week number for dates.

By default, the DisplayWeekNumberAs property is exISO8601WeekNumber, which indicates that the week number is displayed according to the ISO8601 standard, which specifies that the first week of the year is the one that includes the January the 4th. The ShowWeeks property specifies whether the week number header is shown or hidden. The FirstWeekDay property specifies the first day of the week where the week begins.

The following screen show shows the calendar while using the DisplayWeekNumberAs property on exISO8601WeekNumber (default):

The following screen show shows the calendar while using the DisplayWeekNumberAs property on exSimpleWeekNumber:

property Calendar.Events ([Expression as Variant], [GroupID as Variant]) as Variant

Returns a safe array of dates with events, in a specified group, where the Expression indicates the formula to determine the dates being verified.

Type	Description
Expression as Variant	A String expression that determines the dates being queried for events. The Expression parameter supports value, operators and predefined functions as listed bellow. If "1" is used, all dates within the browsed year is queried for events.
GroupID as Variant	A long expression that specifies identifier of the group to be queried. If missing, or -1, all events are searched, rather than events within specified group.
Variant	A safe array of DATE expressions (VT_ARRAY | VT_VARIANT) , or a collection of DATEs that contain events.

The Events property gets a collection of DATEs that contain events. The Events property can be used to determine the dates with events. *The /NET and /WPF versions provide the get_EventsAs of the List<DateTime> that is an equivalent with the get_Events excepts that the returned type is a collection of DateTime objects.* The DateEvents property returns a collection of events in the specified date.

Here's a list of few samples:

- Events("1"), gets all dates with events in the browsed year
- Events("month(value) = 7") gets all dates with events from July
- Events("value = int(date(``))") gets a non-zero value if there is any event today
- Events("month(value) = month(int(date(``)))") gets the dates within the current month, that contains any appointments

The following samples gets the dates within the current month, that contains any appointments:

VB

```
Dim d As Variant
For Each d In Schedule1.Calendar.Events("month(value) = month(int(date(``)))")
   Debug.Print d
Next
```

VB/NET

```
Dim evs As List(Of Date) = Exschedule1.Calendar.get_EventsAs("month(value) =
month(int(date(``)))")
If Not evs Is Nothing Then
   For Each d As DateTime In evs
      Debug.Print(d.ToString())
   Next
End If
```

C#

```
List<DateTime> evs = exschedule1.Calendar.get_EventsAs("month(value) =
month(int(date(``)))");
if ( evs != null )
   foreach (DateTime d in evs)
      System.Diagnostics.Debug.Print(d.ToString());
```

VFP

```
local d, evs as Object
evs = thisform.Schedule1.ExecuteTemplate("Calendar.Events(" + CHR(34) +
"month(value)=month(date(``))" + CHR(34) +")")
For Each d In evs
   WAIT WINDOW TTOC(d)
ENDFOR
```

C++

```
_variant_t selection = m_spSchedule->Calendar->Events["month(value) =
month(int(date(``)))"];
if ( V_VT( &selection ) == ( VT_ARRAY | VT_VARIANT ) )
{
   BYTE* p = NULL;
   long nCount = 0;
   if ( SUCCEEDED( SafeArrayGetUBound( V_ARRAY( &selection ), 1, &nCount ) ) )
   {
      if ( SUCCEEDED( SafeArrayAccessData( V_ARRAY( &selection ), (LPVOID*)&p ) ) )
      {
```

```
        for ( long i = 0; i < nCount + 1; i++, p += sizeof(VARIANT) )
        {
            VARIANT* pValue = (VARIANT*)p;
            if ( V_VT( pValue ) == VT_DATE )
            {
                CString strMessage;
                strMessage.Format( _T("%f\r\n"), V_DATE( pValue ) );
                OutputDebugString( strMessage );
            }
        }
        SafeArrayUnaccessData( V_ARRAY( &selection ) );
    }
  }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

The **value** keyword indicates the date being queried, and the predefined operators and functions are:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)

- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if

the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language

Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)

- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property Calendar.FirstVisibleDate as Date

Retrieves the first visible date, in the calendar panel.

Type	Description
Date	A DATE expression that specifies the first visible date in the calendar panel.

The FirstVisibleDate property indicates the first visible date in the calendar panel. Use the Date property to browse a new date/month in the calendar panel. The ShowNonMonthDays property specifies whether the calendar panel displays the dates that are not part of the month.

property Calendar.FirstWeekDay as WeekDayEnum

Specifies the first day of the week.

Type	Description
WeekDayEnum	A WeekDayEnum expression that specifies the first day of the week

By default, the FirstWeekDay property is exSunday. Use the LocFirstWeekDay property to get the locale first day of the week as indicated by current regional settings. The AMPM property indicates the AM, PM time indicators to be shown in the control, separated by space,. The MonthNames property specifies the list of name of the months. The WeekDays property specifies the name of the days in the week.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET for /COM

```
With AxSchedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
```

```
    WeekDays := LocWeekDays;
    AMPM := LocAMPM;
  end;
end
```

VFP

```
with thisform.Schedule1
  with .Calendar
    .FirstWeekDay = .LocFirstWeekDay
    .MonthNames = .LocMonthNames
    .WeekDays = .LocWeekDays
    .AMPM = .LocAMPM
  endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
  var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
  var_Calendar.MonthNames = var_Calendar.LocMonthNames
  var_Calendar.WeekDays = var_Calendar.LocWeekDays
  var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
  var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
  var_Calendar.MonthNames = var_Calendar.LocMonthNames
  var_Calendar.WeekDays = var_Calendar.LocWeekDays
```

```
var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.FitSelToView as Variant

Specifies the list of additional dates to be shown on the schedule view, when OnSelectDate property is exFitSelToView.

Type	Description
Variant	A single date or a safe array of dates to be included in the schedule chart when selection is changed.

By default, the FitSelToView property is empty. The FitSelToView property has effect only if the OnSelectDate property is exFitSelToView. The FitSelToView property specifies the list of additional dates (offset) to be included in the schedule view, when selection is changed. By default, the OnSelectDate property is exFitSelToView, which indicates that the selected date in the calendar panel, is enlarged so it fit the schedule view. For instance, your chart need to display not just the selected date, but to include also one day before and after, so you need to set the FitSelToView on Array(-1,1). Use the Selection property to select dates in the calendar panel.

The following VB samples ensures that the schedule-view displays at least 3 days (a day before selected date, the selected date , and a day after the selected date) when the user selects a date in the calendar panel:

```
With Schedule1.Calendar
   .OnSelectDate = exFitSelToView
   .FitSelToView = Array(-1, 1)
End With
```

In other words, use the FitSelToView property to specify the dates to be included in the schedule view when user changes the selection in the calendar panel.

property Calendar.FocusDate as Date

Retrieves the date being focused in the calendar panel.

Type	Description
Date	A DATE expression being focused in the calendar panel.

The FocusDate property indicates the date being focused. The control fires the LayoutStartChanging(exCalendarFocusDateChange) when the user is about to change the focusing date, and the LayoutEndChanging(exCalendarFocusDateChange) notifies your application once a new date is being focused. The Background(exCalendarFocusDate) changes the visual appearance of the focused date, while the Background(exCalendarFocusDateForeColor) changes the foreground color of the focused date. The control may display only a single focused date, but it can display multiple selection dates. The AllowFocusDate property on exDisallow disables focusing a date that's not being selected. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. The Date property of the control browses a new month in the calendar panel. The Select method can be used to select by code the current month, current week, current week day and the current/focus day.

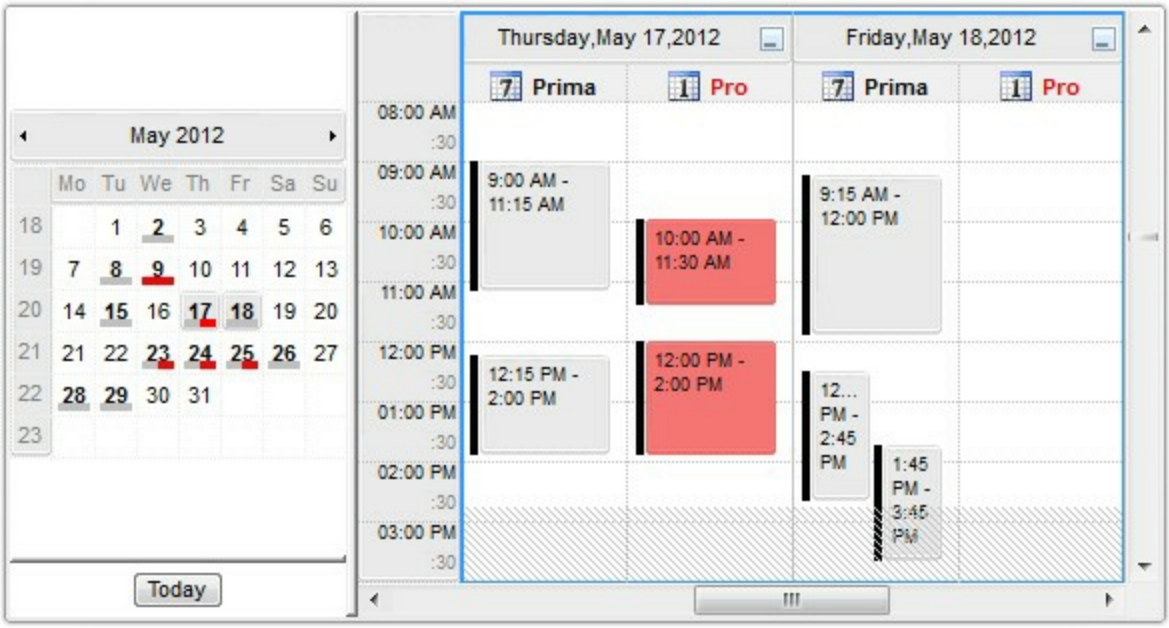
property Calendar.GroupHighlightEvent as Boolean

Highlights the date in the calendar panel using the CalendarHighlightEvent property of each Group found on day's events.

Type	Description
Boolean	A Boolean expression that specifies whether the dates in the calendar panel using the Calendar HighlightEvent property of each Group found on day's events

By default, the GroupHighlightEvent property is False. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to (True). The ShowHighlightEvent property specifies whether the calendar panel highlights the events in the calendar panel. The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel. The GroupID property indicates the identifier of the event's group.

The following screen shot shows the dates with events when GroupHighlightEvent property is True:



property Calendar.HeaderDayLabel as String

Specifies the HTML date-format to be shown on the calendar's header.

Type	Description
String	A String expression that specifies the HTML date-format to be shown on the calendar's header.

By default, the HeaderDayLabel property is "<%mmmm%> <%yyyy%>", which shows the month and the year in the header of the calendar panel. The HeaderDayLongLabel/HeaderDayShortLabel properties specifies the HTML date-format to be displayed on the schedule view (by default, the right side panel). The Background(exCalendarHeader) specifies the visual appearance of the calendar's header. The Background(exCalendarHeaderForeColor) specifies the foreground color of the calendar's header.

The following screen shot shows the calendar's header using the format "<sha> <%mmmm%></sha> <sha><fgcolor=FF0000><%yyyy%></fgcolor></sha>"

The following screen shot shows the calendar's header (by default):

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text

- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The

rr/gg/bb represents the red/green/blue values of the color in hexa values.

- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra**

FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.

- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional

and language settings.

- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.

- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.

property Calendar.HideSel as Boolean

Specifies whether selected date appears selected when a control loses focus.

Type	Description
Boolean	A Boolean expression that specifies whether the selected dates shows as selected when the control loses the focus.

By default, the HideSel property is False, which means that the selected dates are still shown when the control loses the focus. Use the HideSel property to show no selected dates in the calendar panel, when the component loses the focus. If the HideSel property is False (by default) , the Background(exCalendarSelBackColorUnFocus) specifies the visual appearance of the selected dates when the component is not focused. The Background(exCalendarSelForeColorUnFocus) property indicates the foreground color of the selected dates when the control loses the focus. The FocusDate property indicates the DATE in the calendar panel which is focused.

The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates.

property Calendar.HighlightEvent as Highlight

Gives access to the Highlight object, so you can customize highlighting the events, in the calendar panel.

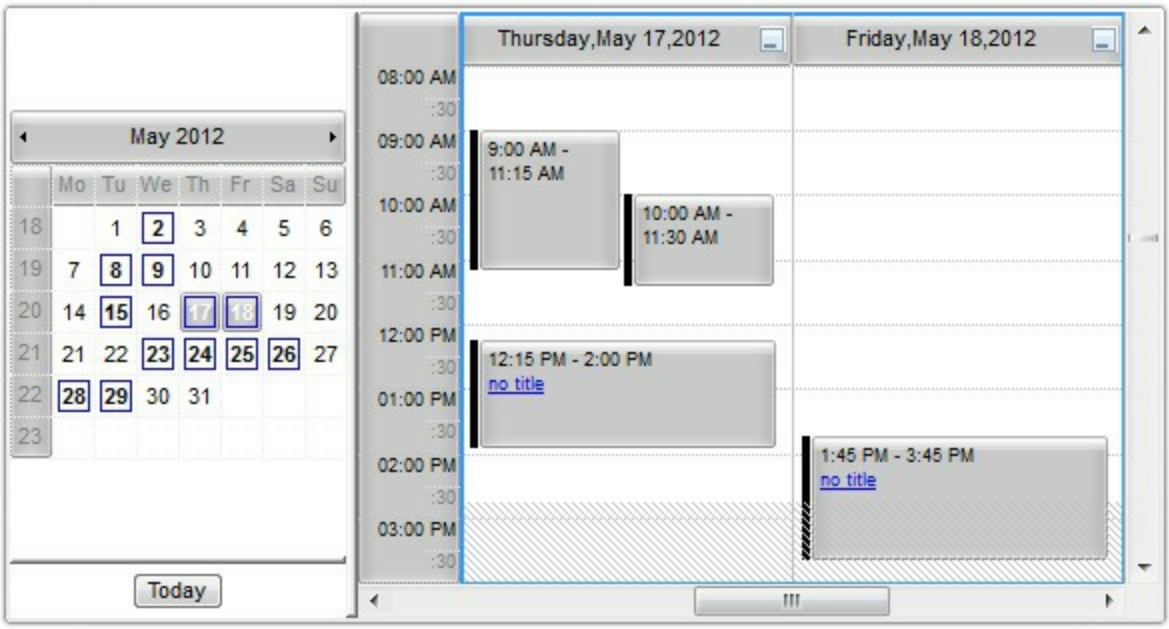
Type	Description
Highlight	A Highlight object to customize the dates with events.

By default, the dates with events or appointments appear as bold in the calendar panel. You can use the HighlightEvent object to highlight the dates with events in the calendar panel. The ShowHighlightEvent property specifies whether the calendar panel highlights the events in the calendar panel. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to (True). The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

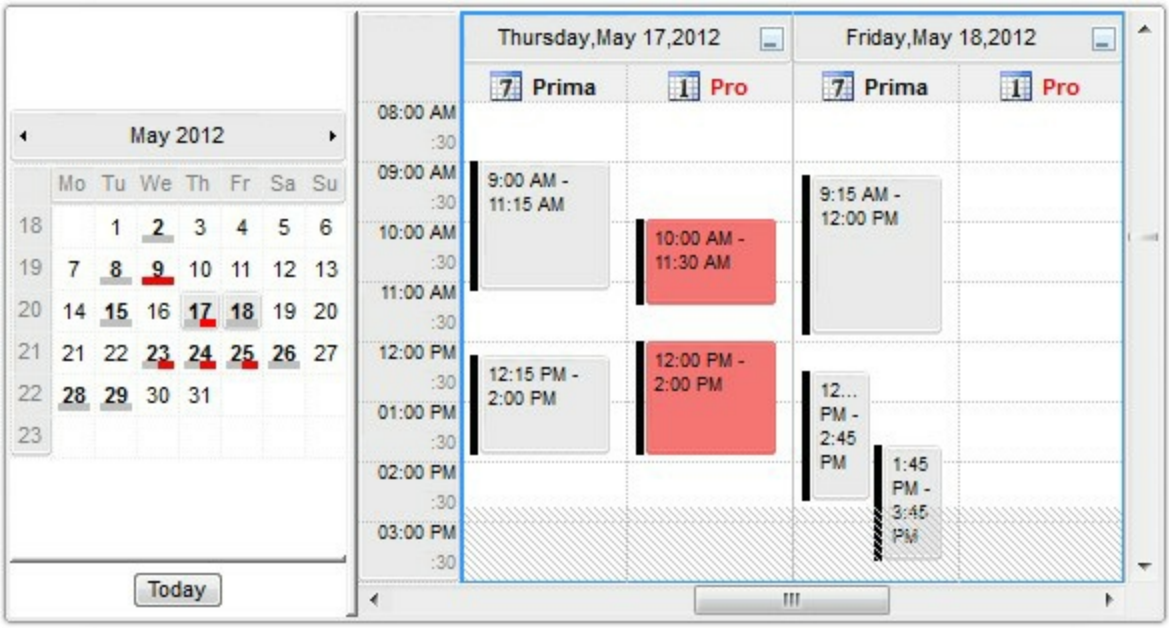
Using the Highlight object a date with events can combine one or more of the following options:

- **bold**, Bold property renders as bold text
- *italic*, Italic property renders as italic text
- underline, Underline property underlines the text
- ~~strikeout~~, StrikeOut property shows the text with a horizontal line through its center
- change the font size, FontSize property indicates the size of the font to display the text
- change the **font**, using the Font property
- change the text's foreground color, using the ForeColor property
- change the text's background color, using the BackColor property
- shows a pattern using the Pattern property

The following screen shot shows the dates with events using a frame around:



The following screen shot shows the dates with events when GroupHighlightEvent property is True:



property Calendar.hWnd as Long

Retrieves the calendar's window handle.

Type	Description
Long	A long expression that indicates the calendar's window handle.

Use the hWnd property to get the handle of the calendar panel. Use the hWnd property to get the handle of the control. The Microsoft Windows operating environment identifies each form and control in an application by assigning it a handle, or hWnd. The hWnd property is used with Windows API calls. Many Windows operating environment functions require the hWnd of the active window as an argument. Use the Parent property to host the calendar panel by another window.

property Calendar.LastVisibleDate as Date

Retrieves the last visible date, in the calendar panel.

Type	Description
Date	A DATE expression that specifies the last visible date in the calendar panel.

The LastVisibleDate property indicates the last visible date in the calendar panel. Use the Date property to browse a new date/month in the calendar panel. The ShowNonMonthDays property specifies whether the calendar panel displays the dates that are not part of the month.

property Calendar.LocAMPM as String

Retrieves the time marker such as AM or PM using the current user regional and language settings.

Type	Description
String	A String expression that indicates the time marker such as AM or PM using the current user regional and language settings.

The LocAMPM property gets the locale AM/PM indicators as indicated by current regional settings. The <%**AM/PM**%> HTML tag indicates the twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate set by the AMPM property. The <%**loc_AM/PM**%> HTML tag indicates the time marker such as AM or PM using the current user regional and language settings (LocAMPM property). The LocFirstWeekDay property indicates the first day of the week, using the current user regional and language settings. The LocMonthNames property specifies the list of name of the months, using the current user regional and language settings. The LocWeekDays property specifies the name of the days in the week, using the current user regional and language settings.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
```

```
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET

```
With Exschedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
```

```
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.LocFirstWeekDay as WeekDayEnum

Indicates the first day of the week, as specified in the regional settings.

Type	Description
WeekDayEnum	A WeekDayEnum expression that specifies the first day of the week, as specified in the regional settings.

The LocFirstWeekDay property indicates the first day of the week, using the current user regional and language settings. The LocMonthNames property specifies the list of name of the months, using the current user regional and language settings. The LocWeekDays property specifies the name of the days in the week, using the current user regional and language settings. The LocAMPM property gets the locale AM/PM indicators as indicated by current regional settings.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET for /COM

```
With AxSchedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
```

```
    WeekDays := LocWeekDays;
    AMPM := LocAMPM;
  end;
end
```

VFP

```
with thisform.Schedule1
  with .Calendar
    .FirstWeekDay = .LocFirstWeekDay
    .MonthNames = .LocMonthNames
    .WeekDays = .LocWeekDays
    .AMPM = .LocAMPM
  endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
  var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
  var_Calendar.MonthNames = var_Calendar.LocMonthNames
  var_Calendar.WeekDays = var_Calendar.LocWeekDays
  var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
  var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
  var_Calendar.MonthNames = var_Calendar.LocMonthNames
  var_Calendar.WeekDays = var_Calendar.LocWeekDays
```

```
var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.LocMonthNames as String

Retrieves the list of month names, as indicated in the regional settings, separated by space.

Type	Description
String	A String expression that indicates the name of the months within the year, as indicated in the regional settings, separated by space.

Use the LocMonthNames property to get the name of the months as indicated by current regional settings. The <%**m1**%>, <%**m2**%>, <%**m3**%>, <%**mmmm**%> HTML tags indicate the name of the month, as appropriate set by the MonthNames property. The <%**loc_m1**%>, <%**loc_m2**%>, <%**loc_m3**%>, <%**loc_mmmm**%> HTML tags indicate the month using the current user regional and language settings (LocMonthNames property). The LocFirstWeekDay property indicates the first day of the week, as indicated in the regional settings. The LocAMPM property specifies specifies the AM and PM indicators, as indicated in the regional settings. The LocWeekDays property specifies the name of the days in the week, as indicated in the regional settings.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
```

```
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET

```
With Exschedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
```

```
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.LocWeekDays as String

Retrieves the list of names for each week day, as indicated in the regional settings, separated by space.

Type	Description
String	A String expression that indicates the list of names for each week day, as indicated in the regional settings, separated by space.

The LocWeekDays property gets the locale list of names for each week day as indicated by current regional settings. The <%**d1**%>, <%**d2**%>, <%**d3**%>, <%**ddd**%> or <%**dddd**%> HTML tags indicates the week day, as appropriate set by the WeekDays property. The <%**loc_d1**%>, <%**loc_d2**%>, <%**loc_d3**%>, <%**loc_ddd**%> or <%**loc_dddd**%> HTML tags indicates the week day, as appropriate set by the WeekDays property, using the current user regional and language settings (LocAMPM property). The LocFirstWeekDay property indicates the first day of the week, using the current user regional and language settings. The LocMonthNames property specifies the list of name of the months, using the current user regional and language settings. The LocAMPM property specifies the AM/PM time indicators, using the current user regional and language settings.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
```

```
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET

```
With Exschedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
```

```
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
```

```
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.LongDateFormat as String

Indicates the long date format.

Type	Description
String	A String expression that defines the long date format. The LongDateFormat suports tags as described bellow.

By default, the LongDateFormat property is "<%**loc_ldate**%>", so the format of the long date as defined in the regional settings is currently used. The KnownProperty(exEventDisplayLongMargins) property uses the LongDateFormat property to display the event's margins in a long date format. For instance, an all-day event (AllDayEvent property) displays the starting and ending margins of the event in a long date format. The ShortDateFormat property defines the short date format to be used when label properties includes the <%=%256%> TAG.

In conclusion, the LongDateFormat property defines the long date format being used to display the event's margins, when the <%**=%257**%> is included in the *label* properties such as:

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body.
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)

- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).

- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user

settings.

- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.
-

property Calendar.LongTimeFormat as String

Indicates the long time format.

Type	Description
String	A String expression that defines the long time format. The LongTimeFormat supports tags as described bellow.

By default, the LongTimeFormat property is "<%hh%>:<%nn%>:<%ss%> <%AM/PM%>", as 08:15:00 AM. The KnownProperty(exEventDisplayLongMargins) property uses the LongTimeFormat property to display the event's margins in a long time format. The LongTimeFormat property is used by label properties if <%**=%257**%> TAG is included as explained bellow. The ShortTimeFormat property defines the short time format to be used when label properties includes the <%**=**%256%> TAG.

In conclusion, the LongTimeFormat property defines the short time format being used to display the event's margins, when the <%**=%257**%> is included in the *label* properties such as:

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body. The ShortLabel displays no HTML tags
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays

property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.

- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).

- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user settings.

- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.
-

property Calendar.MaxDate as Date

Retrieves or sets the max date.

Type	Description
Date	A DATE expression that specifies the upper margin that the calendar can browse.

By default, the MaxDate is 12/31/9999. You can use the MaxDate property to limit the dates that the calendar can show. When the calendar has no other dates to show, the left or right arrows are not shown. The MinDate property indicates the lower margin that the calendar can show. The Background(exCalendarArrowLeft) and Background(exCalendarArrowRight) indicates the visual aspect of the left and right arrows in the calendar panel. The MinDate property of the Event can be used to specify the lower limit of the event when it is resized or moved. The MaxDate property of the Event can be used to specify the upper limit of the event when it is resized or moved. The DisableZoneFormat property may be used to specify the dates to be shown as disabled.

The samples shows how you can limit the schedule view to a single month.

VBA (MS Access, Excell...)

```
With Schedule1
   .ScrollBars = 0
   .AllowMoveSchedule = 0
   With .Calendar
      .Selection = #1/10/2001#
      .MinDate = #1/1/2001#
      .MaxDate = #1/31/2001#
   End With
End With
```

VB6

```
With Schedule1
   .ScrollBars = exNoScroll
   .AllowMoveSchedule = exDisallow
   With .Calendar
      .Selection = #1/10/2001#
      .MinDate = #1/1/2001#
      .MaxDate = #1/31/2001#
```

```
    End With
End With
```

VB.NET

```
With Exschedule1
    .ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll
    .AllowMoveSchedule = exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow
    With .Calendar
        .Selection = #1/10/2001#
        .MinDate = #1/1/2001#
        .MaxDate = #1/31/2001#
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll
    .AllowMoveSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow
    With .Calendar
        .Selection = #1/10/2001#
        .MinDate = #1/1/2001#
        .MaxDate = #1/31/2001#
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
```

```
>GetControlUnknown();
spSchedule1->PutScrollBars(EXSCHEDULELib::exNoScroll);
spSchedule1->PutAllowMoveSchedule(EXSCHEDULELib::exDisallow);
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutSelection("1/10/2001");
   var_Calendar->PutMinDate("1/1/2001");
   var_Calendar->PutMaxDate("1/31/2001");
```

C++ Builder

```
Schedule1->ScrollBars = Exschedulelib_tlb::ScrollBarsEnum::exNoScroll;
Schedule1->AllowMoveSchedule = Exschedulelib_tlb::AllowKeysEnum::exDisallow;
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->set_Selection(TVariant(TDateTime(2001,1,10).operator double()));
   var_Calendar->MinDate = TDateTime(2001,1,1).operator double();
   var_Calendar->MaxDate = TDateTime(2001,1,31).operator double();
```

C#

```
exschedule1.ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
exschedule1.AllowMoveSchedule =
exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow;
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MinDate =
Convert.ToDateTime("1/1/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MaxDate =
Convert.ToDateTime("1/31/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.ScrollBars = 0;
   Schedule1.AllowMoveSchedule = 0;
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.Selection = "1/10/2001";
      var_Calendar.MinDate = "1/1/2001";
      var_Calendar.MaxDate = "1/31/2001";
</SCRIPT>
```

C# for /COM

```
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
axSchedule1.AllowMoveSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow;
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MinDate =
Convert.ToDateTime("1/1/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MaxDate =
Convert.ToDateTime("1/31/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();
```

```
    exschedule1.ScrollBars(0/*exNoScroll*/);
    exschedule1.AllowMoveSchedule(0/*exDisallow*/);
    var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;

com_Calendar.Selection(COMVariant::createFromDate(str2Date("1/10/2001",213)));
        com_Calendar.MinDate(str2Date("1/1/2001",213));
        com_Calendar.MaxDate(str2Date("1/31/2001",213));
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   ScrollBars := EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
   AllowMoveSchedule := EXSCHEDULELib.AllowKeysEnum.exDisallow;
   with Calendar do
   begin
      Selection := '1/10/2001';
      MinDate := '1/1/2001';
      MaxDate := '1/31/2001';
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   ScrollBars := EXSCHEDULELib_TLB.exNoScroll;
   AllowMoveSchedule := EXSCHEDULELib_TLB.exDisallow;
   with Calendar do
   begin
      Selection := '1/10/2001';
      MinDate := '1/1/2001';
      MaxDate := '1/31/2001';
   end;
end
```

VFP

```
with thisform.Schedule1
   .ScrollBars = 0
   .AllowMoveSchedule = 0
   with .Calendar
      .Selection = {^2001-1-10}
      .MinDate = {^2001-1-1}
      .MaxDate = {^2001-1-31}
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = "01/10/2001"
   var_Calendar.MinDate = "01/01/2001"
   var_Calendar.MaxDate = "01/31/2001"
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = {01/10/2001}
   var_Calendar.MinDate = {01/01/2001}
   var_Calendar.MaxDate = {01/31/2001}
```

Visual Objects

```
local var_Calendar as ICalendar

oDCOCX_Exontrol1:ScrollBars := exNoScroll
oDCOCX_Exontrol1:AllowMoveSchedule := exDisallow
var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:Selection := SToD("20010110")
   var_Calendar:MinDate := SToD("20010101")
   var_Calendar:MaxDate := SToD("20010131")
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = 2001-01-10
   var_Calendar.MinDate = 2001-01-01
   var_Calendar.MaxDate = 2001-01-31
```

property Calendar.MaxMonthX as Long

Specifies the maximum number of months horizontally displayed.

Type	Description
Long	A long expression that specifies the number of months that the calendar panel may display horizontally.

By default, the MaxMonthX property is 1, which indicates that a single month is being displayed horizontally. You can use the MinMonthX/MaxMonthX, MinMonthY/MaxMonthY to specify the months to be displayed on the calendar panel. The OnResizeControl property on OnResizeControlEnum.exHideSplitter Or OnResizeControlEnum.exChangePanels hides the calendar panel.

property Calendar.MaxMonthY as Long

Specifies the maximum number of months vertically displayed.

Type	Description
Long	A long expression that specifies the number of months that the calendar panel may display vertically.

By default, the MaxMonthX property is 1, which indicates that a single month is being displayed horizontally. You can use the MinMonthX/MaxMonthX, MinMonthY/MaxMonthY to specify the months to be displayed on the calendar panel. The OnResizeControl property on OnResizeControlEnum.exHideSplitter Or OnResizeControlEnum.exChangePanels hides the calendar panel.

property Calendar.MinDate as Date

Retrieves or sets the min date.

Type	Description
Date	A DATE expression that specifies the upper margin that the calendar can browse.

By default, the MinDate is 1/1/100. You can use the MinDate property to limit the dates that the calendar can show. When the calendar has no other dates to show, the left or right arrows are not shown. The MaxDate property indicates the upper margin that the calendar can show. The Background(exCalendarArrowLeft) and Background(exCalendarArrowRight) indicates the visual aspect of the left and right arrows in the calendar panel. The MinDate property of the Event can be used to specify the lower limit of the event when it is resized or moved. The MaxDate property of the Event can be used to specify the upper limit of the event when it is resized or moved. The DisableZoneFormat property may be used to specify the dates to be shown as disabled.

The samples shows how you can limit the schedule view to a single month.

VBA (MS Access, Excell...)

```
With Schedule1
   .ScrollBars = 0
   .AllowMoveSchedule = 0
   With .Calendar
      .Selection = #1/10/2001#
      .MinDate = #1/1/2001#
      .MaxDate = #1/31/2001#
   End With
End With
```

VB6

```
With Schedule1
   .ScrollBars = exNoScroll
   .AllowMoveSchedule = exDisallow
   With .Calendar
      .Selection = #1/10/2001#
      .MinDate = #1/1/2001#
      .MaxDate = #1/31/2001#
```

```
    End With
End With
```

VB.NET

```
With Exschedule1
    .ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll
    .AllowMoveSchedule = exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow
    With .Calendar
        .Selection = #1/10/2001#
        .MinDate = #1/1/2001#
        .MaxDate = #1/31/2001#
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll
    .AllowMoveSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow
    With .Calendar
        .Selection = #1/10/2001#
        .MinDate = #1/1/2001#
        .MaxDate = #1/31/2001#
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
```

```
>GetControlUnknown();
spSchedule1->PutScrollBars(EXSCHEDULELib::exNoScroll);
spSchedule1->PutAllowMoveSchedule(EXSCHEDULELib::exDisallow);
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutSelection("1/10/2001");
   var_Calendar->PutMinDate("1/1/2001");
   var_Calendar->PutMaxDate("1/31/2001");
```

C++ Builder

```
Schedule1->ScrollBars = Exschedulelib_tlb::ScrollBarsEnum::exNoScroll;
Schedule1->AllowMoveSchedule = Exschedulelib_tlb::AllowKeysEnum::exDisallow;
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->set_Selection(TVariant(TDateTime(2001,1,10).operator double()));
   var_Calendar->MinDate = TDateTime(2001,1,1).operator double();
   var_Calendar->MaxDate = TDateTime(2001,1,31).operator double();
```

C#

```
exschedule1.ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
exschedule1.AllowMoveSchedule =
exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow;
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MinDate =
Convert.ToDateTime("1/1/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MaxDate =
Convert.ToDateTime("1/31/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.ScrollBars = 0;
   Schedule1.AllowMoveSchedule = 0;
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.Selection = "1/10/2001";
      var_Calendar.MinDate = "1/1/2001";
      var_Calendar.MaxDate = "1/31/2001";
</SCRIPT>
```

C# for /COM

```
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
axSchedule1.AllowMoveSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow;
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MinDate =
Convert.ToDateTime("1/1/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
   var_Calendar.MaxDate =
Convert.ToDateTime("1/31/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();
```

```
    exschedule1.ScrollBars(0/*exNoScroll*/);
    exschedule1.AllowMoveSchedule(0/*exDisallow*/);
    var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;

com_Calendar.Selection(COMVariant::createFromDate(str2Date("1/10/2001",213)));
        com_Calendar.MinDate(str2Date("1/1/2001",213));
        com_Calendar.MaxDate(str2Date("1/31/2001",213));
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   ScrollBars := EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
   AllowMoveSchedule := EXSCHEDULELib.AllowKeysEnum.exDisallow;
   with Calendar do
   begin
      Selection := '1/10/2001';
      MinDate := '1/1/2001';
      MaxDate := '1/31/2001';
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   ScrollBars := EXSCHEDULELib_TLB.exNoScroll;
   AllowMoveSchedule := EXSCHEDULELib_TLB.exDisallow;
   with Calendar do
   begin
      Selection := '1/10/2001';
      MinDate := '1/1/2001';
      MaxDate := '1/31/2001';
   end;
end
```

VFP

```
with thisform.Schedule1
   .ScrollBars = 0
   .AllowMoveSchedule = 0
   with .Calendar
      .Selection = {^2001-1-10}
      .MinDate = {^2001-1-1}
      .MaxDate = {^2001-1-31}
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = "01/10/2001"
   var_Calendar.MinDate = "01/01/2001"
   var_Calendar.MaxDate = "01/31/2001"
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = {01/10/2001}
   var_Calendar.MinDate = {01/01/2001}
   var_Calendar.MaxDate = {01/31/2001}
```

Visual Objects

```
local var_Calendar as ICalendar

oDCOCX_Exontrol1:ScrollBars := exNoScroll
oDCOCX_Exontrol1:AllowMoveSchedule := exDisallow
var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:Selection := SToD("20010110")
   var_Calendar:MinDate := SToD("20010101")
   var_Calendar:MaxDate := SToD("20010131")
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
oSchedule.ScrollBars = 0
oSchedule.AllowMoveSchedule = 0
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = 2001-01-10
   var_Calendar.MinDate = 2001-01-01
   var_Calendar.MaxDate = 2001-01-31
```

property Calendar.MinMonthX as Long

Specifies the minimum number of months horizontally displayed.

Type	Description
Long	A long expression that specifies the number of months that the calendar panel may display horizontally.

By default, the MaxMonthX property is 1, which indicates that a single month is being displayed horizontally. You can use the MinMonthX/MaxMonthX, MinMonthY/MaxMonthY to specify the months to be displayed on the calendar panel. The OnResizeControl property on OnResizeControlEnum.exHideSplitter Or OnResizeControlEnum.exChangePanels hides the calendar panel.

property Calendar.MinMonthY as Long

Specifies the minimum number of months vertically displayed.

Type	Description
Long	A long expression that specifies the number of months that the calendar panel may display vertically.

By default, the MaxMonthX property is 1, which indicates that a single month is being displayed horizontally. You can use the MinMonthX/MaxMonthX, MinMonthY/MaxMonthY to specify the months to be displayed on the calendar panel. The OnResizeControl property on OnResizeControlEnum.exHideSplitter Or OnResizeControlEnum.exChangePanels hides the calendar panel.

property Calendar.MonthNames as String

Retrieves or sets a value that indicates the list of month names, separated by space.

Type	Description
String	A String expression that indicates the name of the months within the year, separated by space.

By default, the MonthNames property is "January February March April May June July August September October November December". Use the LocMonthNames property to get the name of the months as indicated by current regional settings. The <%**m1**%>, <%**m2**%>, <%**m3**%>, <%**mmmm**%> HTML tags indicate the name of the month, as appropriate set by the MonthNames property. The <%**loc_m1**%>, <%**loc_m2**%>, <%**loc_m3**%>, <%**loc_mmmm**%> HTML tags indicate the month using the current user regional and language settings (LocMonthNames property). The FirstWeekDay property indicates the first day of the week. The AMPM property specifies specifies the AM and PM indicators. The WeekDays property specifies the name of the days in the week.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
```

```
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB.NET for /COM

```
With AxSchedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
```

```
var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
var_Calendar->MonthNames = var_Calendar->LocMonthNames;
var_Calendar->WeekDays = var_Calendar->LocWeekDays;
var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
var_Calendar.MonthNames = var_Calendar.LocMonthNames;
var_Calendar.WeekDays = var_Calendar.LocWeekDays;
var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
  var var_Calendar = Schedule1.Calendar;
    var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
    var_Calendar.MonthNames = var_Calendar.LocMonthNames;
    var_Calendar.WeekDays = var_Calendar.LocWeekDays;
    var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
```

```
var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
var_Calendar.MonthNames = var_Calendar.LocMonthNames;
var_Calendar.WeekDays = var_Calendar.LocWeekDays;
var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

property Calendar.NonworkingDays as Long

Retrieves or sets a value that indicates the non-working days, for each week day a bit.

Type	Description
Long	A long expression that indicates the non-working days in a week.

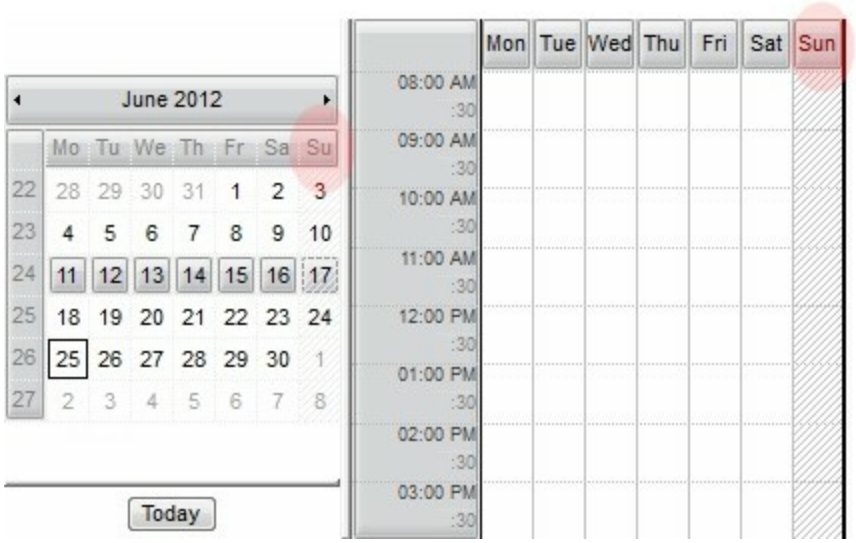
By default, the NonworkingDays property is 65 (Saturday(s) and Sunday(s)). The NonworkingDaysPattern and the NonworkingDaysColor which defines the pattern and the color to show the non-working days. The FirstWeekDay property indicates the first day of the week. The NonworkingTimes collection defines the non-working time for days. The NonworkingPatterns collection holds the pattern to be shown when a non-working time is displayed. By default, the nonworking days are not highlighted in the schedule panel. In order, to highlight the non-working days in the schedule panel, you have to add at least one element to the NonworkingTimes collection as shown in the samples bellow. If the NonworkingDaysPattern property is exPatternEmpty or NonworkingDays property is 0 the non-working days are not highlighted in the calendar panel.

You can select the non-working week days in the following table (In Internet Explorer, you have to allow running the script on this page).

	Saturday	Friday	Thursday	Wednesday	Tuesday	Monday	Sunday
Value	64	32	16	8	4	2	1
Bit	☑	☐	☐	☐	☐	☐	☑

Click the Bit row for non-working week days and the value for property is:

0



The following samples sets the Sundays as being non-working and also shows it on the schedule panel as in the above screen shot:

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .NonworkingDays = 1
      .Selection = "value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
      .FirstWeekDay = 1
   End With
   .NonworkingTimes.Add 1,"00:00","00:00",-1
End With
```

VB6

```
With Schedule1
   With .Calendar
      .NonworkingDays = 1
      .Selection = "value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
      .FirstWeekDay = exMonday
   End With
   .NonworkingTimes.Add 1,"00:00","00:00",-1
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .NonworkingDays = 1
      .Selection = "value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
      .FirstWeekDay = exontrol.EXSCHEDULELib.WeekDayEnum.exMonday
   End With
   .NonworkingTimes.Add(1,"00:00","00:00",-1)
End With
```

VB.NET for /COM

```
With AxSchedule1
   With .Calendar
      .NonworkingDays = 1
      .Selection = "value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
```

```
    .FirstWeekDay = EXSCHEDULELib.WeekDayEnum.exMonday
  End With
  .NonworkingTimes.Add(1,"00:00","00:00",-1)
End With
```

C++

```
/*
  Copy and paste the following directives to your header file as
  it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

  #import <ExSchedule.dll>
  using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
  var_Calendar->PutNonworkingDays(1);
  var_Calendar->PutSelection("value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)");
  var_Calendar->PutFirstWeekDay(EXSCHEDULELib::exMonday);
spSchedule1->GetNonworkingTimes()->Add(L"1",L"00:00",L"00:00",-1);
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
  var_Calendar->NonworkingDays = 1;
  var_Calendar->set_Selection(TVariant("value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"));
  var_Calendar->FirstWeekDay = Exschedulelib_tlb::WeekDayEnum::exMonday;
Schedule1->NonworkingTimes->Add(L"1",L"00:00",L"00:00",-1);
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
```

```
   var_Calendar.NonworkingDays = 1;
   var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)";
   var_Calendar.FirstWeekDay = exontrol.EXSCHEDULELib.WeekDayEnum.exMonday;
exschedule1.NonworkingTimes.Add(1.ToString(),"00:00","00:00",-1);
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.NonworkingDays = 1;
      var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)";
      var_Calendar.FirstWeekDay = 1;
   Schedule1.NonworkingTimes.Add(1,"00:00","00:00",-1);
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.NonworkingDays = 1;
   var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)";
   var_Calendar.FirstWeekDay = EXSCHEDULELib.WeekDayEnum.exMonday;
axSchedule1.NonworkingTimes.Add(1.ToString(),"00:00","00:00",-1);
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;
```

```
    super();

    var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
        com_Calendar.NonworkingDays(1);
        com_Calendar.Selection("value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)");
        com_Calendar.FirstWeekDay(1/*exMonday*/);
    exschedule1.NonworkingTimes().Add(1,"00:00","00:00",-1);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
    with Calendar do
    begin
        NonworkingDays := 1;
        Selection := 'value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)';
        FirstWeekDay := EXSCHEDULELib.WeekDayEnum.exMonday;
    end;
    NonworkingTimes.Add(1,'00:00','00:00',-1);
end
```

Delphi (standard)

```
with Schedule1 do
begin
    with Calendar do
    begin
        NonworkingDays := 1;
        Selection := 'value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)';
        FirstWeekDay := EXSCHEDULELib_TLB.exMonday;
    end;
    NonworkingTimes.Add(1,'00:00','00:00',-1);
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .NonworkingDays = 1
      .Selection = "value in (#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
      .FirstWeekDay = 1
   endwith
   .NonworkingTimes.Add(1,"00:00","00:00",-1)
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.NonworkingDays = 1
   var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
   var_Calendar.FirstWeekDay = 1
oSchedule.NonworkingTimes.Add(Str(1),"00:00","00:00",-1)
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.NonworkingDays = 1
   var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
   var_Calendar.FirstWeekDay = 1
oSchedule.NonworkingTimes.Add(1,"00:00","00:00",-1)
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:NonworkingDays := 1
   var_Calendar:Selection := "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
   var_Calendar:FirstWeekDay := exMonday
oDCOCX_Exontrol1:NonworkingTimes:Add(AsString(1),"00:00","00:00",-1)
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.NonworkingDays = 1
   var_Calendar.Selection = "value in
(#6/14/2012#,#6/15/2012#,#6/16/2012#,#6/17/2012#)"
   var_Calendar.FirstWeekDay = 1
oSchedule.NonworkingTimes.Add(String(1),"00:00","00:00",-1)
```

property Calendar.NonworkingDaysColor as Color

Retrieves or sets a value that indicates the color to fill the non-working days.

Type	Description
Color	A Color expression that indicates the color to show the non-working days in the calendar panel.

The NonworkingDaysColor property specifies the color being used to fill the non-working days. Use he NonworkingDaysPattern property to specify the brush to fill the nonworking days area. Use the NonworkingDays property to specify the nonworking days. Use the NonworkingDaysPattern property to specify the pattern to fill non-working days. If the NonworkingDaysPattern property is exPatternEmpty or NonworkingDays property is 0 the non-working days are not highlighted. If the NonworkingDaysPattern property includes the exPatternFrame, the NonworkingDaysFrameColor property indicates the color to show the frame around nonworking days.

property Calendar.NonworkingDaysFrameColor as Color

Retrieves or sets a value that indicates the color to show the non-working frame.

Type	Description
Color	A Color expression that specifies the color to show the frame on non-working dates on the calendar panel.

If the NonworkingDaysPattern property includes the exPatternFrame, the NonworkingDaysFrameColor property indicates the color to show the frame around nonworking days. The NonworkingDaysFrameColor property has no effect if the NonworkingDaysPattern property includes NO exPatternFrame flag. Use the NonworkingDays property to specify the nonworking days. Use the NonworkingDaysPattern property to specify the pattern to fill non-working days. If the NonworkingDaysPattern property is exPatternEmpty or NonworkingDays property is 0 the non-working days are not highlighted. The NonworkingDaysColor property specifies the color being used to fill the non-working days.

property Calendar.NonworkingDaysPattern as PatternEnum

Retrieves or sets a value that indicates the pattern being used to fill non-working days.

Type	Description
PatternEnum	A PatternEnum expression that indicates the pattern to fill non working days.

By default, the NonworkingDaysPattern property is exPatternBDiagonal. Use the NonworkingDaysPattern property to specify the brush to fill the nonworking days area. Use the NonworkingDays property to specify the nonworking days. Use the NonworkingDaysPattern property to specify the pattern to fill non-working days. If the NonworkingDaysPattern property is exPatternEmpty or NonworkingDays property is 0 the non-working days are not highlighted. The NonworkingDaysColor property specifies the color being used to fill the non-working days. If the NonworkingDaysPattern property includes the exPatternFrame, the NonworkingDaysFrameColor property indicates the color to show the frame around nonworking days.

property Calendar.OnSelectDate as OnSelectDateEnum

Specifies the action that the control does once the user selects new dates in the calendar panel.

Type	Description
OnSelectDateEnum	An OnSelectDateEnum expression that specifies the operation to perform when user selects a date in the calendar panel.

By default, the OnSelectDate property is exFitSelToView, which indicates that the selected date in the calendar panel, is enlarged so it fit the schedule view. Use the OnSelectDate property to prevent changing the selected date in the schedule view, when user clicks or selects a new date in the calendar panel. The OnSelectDate property supports the following values:

- **exFitSelToView** (default), that indicates that the selected dates fits the schedule view. In this case the schedule view may be magnified or shrink and move to a new position. The FitSelToView property specifies the list of additional dates to be included in the schedule view, when selection is changed.
- exNoViewChange, indicates that no action is taken when user clicks or selects a date in the calendar panel
- exEnsureVisibleDate, ensures that the selected date fit the schedule view, without zooming the schedule view. This option does not zoom the schedule view. The EnsureVisible method ensures that giving date fits the schedule's view.

The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. The DayViewOffsetY property indicates the vertical scroll position of the schedule's view.

property Calendar.Parent as Long

Specifies the handle of the window that hosts the calendar panel.

Type	Description
Long	A long expression that specifies the handle of the window that hosts the calendar panel.

By default, the Parent property is 0, which indicates that the calendar is hosted by the scheduler itself. Use the Parent property to move the calendar panel outside of the scheduler. The Parent property retrieves the handle of the window that hosts the calendar panel. If the Parent property is non-zero, the calendar panel fits the window's host client area. You can call or set the Parent property multiple time, and if necessary the calendar panel is resized to fit the new window space. In other words, if you resize the window that hosts the calendar, you can call set again the Parent property, and so the calendar panel is resized so it fits the host's client area. By default, the calendar panel of the component can be placed to the left or right of the component. For instance, the calendar panel can not be placed on the top or bottom side of the component, so in this case you can use the Parent property to place the calendar panel anywhere on your form/dialog.

If setting the Parent property to a

- **zero** value, the calendar is re-attached to the scheduler, so it becomes internal. In this case the OnResizeControl property specifies the position of the calendar panel, the auto-hide option, and so on.
- **non-zero handle**, it indicates the handle of the window that will display or host the calendar panel. In this case, the calendar panel becomes external. The OnResizeControl property has no effect, when the calendar panel is external. The value being passed to the Parent property usually comes from a hWnd property.

Here's how you can place the scheduler and the calendar to different places:

- Insert two eXSchedule components to the same form, with names: Schedule1 and Schedule2
- Handle the Load event of the form/dialog and call the following code:

```
Private Sub Form_Load()
   Schedule1.Calendar.Parent = Schedule2.hWnd
End Sub
```

This way the second scheduler component acts as a host for the calendar panel of the first schedule component. Any action on the schedule or calendar will be reflected on both. When a window hosts the calendar panel, it fits the entire client area. In case you re-size

the window that hosts the calendar panel, you can re-assign the Calendar.Parent property, so the calendar panel updates its size so it fits the new client area of the host.

property Calendar.SelCount as Long

Indicates the number of dates being selected in the calendar panel.

Type	Description
Long	A long expression that specifies the number of selected dates in the calendar panel.

The SelCount property counts the dates being selected in the calendar panel. The SingleSel property indicates whether the user can select one or multiple dates. If the SingleSel property is True, the SelCount property always returns 1. The SelDate property can be used to get the selected date giving its index in the selection dates collection. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs.

You can use the SelCount/SelDate or Selection to enumerate the selected dates. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view.

The following VB sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If Operation = exCalendarSelectionChange Then
      Dim i As Long
      With Schedule1.Calendar
         For i = 0 To .SelCount() - 1
            Debug.Print "Select: " & .SelDate(i)
         Next
      End With
   End If
End Sub
```

The following VB/NET sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
```

```
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      Dim i As Long = 0
      With Exschedule1.Calendar
         For i = 0 To .SelCount - 1
            Debug.Print("Select: " & .get_SelDate(i))
         Next
      End With
   End If
End Sub
```

The following C# sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
   {
      for (int i = 0; i < exschedule1.Calendar.SelCount; i++)
         System.Diagnostics.Debug.Print("Select: " +
exschedule1.Calendar.get_SelDate(i).ToString());
   }
}
```

The following VFP sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
   If Operation = 1 Then
      for i = 0 to thisform.Schedule1.Calendar.SelCount() - 1
         wait window TToC(thisform.Schedule1.Calendar.SelDate(i))
      next
   EndIf
```

The following C++ sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
void LayoutEndChangingSchedule1(long Operation)
{
   if ( Operation == EXSCHEDULELib::exCalendarSelectionChange )
   {
      for ( int i = 0; i < m_spSchedule->Calendar->SelCount; i++ )
      {
         CString sMessage;
         sMessage.Format(_T("Select: %f\r\n"), m_spSchedule->Calendar->SelDate[i] );
         OutputDebugString( sMessage );
      }
   }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

property Calendar.SelDate (Index as Long) as Date

Gets the date being selected giving its index in the selection.

Type	Description
Index as Long	A Long expression that specifies the index of the selected date to be retrieved.
Date	A DATE expression that specifies the selected date, or ZERO, if index is not correct.

The SelDate property can be used to get the selected date giving its index in the selection dates collection. The SelCount property counts the dates being selected in the calendar panel. The SingleSel property indicates whether the user can select one or multiple dates. If the SingleSel property is True, the SelCount property always returns 1. IN this case, you can always use the SelDate(0) to get the selected date. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The Select method can be used to select by code the current month, current week, current week day and the current/focus day.

You can use the SelCount/SelDate or Selection to enumerate the selected dates. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view.

The following VB sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
  If Operation = exCalendarSelectionChange Then
    Dim i As Long
    With Schedule1.Calendar
      For i = 0 To .SelCount() - 1
        Debug.Print "Select: " & .SelDate(i)
      Next
    End With
  End If
End Sub
```

The following VB/NET sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      Dim i As Long = 0
      With Exschedule1.Calendar
         For i = 0 To .SelCount - 1
            Debug.Print("Select: " & .get_SelDate(i))
         Next
      End With
   End If
End Sub
```

The following C# sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange )
   {
      for (int i = 0; i < exschedule1.Calendar.SelCount; i++)
         System.Diagnostics.Debug.Print("Select: " +
exschedule1.Calendar.get_SelDate(i).ToString());
   }
}
```

The following VFP sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
   If Operation = 1 Then
```

```
    for i = 0 to thisform.Schedule1.Calendar.SelCount() - 1
        wait window TToC(thisform.Schedule1.Calendar.SelDate(i))
    next
EndIf
```

The following C++ sample shows how you can enumerate the selected dates using the SelCount and SelDate properties once the selection is changed:

```
void LayoutEndChangingSchedule1(long Operation)
{
    if ( Operation == EXSCHEDULELib::exCalendarSelectionChange )
    {
        for ( int i = 0; i < m_spSchedule->Calendar->SelCount; i++ )
        {
            CString sMessage;
            sMessage.Format(_T("Select: %f\r\n"), m_spSchedule->Calendar->SelDate[i] );
            OutputDebugString( sMessage );
        }
    }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

method Calendar.Select (newVal as SelectCalendarDateEnum)

Select the current (focus) day, week, month, year or week day in the calendar panel.

Type	Description
newVal as SelectCalendarDateEnum	A SelectCalendarDate expression that specifies the selection should be made.

The Select method can be used to select by code/programmatically the current year, month, week, week day and the current/focus day. The FocusDate property indicates the current or the focused day. The Select method does not change the FocusDate property. The user can change the focused date using the mouse or the keyboard. Also, the Selection or the SelectDate changes programatically the selection/focused date by code. The LayoutEndChanging(exCalendarSelectionChange) event occurs once the Select method is invoked.

property Calendar.SelectDate(Date as Date) as Boolean

Selects or unselects a date in the calendar panel.

Type	Description
Date as Date	A DATE expression to be selected or unselected
Boolean	A Boolean expression that specifies whether the date is selected (True) or unselected (False)

The SelectDate property can be used to programmatically select or unselect the giving date. An alternative to SelectDate is using the Selection that can uses an expression to indicate the dates to be selected. The Selection = "0" unselects all dates in the calendar panel. The Select method can be used to select by code the current month, current week, current week day and the current/focus day.

The SelCount property counts the dates being selected in the calendar panel. The SingleSel property indicates whether the user can select one or multiple dates. If the SingleSel property is True, the SelCount property always returns 1. The SelDate property can be used to get the selected date giving its index in the selection dates collection. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The DateFromPoint property indicates the date in the calendar panel from the cursor.

The following samples shows how programmatically you can select a single date:

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .Selection = "0"
      .SelectDate(#1/1/2012#) = True
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .Selection = "0"
```

```
        .SelectDate(#1/1/2012#) = True
    End With
End With
```

VB.NET

```
With Exschedule1
    With .Calendar
        .Selection = "0"
        .set_SelectDate(#1/1/2012#,True)
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .Selection = "0"
        .SelectDate(#1/1/2012#) = True
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
    var_Calendar->PutSelection("0");
    var_Calendar->PutSelectDate("1/1/2012",VARIANT_TRUE);
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->set_Selection(TVariant("0"));
   var_Calendar->set_SelectDate(TDateTime(2012,1,1).operator double(),true);
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.Selection = "0";

var_Calendar.set_SelectDate(Convert.ToDateTime("1/1/2012",System.Globalization.Cu
US")),true);
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.Selection = "0";
      var_Calendar.SelectDate("1/1/2012") = true;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.Selection = "0";

var_Calendar.set_SelectDate(Convert.ToDateTime("1/1/2012",System.Globalization.Cu
US")),true);
```

X++ (Dynamics Ax 2009)

```
public void init()
```

```
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.Selection("0");
      com_Calendar.SelectDate(str2Date("1/1/2012",213),true);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      Selection := '0';
      SelectDate['1/1/2012'] := True;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      Selection := '0';
      SelectDate['1/1/2012'] := True;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
```

```
    .Selection = "0"
    .SelectDate({^2012-1-1}) = .T.
  endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
  var_Calendar.Selection = "0"
  // var_Calendar.SelectDate("01/01/2012") = true
  with (oSchedule)
    TemplateDef = [Dim var_Calendar]
    TemplateDef = var_Calendar
    Template = [var_Calendar.SelectDate("01/01/2012") = true]
  endwith
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
  var_Calendar.Selection = "0"
  ' var_Calendar.SelectDate({01/01/2012}) = .t.
  oSchedule.TemplateDef = "Dim var_Calendar"
  oSchedule.TemplateDef = var_Calendar
  oSchedule.Template = "var_Calendar.SelectDate(#01/01/2012#) = True"
```

Visual Objects

```
local var_Calendar as ICalendar
```

```
var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:Selection := "0"
   var_Calendar:[SelectDate,SToD("20120101")] := true
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.Selection = "0"
   var_Calendar.SelectDate(2012-01-01,true)
```

property Calendar.Selection as Variant

Returns or sets a safe array of selected dates in the calendar panel.

Type	Description
Variant	A safe array of dates to be selected, or a string expression that indicates the date to be selected. When passing a string the Selection property supports value, operators and predefined functions as listed bellow

The Selection property of the Calendar object can be used to set or get the current selection (dates) in the control's calendar panel. The Selection property of control can be used to set or get the current selection (events) in the control's schedule panel.

The SingleSel property indicates whether the user can select one or multiple dates. As an alternative, you can use the SelCount/SelDate property to retrieve the collection of selected dates in the calendar panel. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The DateFromPoint property indicates the date in the calendar panel from the cursor. *The /NET and /WPF configurations provides the SelDates property equivalent of Selection, instead the SelDates returns a collection od DateTime objects (public virtual List<DateTime> SelDates).* The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only.

- The following sample shows how you can enumerate the selected dates, in the calendar panel, once the LayoutEndChanging(exCalendarSelectionChange) event occurs.
- The following sample shows how you can use an expression to select dates in the calendar panel.
- The Selection = "(int((yearday(value) -1- ((7-weekday(value - yearday(value) + 1)) mod 7))/7) = int((yearday(date(``))-1)/7))" selects the current week.

The Selection property gets the selection as:

- a DATE expression, if the SingleSel property is True
- a safe or array of DATEs (collection), if the SingleSel property is True (VT_ARRAY | VT_VARIANT).

The Selection property sets the selection based on the SingleSel property as follows:

- if the *SingleSel property is True*, the Value being passes could be a VARIANT

expression that indicates the date to be selected. In other words, the value could be a DATE expression, as string expression that will be converted to a DATE, and so on. *Example: Selection = #1/1/2001#, which specifies that a single date is being selected*

- if the *SingleSel property is False*, the Value could be
  - a DATE expression, that indicates the newly selected date. *Example: Selection = #1/1/2001#, which specifies that a single date is being selected*
  - a safe array of DATE expressions, that indicates the newly selected dates. *Example: Selection = Array(#1/1/2001#,#1/2/2001#,#1/3/2001#), which specifies that a collection of dates is being selected*
  - a string expression that specifies the date to be selected. *Example: Selection = " (int((yearday(value) -1- ((7-weekday(value - yearday(value) + 1)) mod 7))/7) = int((yearday(date(``))-1)/7))", which indicates an expression that determines the dates to be selected. In this particular sample, it selects the current week, so 7 days are being selected.*

When using the string format (as Selection = "month(value) = 5"), the **value** keyword indicates the date being queried for selection, and the expression supports the following predefined operators and functions.

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)

- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not

greater than the value of its argument

- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)

- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The following sample shows how you can enumerate the selected dates, in the calendar panel, once the LayoutEndChanging(exCalendarSelectionChange) event occurs.

VB

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If Operation = exCalendarSelectionChange Then
      Dim d As Variant
      For Each d In Schedule1.Calendar.Selection
         Debug.Print "Select: " & d
      Next
   End If
End Sub
```

VB/NET

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      For Each d As DateTime In Exschedule1.Calendar.SelDates
         Debug.Print(d.ToString())
      Next
   End If
End Sub
```

or:

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
```

```
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      For Each d As DateTime In Exschedule1.Calendar.Selection
         Debug.Print(d.ToString())
      Next
   End If
End Sub
```

C#

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
   {
      foreach (DateTime d in exschedule1.Calendar.SelDates)
         System.Diagnostics.Debug.Print(d.ToString());
   }
}
```

or:

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
   {
      foreach (DateTime d in exschedule1.Calendar.Selection as Array)
         System.Diagnostics.Debug.Print(d.ToString());
   }
}
```

VFP

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
```

```
If Operation = 1 Then
   for i = 0 to thisform.Schedule1.Calendar.SelCount() - 1
      wait window TToC(thisform.Schedule1.Calendar.SelDate(i))
   next
EndIf
```

C++

```
void LayoutEndChangingSchedule1(long Operation)
{
   if ( Operation == EXSCHEDULELib::exCalendarSelectionChange )
   {
      _variant_t selection = m_spSchedule->Calendar->Selection;
      if ( V_VT( &selection ) == ( VT_ARRAY | VT_VARIANT ) )
      {
         BYTE* p = NULL;
         long nCount = 0;
         if ( SUCCEEDED( SafeArrayGetUBound( V_ARRAY( &selection ), 1, &nCount ) ) )
         {
            if ( SUCCEEDED( SafeArrayAccessData( V_ARRAY( &selection ), (LPVOID*)&p ) ) )
            {
               for ( long i = 0; i < nCount + 1; i++, p += sizeof(VARIANT) )
               {
                  VARIANT* pValue = (VARIANT*)p;
                  if ( V_VT( pValue ) == VT_DATE )
                  {
                     CString strMessage;
                     strMessage.Format( _T("Select: %f\r\n"), V_DATE( pValue ) );
                     OutputDebugString( strMessage );
                  }
               }
               SafeArrayUnaccessData( V_ARRAY( &selection ) );
            }
         }
      }
   }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

The following sample selects the last three days (today, yesterday, and a day before):

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .NonworkingDays = 0
      .ShowNonMonthDays = False
      .FirstWeekDay = 0
      .Selection = "(int(date(``)) - value) in (1,2,0)"
   End With
   .BorderSelStyle = -1
   .Background(81) = RGB(240,240,240)
End With
```

VB6

```
With Schedule1
   With .Calendar
      .NonworkingDays = 0
      .ShowNonMonthDays = False
      .FirstWeekDay = exSunday
      .Selection = "(int(date(``)) - value) in (1,2,0)"
   End With
   .BorderSelStyle = exNoLines
   .Background(exScheduleMarkTodayBackColor) = RGB(240,240,240)
End With
```

VB.NET

```
With Exschedule1
   With .Calendar
      .NonworkingDays = 0
      .ShowNonMonthDays = False
      .FirstWeekDay = exontrol.EXSCHEDULELib.WeekDayEnum.exSunday
      .Selection = "(int(date(``)) - value) in (1,2,0)"
   End With
```

```
    .BorderSelStyle = exontrol.EXSCHEDULELib.LinesStyleEnum.exNoLines

.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exScheduleMarkToday

End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .NonworkingDays = 0
        .ShowNonMonthDays = False
        .FirstWeekDay = EXSCHEDULELib.WeekDayEnum.exSunday
        .Selection = "(int(date(``)) - value) in (1,2,0)"
    End With
    .BorderSelStyle = EXSCHEDULELib.LinesStyleEnum.exNoLines

.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleMarkTodayBackCol

End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
    var_Calendar->PutNonworkingDays(0);
    var_Calendar->PutShowNonMonthDays(VARIANT_FALSE);
    var_Calendar->PutFirstWeekDay(EXSCHEDULELib::exSunday);
    var_Calendar->PutSelection("(int(date(``)) - value) in (1,2,0)");
```

```
spSchedule1->PutBorderSelStyle(EXSCHEDULELib::exNoLines);
spSchedule1-
>PutBackground(EXSCHEDULELib::exScheduleMarkTodayBackColor,RGB(240,240,240));
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->NonworkingDays = 0;
   var_Calendar->ShowNonMonthDays = false;
   var_Calendar->FirstWeekDay = Exschedulelib_tlb::WeekDayEnum::exSunday;
   var_Calendar->set_Selection(TVariant("(int(date(``)) - value) in (1,2,0)"));
Schedule1->BorderSelStyle = Exschedulelib_tlb::LinesStyleEnum::exNoLines;
Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exScheduleMarkTodayBackColo
 = RGB(240,240,240);
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.NonworkingDays = 0;
   var_Calendar.ShowNonMonthDays = false;
   var_Calendar.FirstWeekDay = exontrol.EXSCHEDULELib.WeekDayEnum.exSunday;
   var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)";
exschedule1.BorderSelStyle = exontrol.EXSCHEDULELib.LinesStyleEnum.exNoLines;
exschedule1.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exSchedu
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
```

```
    var_Calendar.NonworkingDays = 0;
    var_Calendar.ShowNonMonthDays = false;
    var_Calendar.FirstWeekDay = 0;
    var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)";
  Schedule1.BorderSelStyle = -1;
  Schedule1.Background(81) = 15790320;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
  var_Calendar.NonworkingDays = 0;
  var_Calendar.ShowNonMonthDays = false;
  var_Calendar.FirstWeekDay = EXSCHEDULELib.WeekDayEnum.exSunday;
  var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)";
axSchedule1.BorderSelStyle = EXSCHEDULELib.LinesStyleEnum.exNoLines;
axSchedule1.set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleMarkTo
(uint)ColorTranslator.ToWin32(Color.FromArgb(240,240,240)));
```

X++ (Dynamics Ax 2009)

```
public void init()
{
  COM com_Calendar;
  anytype var_Calendar;
  ;

  super();

  var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
    com_Calendar.NonworkingDays(0);
    com_Calendar.ShowNonMonthDays(false);
    com_Calendar.FirstWeekDay(0/*exSunday*/);
    com_Calendar.Selection("(int(date(``)) - value) in (1,2,0)");
  exschedule1.BorderSelStyle(-1/*exNoLines*/);

exschedule1.Background(81/*exScheduleMarkTodayBackColor*/,WinApi::RGB2int(240,2
```

```
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      NonworkingDays := 0;
      ShowNonMonthDays := False;
      FirstWeekDay := EXSCHEDULELib.WeekDayEnum.exSunday;
      Selection := '(int(date(``)) - value) in (1,2,0)';
   end;
   BorderSelStyle := EXSCHEDULELib.LinesStyleEnum.exNoLines;

set_Background(EXSCHEDULELib.BackgroundPartEnum.exScheduleMarkTodayBackColc

end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      NonworkingDays := 0;
      ShowNonMonthDays := False;
      FirstWeekDay := EXSCHEDULELib_TLB.exSunday;
      Selection := '(int(date(``)) - value) in (1,2,0)';
   end;
   BorderSelStyle := EXSCHEDULELib_TLB.exNoLines;
   Background[EXSCHEDULELib_TLB.exScheduleMarkTodayBackColor] := $f0f0f0;
end
```

VFP

```
with thisform.Schedule1
```

```
    with .Calendar
        .NonworkingDays = 0
        .ShowNonMonthDays = .F.
        .FirstWeekDay = 0
        .Selection = "(int(date(``)) - value) in (1,2,0)"
    endwith
    .BorderSelStyle = -1
    .Object.Background(81) = RGB(240,240,240)
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
    var_Calendar.NonworkingDays = 0
    var_Calendar.ShowNonMonthDays = false
    var_Calendar.FirstWeekDay = 0
    var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)"
oSchedule.BorderSelStyle = -1
oSchedule.Template = [Background(81) = 0xf0f0f0] // oSchedule.Background(81)
= 0xf0f0f0
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
    var_Calendar.NonworkingDays = 0
    var_Calendar.ShowNonMonthDays = .f.
    var_Calendar.FirstWeekDay = 0
    var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)"
oSchedule.BorderSelStyle = -1
oSchedule.Template = "Background(81) = 15790320" ' oSchedule.Background(81)
```

```
= 15790320
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:NonworkingDays := 0
   var_Calendar:ShowNonMonthDays := false
   var_Calendar:FirstWeekDay := exSunday
   var_Calendar:Selection := "(int(date(``)) - value) in (1,2,0)"
oDCOCX_Exontrol1:BorderSelStyle := exNoLines
oDCOCX_Exontrol1:[Background,exScheduleMarkTodayBackColor] :=
RGB(240,240,240)
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.NonworkingDays = 0
   var_Calendar.ShowNonMonthDays = false
   var_Calendar.FirstWeekDay = 0
   var_Calendar.Selection = "(int(date(``)) - value) in (1,2,0)"
oSchedule.BorderSelStyle = -1
oSchedule.Background(81,RGB(240,240,240))
```

property Calendar.ShortDateFormat as String

Indicates the short date format.

Type	Description
String	A String expression that defines the short date format. The ShortDateFormat suports tags as described bellow.

By default, the ShortDateFormat property is "<%**loc_sdate**%>", so the format of the long date as defined in the regional settings is currently used. The KnownProperty(exEventDisplayShortMargins) property uses the ShortDateFormat property to display the event's margins in a short date format. For instance, an all-day event (AllDayEvent property) can display the starting and ending margins of the event in a short date format. The LongDateFormat property defines the long date format to be used when label properties includes the <%=%257%> TAG.

In conclusion, the ShortDateFormat property defines the long date format being used to display the event's margins, when the <%**=%256**%> is included in the *label* properties such as:

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body.
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)

- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).

- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user

settings.

- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.
-

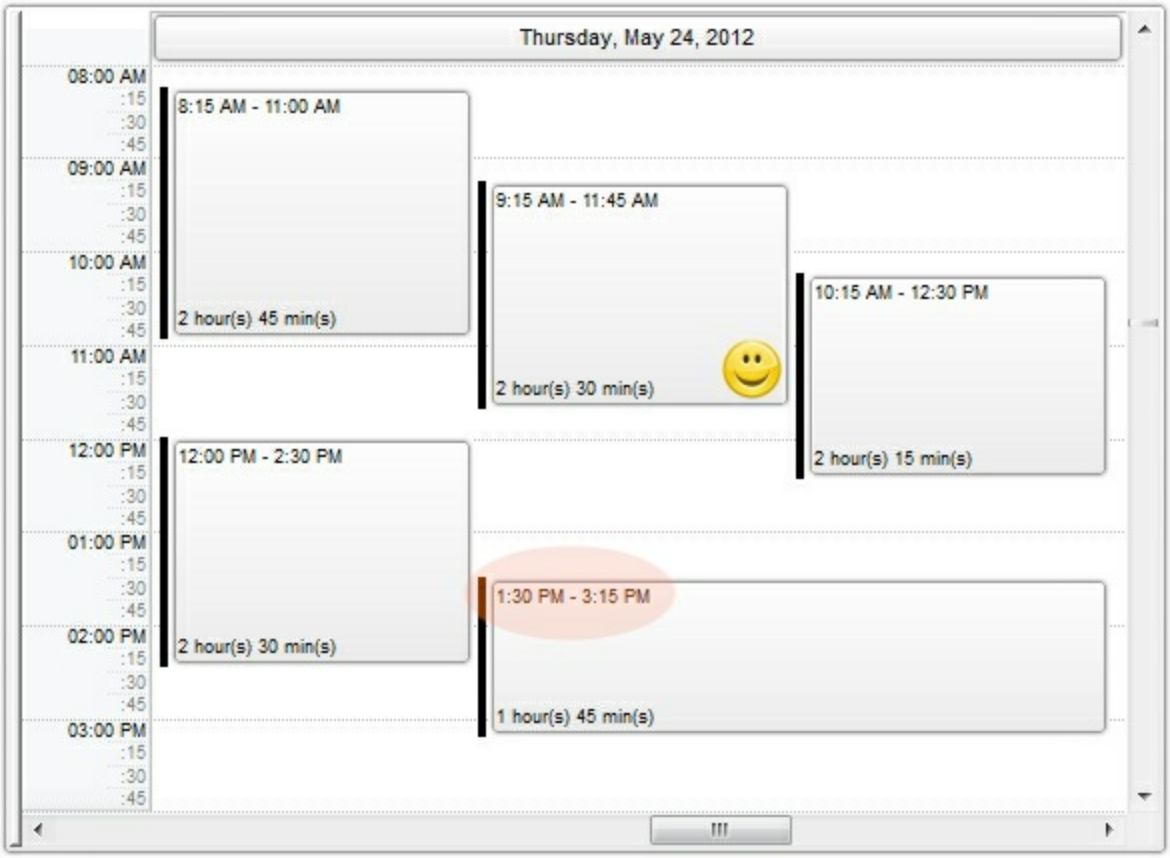
property Calendar.ShortTimeFormat as String

Indicates the short time format.

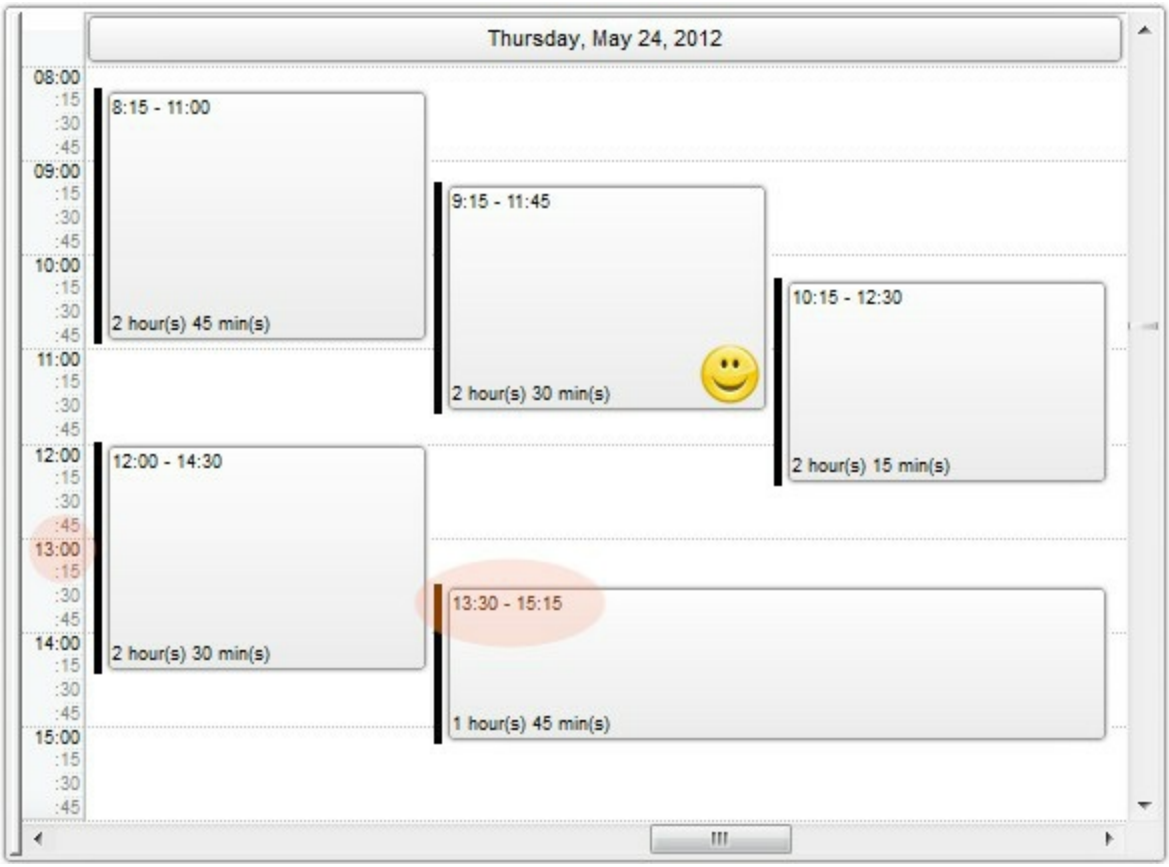
Type	Description
String	A String expression that defines the short time format. The ShortTimeFormat supports tags as described bellow.

By default, the ShortTimeFormat property is "<%h%>:<%nn%> <%AM/PM%>", as 8:15 AM. The KnownProperty(exEventDisplayShortMargins) property uses the ShortTimeFormat property to display the event's margins in a short time format. The ShortTimeFormat property is used by label properties if <%**=%256**%> TAG is included as explained bellow. The LongTimeFormat property defines the long time format to be used when label properties includes the <%=%257%> TAG. The MajorTimeLabel property defines the format of the time to be displayed on the control's time scale.

The following screen shot shows the short time format using the AM/PM time indicators (by default, "<%h%>:<%nn%> <%AM/PM%>"):



The following screen shot shows the short time format using no AM/PM time indicators (" <%h%>:<%nn%>"):



In conclusion, the ShortTimeFormat property defines the short time format being used to display the event's margins, when the <%**=%256**%> is included in the *label* properties such as:

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body. The ShortLabel displays no HTML tags
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)

- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).

- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user

settings.

- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.
-

property Calendar.ShowGridLines as LinesStyleEnum

Shows or hides the grid lines in the calendar panel.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the grid lines to be shown in the calendar panel.

By default, the ShowGridLines property is exLinesDot. Use the ShowGridLines property to hide the calendar's grid lines. The Background(exCalendarGridLineColor) property specifies the color to show the calendar's grid lines.

property Calendar.ShowHighlightEvent as Boolean

Returns or sets a value that indicates whether the calendar panel highlights days that contain events.

Type	Description
Boolean	A Boolean expression that specifies whether the calendar panel highlights the dates with events or appointments

By default, the ShowHighlightEvent property is true, which indicates that the dates with events or appointments appear as bold in the calendar panel. You can use the ShowHighlightEvent property to prevent highlighting the the dates with events or appointments. You can use the HighlightEvent object to highlight the dates with events or appointments in the calendar panel. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to (True). The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

Using the Highlight object a date with events can combine one or more of the following options:

- **bold**, Bold property renders as bold text
- *italic*, Italic property renders as italic text
- underline, Underline property underlines the text
- ~~strikeout~~, StrikeOut property shows the text with a horizontal line through its center
- change the font size, FontSize property indicates the size of the font to display the text
- change the **font**, using the Font property
- change the text's foreground color, using the ForeColor property
- change the text's background color, using the BackColor property
- shows a pattern using the Pattern property

property Calendar.ShowNonMonthDays as Boolean

Specifies whether the calendar panel displays the dates that are not part of the month.

Type	Description
Boolean	A boolean expression that specifies whether dates that belongs to another months are displayed on the calendar panel.

By default, the ShowNonMonthDays property is True. You can use the ShowNonMonthDays property to hide dates that are not belonging to the browsing month.

The following screen shot shows May 2012, while 29, 30 are from April, and 1 - 9 from June, non month days, (ShowNonMonthDays is True, by default):

The following screen shot shows only May 2012, (ShowNonMonthDays is False):

property Calendar.ShowTodayButton as Boolean

Retrieves or sets a value that indicates whether the today button is visible or hidden, in the calendar panel.

Type	Description
Boolean	A Boolean expression that specifies whether the Today button is visible or hidden, in the calendar panel.

By default, the ShowTodayButton property is True. Use the ShowTodayButton property to hide the Today button. The TodayCaption property indicates the caption to be displayed on the Today's button. The ShowYearScroll property indicates whether the calendar panel displays an horizontal scroll bar to allow the user to change the calendar's year. The Background(exCalendarTodayForeColor) property indicates the Today's button foreground color.

- Background(exCalendarTodayUp) and Background(exCalendarTodayDown) properties indicate the visual appearance of the Today's button.
- Background(exCalendarMarkToday) and Background(exCalendarMarkTodayForeColor) properties indicates the background and foreground colors of the today date, in the calendar panel.
- Background(exScheduleMarkTodayBackColor) and Background(exScheduleMarkTodayForeColor) properties indicates the background and foreground colors of the today date, in the schedule panel.

property Calendar.ShowWeeks as Boolean

Retrieves or sets a value that indicates whether the weeks header is visible or hidden.

Type	Description
Boolean	A boolean expression that indicates whether the weeks header is visible or hidden.

Use the ShowWeeks property to show the weeks header. The weeks header displays the week number into the year. If the SingleSel is False, by clicking into the weeks header, the entire week is selected. The DisplayWeekNumberAs property specifies the way the control displays the week number. Use the ShowNonMonthDays property to specify whether the dates that are not part of the month are visible or hidden.

In [ISO8601], the week number is defined by:

- weeks start on a monday
- week 1 of a given year is the one that includes the first Thursday of that year. (or, equivalently, week 1 is the week that includes 4 January.)

property Calendar.ShowYearScroll as Boolean

Retrieves or sets a value that indicates whether the scroll bar (in the calendar panel) to change the year is visible or hidden.

Type	Description
Boolean	A Boolean expression that specifies whether the calendar's scroll is visible or hidden.

By default, the ShowYearScroll property is False. The Background(exCalendarScrollRange) and Background(exCalendarScrollThumb) properties define the visual appearance of the scroll range and the thumb on the scroll. Use the ShowTodayButton property to hide the Today button. The TodayCaption property indicates the caption to be displayed on the Today's button.

property Calendar.SingleSel as Boolean

Returns or sets a value that indicates whether the user can select one or more dates in the calendar panel.

Type	Description
Boolean	A Boolean expression that specifies whether the control supports single or multiple selection.

By default, the SingleSel property is False, which means that the user can select multiple dates. The SelCount property counts the dates being selected in the calendar panel. The AllowSelectDate property indicates the keys combination so the user can select new dates in the calendar panel, and so, new dates to be shown in the schedule view. The AllowSelectDateRect specifies the keys combination so the user can do a rectangular selection in the calendar panel. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The DateFromPoint property indicates the date in the calendar panel from the cursor. *The /NET and /WPF configurations provides the SelDates property equivalent of Selection, instead the SelDates returns a collection od DateTime objects (public virtual List<DateTime> SelDates).* The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only.

The following samples show how you can enumerate the selected dates, in the calendar panel, once the LayoutEndChanging(exCalendarSelectionChange) event occurs.

VB

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
  If Operation = exCalendarSelectionChange Then
    Dim d As Variant
    For Each d In Schedule1.Calendar.Selection
      Debug.Print "Select: " & d
    Next
  End If
End Sub
```

VB/NET

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      For Each d As DateTime In Exschedule1.Calendar.SelDates
         Debug.Print(d.ToString())
      Next
   End If
End Sub
```

or:

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      For Each d As DateTime In Exschedule1.Calendar.Selection
         Debug.Print(d.ToString())
      Next
   End If
End Sub
```

C#

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
   {
      foreach (DateTime d in exschedule1.Calendar.SelDates)
         System.Diagnostics.Debug.Print(d.ToString());
   }
}
```

or:

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
   {
      foreach (DateTime d in exschedule1.Calendar.Selection as Array)
         System.Diagnostics.Debug.Print(d.ToString());
   }
}
```

VFP

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
   If Operation = 1 Then
      for i = 0 to thisform.Schedule1.Calendar.SelCount() - 1
         wait window TToC(thisform.Schedule1.Calendar.SelDate(i))
      next
   EndIf
```

C++

```
void LayoutEndChangingSchedule1(long Operation)
{
   if ( Operation == EXSCHEDULELib::exCalendarSelectionChange )
   {
      _variant_t selection = m_spSchedule->Calendar->Selection;
      if ( V_VT( &selection ) == ( VT_ARRAY | VT_VARIANT ) )
      {
         BYTE* p = NULL;
         long nCount = 0;
         if ( SUCCEEDED( SafeArrayGetUBound( V_ARRAY( &selection ), 1, &nCount ) ) )
         {
            if ( SUCCEEDED( SafeArrayAccessData( V_ARRAY( &selection ), (LPVOID*)&p ) ) )
            {
               for ( long i = 0; i < nCount + 1; i++, p += sizeof(VARIANT) )
```

```
                {
                    VARIANT* pValue = (VARIANT*)p;
                    if ( V_VT( pValue ) == VT_DATE )
                    {
                        CString strMessage;
                        strMessage.Format( _T("Select: %f\r\n"), V_DATE( pValue ) );
                        OutputDebugString( strMessage );
                    }
                }
                SafeArrayUnaccessData( V_ARRAY( &selection ) );
            }
        }
    }
  }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

property Calendar.TodayCaption as String

Retrieves or sets a value that indicates the today button's caption, in the calendar panel.

Type	Description
String	A String expression that specifies the caption to be displayed on the Today's button

By default, the TodayCaption property is "Today". The TodayCaption property indicates the caption to be displayed on the Today's button. Use the ShowTodayButton property to hide the Today button. The ShowYearScroll property indicates whether the calendar panel displays an horizontal scroll bar to allow the user to change the calendar's year. The Background(exCalendarTodayForeColor) property indicates the Today's button foreground color. The Background(exCalendarTodayUp) and Background(exCalendarTodayDown) properties indicate the visual appearance of the Today's button.

property Calendar.WeekDays as String

Retrieves or sets a value that indicates the list of names for each week day, separated by space.

Type	Description
String	A String expression that indicates list of names for each week day, separated by space.

By default, the WeekDays property is "Sunday Monday Tuesday Wednesday Thursday Friday Saturday". Use the LocWeekDays property to get the locale list of week days as indicated by current regional settings. The <%**d1**%>, <%**d2**%>, <%**d3**%>, <%**ddd**%> or <%**dddd**%> HTML tags indicates the week day, as appropriate set by the WeekDays property. The <%**loc_d1**%>, <%**loc_d2**%>, <%**loc_d3**%>, <%**loc_ddd**%> or <%**loc_dddd**%> HTML tags indicates the week day, as appropriate set by the WeekDays property, using the current user regional and language settings (LocAMPM property). The FirstWeekDay property indicates the first day of the week. The MonthNames property specifies the list of name of the months. The AMPM property specifies the AM and PM indicators.

The following samples set the current view to display the locate date/time as set in the current regional settings.

VBA (MS Access, Excell...)

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   End With
End With
```

VB6

```
With Schedule1
   With .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
```

```
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET

```
With Exschedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

VB.NET for /COM

```
With AxSchedule1
    With .Calendar
        .FirstWeekDay = .LocFirstWeekDay
        .MonthNames = .LocMonthNames
        .WeekDays = .LocWeekDays
        .AMPM = .LocAMPM
    End With
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
```

```
EXSCHEDULELib::ICalendarPtr var_Calendar = spSchedule1->GetCalendar();
   var_Calendar->PutFirstWeekDay(var_Calendar->GetLocFirstWeekDay());
   var_Calendar->PutMonthNames(var_Calendar->GetLocMonthNames());
   var_Calendar->PutWeekDays(var_Calendar->GetLocWeekDays());
   var_Calendar->PutAMPM(var_Calendar->GetLocAMPM());
```

C++ Builder

```
Exschedulelib_tlb::ICalendarPtr var_Calendar = Schedule1->Calendar;
   var_Calendar->FirstWeekDay = var_Calendar->LocFirstWeekDay;
   var_Calendar->MonthNames = var_Calendar->LocMonthNames;
   var_Calendar->WeekDays = var_Calendar->LocWeekDays;
   var_Calendar->AMPM = var_Calendar->LocAMPM;
```

C#

```
exontrol.EXSCHEDULELib.Calendar var_Calendar = exschedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   var var_Calendar = Schedule1.Calendar;
      var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
      var_Calendar.MonthNames = var_Calendar.LocMonthNames;
      var_Calendar.WeekDays = var_Calendar.LocWeekDays;
      var_Calendar.AMPM = var_Calendar.LocAMPM;
</SCRIPT>
```

C# for /COM

```
EXSCHEDULELib.Calendar var_Calendar = axSchedule1.Calendar;
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay;
   var_Calendar.MonthNames = var_Calendar.LocMonthNames;
   var_Calendar.WeekDays = var_Calendar.LocWeekDays;
   var_Calendar.AMPM = var_Calendar.LocAMPM;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Calendar;
   anytype var_Calendar;
   ;

   super();

   var_Calendar = exschedule1.Calendar(); com_Calendar = var_Calendar;
      com_Calendar.FirstWeekDay(com_Calendar.LocFirstWeekDay());
      com_Calendar.MonthNames(com_Calendar.LocMonthNames());
      com_Calendar.WeekDays(com_Calendar.LocWeekDays());
      com_Calendar.AMPM(com_Calendar.LocAMPM());
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   with Calendar do
   begin
      FirstWeekDay := LocFirstWeekDay;
      MonthNames := LocMonthNames;
      WeekDays := LocWeekDays;
      AMPM := LocAMPM;
   end;
end
```

VFP

```
with thisform.Schedule1
   with .Calendar
      .FirstWeekDay = .LocFirstWeekDay
      .MonthNames = .LocMonthNames
      .WeekDays = .LocWeekDays
      .AMPM = .LocAMPM
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Calendar

oSchedule = form.Activex1.nativeObject
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Calendar as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Visual Objects

```
local var_Calendar as ICalendar

var_Calendar := oDCOCX_Exontrol1:Calendar
   var_Calendar:FirstWeekDay := var_Calendar:LocFirstWeekDay
   var_Calendar:MonthNames := var_Calendar:LocMonthNames
   var_Calendar:WeekDays := var_Calendar:LocWeekDays
   var_Calendar:AMPM := var_Calendar:LocAMPM
```

PowerBuilder

```
OleObject oSchedule,var_Calendar

oSchedule = ole_1.Object
var_Calendar = oSchedule.Calendar
   var_Calendar.FirstWeekDay = var_Calendar.LocFirstWeekDay
   var_Calendar.MonthNames = var_Calendar.LocMonthNames
   var_Calendar.WeekDays = var_Calendar.LocWeekDays
   var_Calendar.AMPM = var_Calendar.LocAMPM
```

Event object

The Event object indicates an appointment in the schedule panel. The Add method adds programmatically a new event to the schedule. The ShowEvents property specifies the type of events the control display. The ShowEventLabels property indicates whether the events display ShortLabel, LongLabel / ExtraLabel properties of the event. The ShowEventPictures property shows or hides the event's pictures.

The Event object supports the following properties and method.

Name	Description
AllDayEvent	Indicates whether the event is an all day event.
BodyBackColor	Specifies the background color or the visual appearance of the event (body).
BodyBackgroundExt	Indicates additional colors, text, images that can be displayed on the event's background using the EBN string format.
BodyBackgroundExtValue	Specifies at runtime, the value of the giving property for specified part of the background extension.
BodyForeColor	Specifies the foreground color of the event (body).
BodyPattern	Specifies the pattern of the event (body).
Caption	Indicates the caption to be displayed on the event's label.
ClearShowStatus	Clears the status flag, so the ShowStatusEvent property indicates whether the current event shows or hides its status.
ClearStatusColor	Clears the status color flag, so the StatusEventColor property indicates the color to show the event's status.
Client	Returns the client area of the event.
Editable	Specifies whether the event's caption is editable.
End	Specifies the ending date/time of the event.
EndUpdateEvent	Adds programmatically updated properties of the calendar-event to undo/redo queue.
EnsureVisible	Scrolls the control to ensure that the current calendar-event fits the control's visible area.
ExtraLabel	Specifies the extra label to be displayed on the event.
ExtraLabelAlign	Indicates the alignment of the event's extra label.
	Specifies the list of extra pictures to be displayed on the

ExtraPictures	event.
ExtraPicturesAlign	Indicates the alignment of the event's extra picture.
GroupID	Specifies the identifier of the group where the Event object belongs.
Handle	Gets handle of the Event object.
KnownProperty	Specifies the value for the Event's property giving its identifier.
LabelAlign	Indicates the alignment of the event's long label.
LongLabel	Specifies the long label to be displayed on the event.
MaxDate	Indicates the max date for the event.
MinDate	Indicates the min date for the event.
Movable	Specifies whether the user can move the event.
MoveBy	Moves the event by specified time.
Pictures	Specifies the list of pictures to be displayed on the event.
PicturesAlign	Indicates the alignment of the event's picture.
Repetitive	Returns or sets the expression to determine the repetitive event.
Resizable	Specifies whether the user can resizes the event at runtime.
Selectable	Specifies whether the user can selects the event.
Selected	Selects or unselects the current event.
ShortLabel	Specifies the short label to be displayed on the event.
ShowStatus	Specifies whether the current event shows or hides its status.
Start	Specifies the starting date/time of the event.
StartUpdateEvent	Starts changing properties of the calendar-event, so EndUpdateEvent method adds programmatically updated properties to undo/redo queue.
StatusColor	Specifies the color of the event's status.
StatusPattern	Specifies the pattern of the event (status)
ToolTip	Indicates the tooltip to be shown when the cursor hovers the event.
ToolTipTitle	Indicates the title of the tooltip to be shown when the

	cursor hovers the event.
UserData	Indicates any extra data associated with the Event object.

property Event.AllDayEvent as Boolean

Indicates whether the event is an all day event.

Type	Description
Boolean	A boolean expression that indicates whether the event is an all-day event.

The AllDayEvent property indicates whether the time section of the event's margins are ignored. The Start/End properties indicates the event's margins. The Start and End properties may be identical, if the AllDayEvent property is True. The AllowCreateAllDayEvent property indicates whether the user can create all-day events at runtime. The user can create automatically All-Day events only, when the control displays no time scale (the schedule could be zoomed using AllowResizeSchedule, so no time scale is shown). Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling. The AllowSelectCreateEvent property specifies whether the newly created event gets selected or highlighted.

The KnownProperty(exEventAllDay) property indicates the AllDayEvent property on a label property such as: DefaultEventLongLabel, DefaultEventShortLabel, CreateEventLabel, UpdateEventsLabel, ShortLabel, LongLabel and ExtraLabel. You can use the KnownProperty(exEventStartDate) property to extract the starting date of the event. You can use the KnownProperty(exEventEndDate) property to extract the ending date of the event.

property Event.BodyBackColor as Color

Specifies the background color or the visual appearance of the event (body).

Type	Description
Color	A Color expression that specifies the background color to show the event's body. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BodyBackColor property is 0. The BodyBackColor property has effect only, if it is not-zero. The BodyBackColor property specifies the background color of the event's body. The BodyEventBackColor property specifies the background color to show the body for all events. The EventBackColor property specifies the event's background color if it belongs to a group. The BodyForeColor property specifies the foreground color to show the labels on the event. The BodyPattern property gives access to the pattern to be shown on the event's body. The StatusColor property indicates the color show the event's status. Use the BodyBackgroundExt property to apply multiple colors, texts, icons, images, patterns or frames to the event's background.

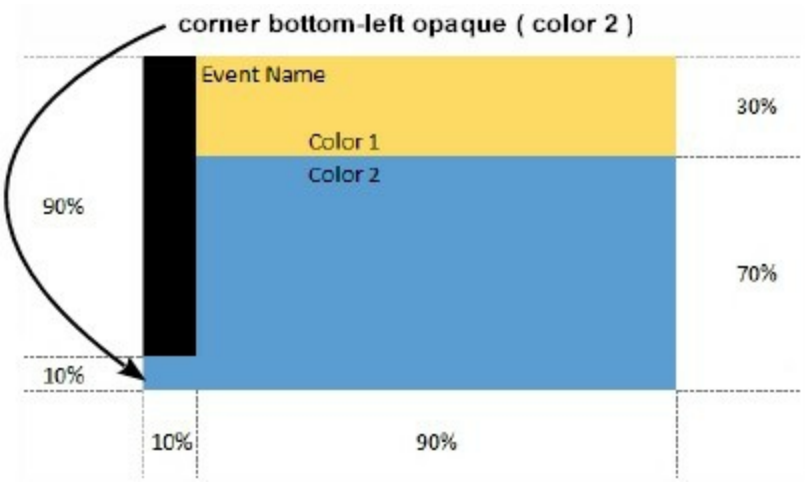
property Event.BodyBackgroundExt as String

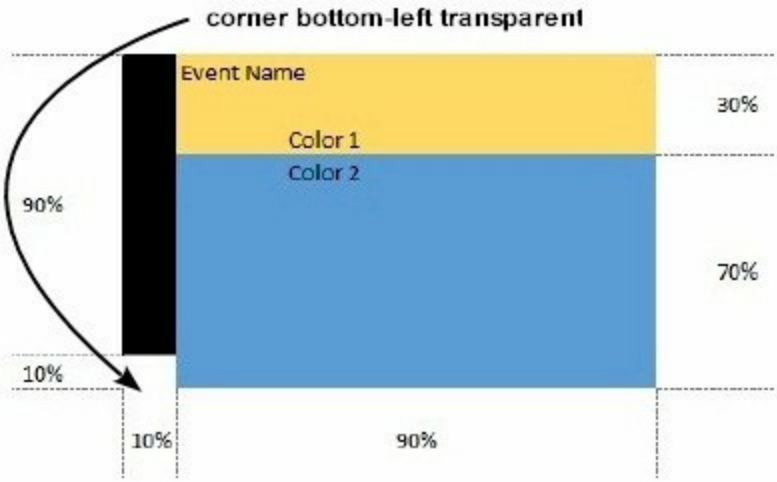
Indicates additional colors, text, images that can be displayed on the object's background using the EBN string format.

Type	Description
String	A String expression ("**EBN String Format**") that defines the layout of the UI to be applied on the object's background. The syntax of EBN String Format in BNF notation is shown bellow. *You can use the EBN's Builder of eXButton/COM control to define visually the EBN String Format.*

By default, the BodyBackgroundExt property is empty. Using the BodyBackgroundExt property you have unlimited options to show any HTML text, images, colors, EBNs, patterns, frames anywhere on the object's background. *For instance, let's say you need to display **more** colors on the object's background, or just want to display an **additional** caption or image to a specified location on the object's background.* The EBN String Format defines the parts of the EBN to be applied on the object's background. The EBN is a set of UI elements that are built as a tree where each element is anchored to its parent element. Use the BodyBackgroundExtValue property to change at runtime any UI property for any part that composes the EBN String Format. The BodyBackgroundExt property is applied right after setting the object's backcolor, and before drawing the default object's captions, icons or pictures.

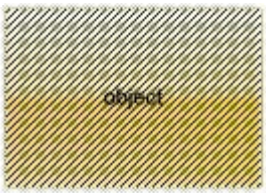
Complex samples:



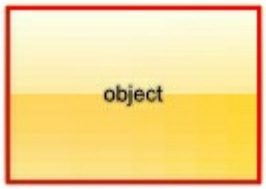


Easy samples:

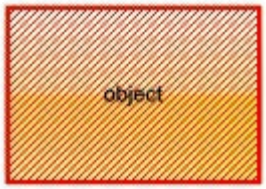
- "[pattern=6]", shows the BDiagonal pattern on the object's background.



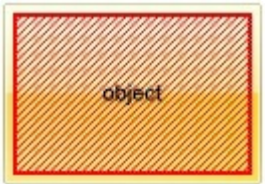
- "[frame=RGB(255,0,0),framethick]", draws a red thick-border around the object.



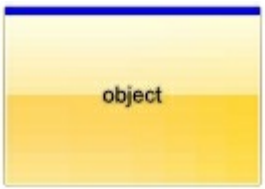
- "[frame=RGB(255,0,0),framethick,pattern=6,patterncolor=RGB(255,0,0)]", draws a red thick-border around the object, with a patter inside.



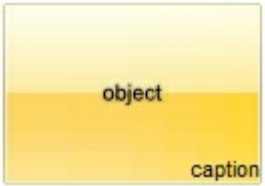
- "[[patterncolor=RGB(255,0,0)] (none[(4,4,100%-8,100%-8),pattern=0x006,patterncolor=RGB(255,0,0),frame=RGB(25 draws a red thick-border around the object, with a patter inside, with a 4-pixels wide padding:



- "top[4,back=RGB(0,0,255)]", draws a blue line on the top side of the object's background, of 4-pixels wide.

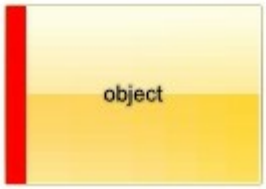


- "[text=`caption`,align=0x22]", shows the caption string aligned to the bottom-right side of the object's background.

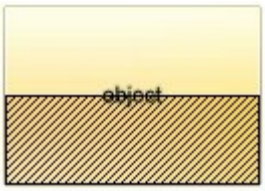


- "[text=`<img>flag</img>`,align=0x11]" shows the flag picture and the sweden string aligned to the bottom side of the object.

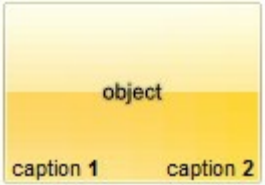
- "left[10,back=RGB(255,0,0)]", draws a red line on the left side of the object's background, of 10-pixels wide.



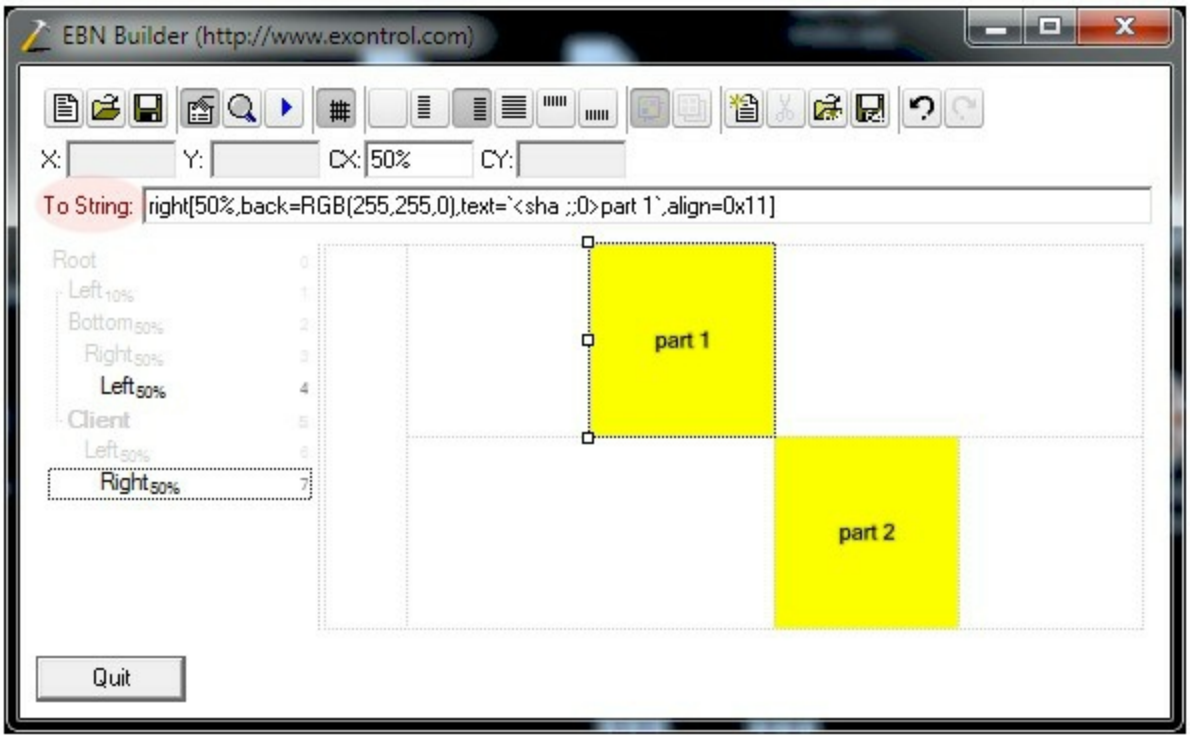
- "bottom[50%,pattern=6,frame]", shows the BDiagonal pattern with a border arround on the lower-half part of the object's background.



- "root[text=`caption <b>2`,align=0x22](client[text=`caption <b>1`,align=0x20])", shows the caption **1** aligned to the bottom-left side, and the caption **2** to the bottom-right side



*The Exontrol's [eXButton](#) WYSWYG Builder helps you to generate or view the EBN String Format, in the **To String** field as shown in the following screen shot:*



The **To String** field of the EBN Builder defines the **EBN String Format** that can be used on BodyBackgroundExt property.

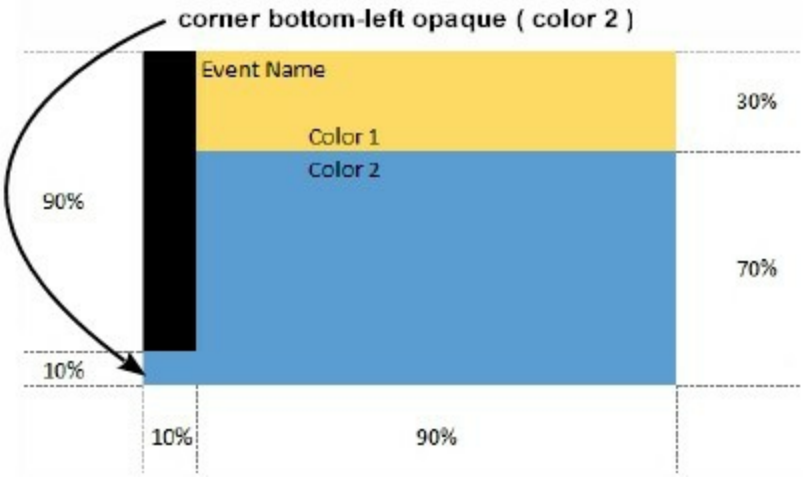
The **EBN String Format** syntax in BNF notation is defined like follows:

```
<EBN> ::= <elements> | <root> "(" [<elements>] ")"
<elements> ::= <element> [ "," <elements> ]
<root> ::= "root" [ <attributes> ] | [ <attributes> ]
<element> ::= <anchor> [ <attributes> ] [ "(" [<elements>] ")" ]
<anchor> ::= "none" | "left" | "right" | "client" | "top" | "bottom"
<attributes> ::= "[" [<client> ","] <attribute> [ "," <attributes> ] "]"
<client> ::= <expression> | <expression> "," <expression> "," <expression> ","
<expression>
<expression> ::= <number> | <number> "%"
<attribute> ::= <backcolor> | <text> | <wordwrap> | <align> | <pattern> |
<patterncolor> | <frame> | <framethick> | <data> | <others>
<equal> ::= "="
```

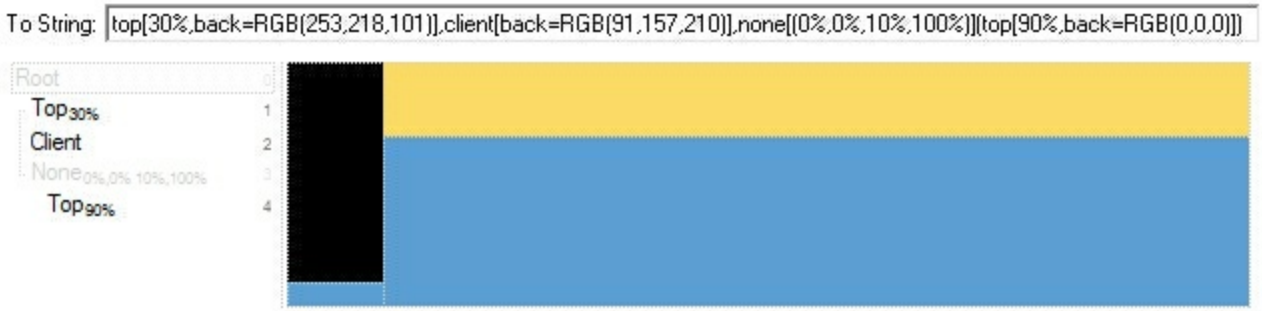
```
<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<decimal> ::= <digit><decimal>
<hexadigit> ::= <digit> | "A" | "B"  "C" | "D" | "E"  "F"
<hexa> ::= <hexadigit><hexa>
<number> ::= <decimal> | "0x" <hexa>
<color> ::= <rgbcolor> | number
<rgbcolor> ::= "RGB" "(" <number> "," <number> "," <number> ")"
<string> ::= "`" <characters> "`" | "'" <characters> "'" | " <characters> "
<characters> ::= <char>|<characters>
<char> ::= <any_character_excepts_null>
<backcolor> ::= "back" <equal> <color>
<text> ::= "text" <equal> <string>
<align> ::= "align" <equal> <number>
<pattern> ::= "pattern" <equal> <number>
<patterncolor> ::= "patterncolor" <equal> <color>
<frame> ::= "frame" <equal> <color>
<data> ::= "data" <equal> <number> | <string>
<framethick> ::= "framethick"
<wordwrap> ::= "wordwrap"
```

Others like: pic, stretch, hstretch, vstretch, transparent, from, to are reserved for future use only.

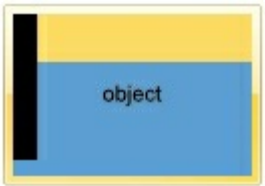
Now, lets say we have the following request to layout the colors on the objects:



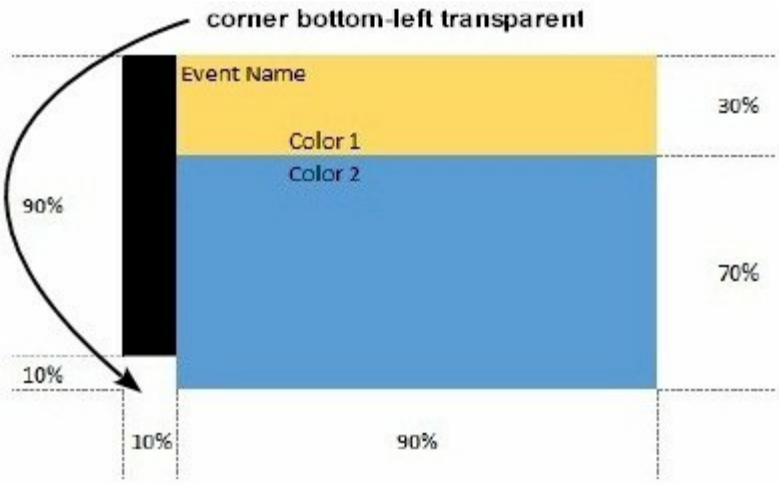
We define the BodyBackgroundExt property such as "top[30%,back=RGB(253,218,101)],client[back=RGB(91,157,210)],none[(0%,0%,10%,100
(top[90%,back=RGB(0,0,0)])", and it looks as:



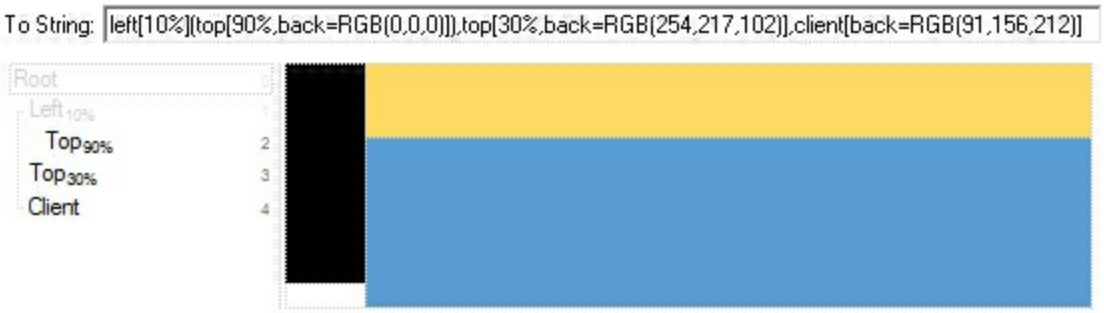
so, if we apply to our object we got:



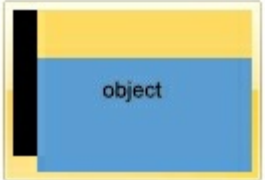
Now, lets say we have the following request to layout the colors on the objects:



We define BodyBackgroundExt property such as "left[10%](top[90%,back=RGB(0,0,0)]),top[30%,back=RGB(254,217,102)],client[back=RGB(91,156,2
and it looks as:

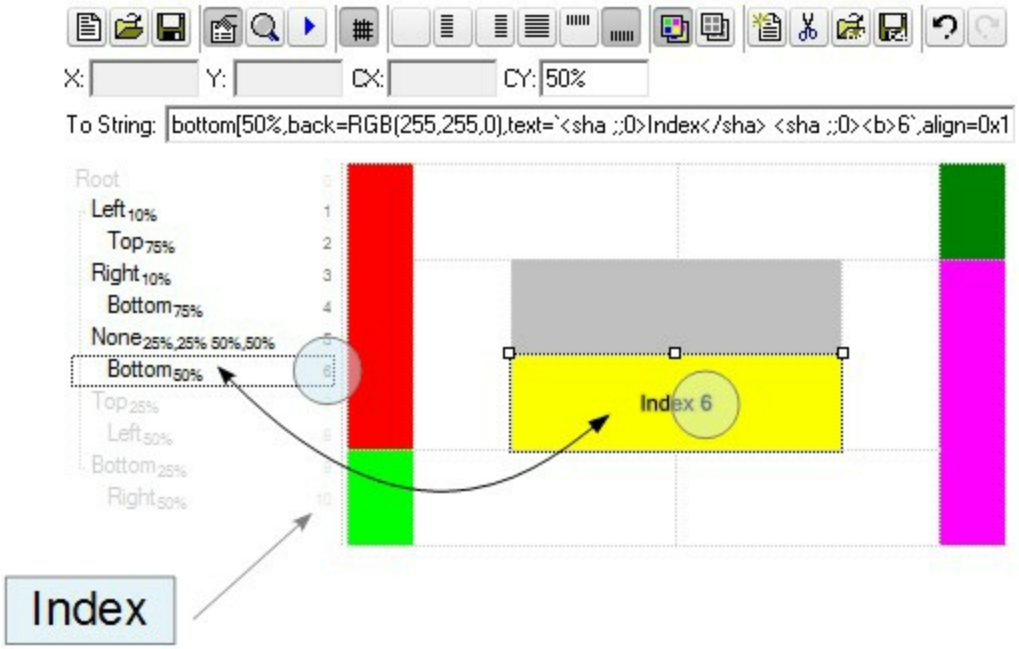


so, if we apply to our object we got:


object

property Event.BodyBackgroundExtValue(Index as IndexExtEnum, Property as BackgroundExtPropertyEnum) as Variant

Specifies at runtime, the value of the giving property for specified part of the background extension.

Type	Description
Index as IndexExtEnum	A Long expression that defines the index of the part that composes the EBN to be accessed / changed. The following screen shot shows where you can find Index of the parts:  The screen shot shows that the EBN contains 11 elements, so in this case the Index starts at 0 (root element) and ends on 10.
Property as BackgroundExtPropertyEnum	A BackgroundExtPropertyEnum expression that specifies the property to be changed as explained bellow.
Variant	A Variant expression that defines the part's value. The Type of the expression depending on the Property parameter as explained bellow.

Use the BodyBackgroundExtValue property to change at runtime any UI property for any part that composes the EBN String Format. The BodyBackgroundExtValue property has no effect if the BodyBackgroundExt property is empty (by default). *The idea is as follows: first you need to decide the layout of the UI to put on the object's background, using the*

BodyBackgroundExt property, and next (if required), you can change any property of any part of the background extension to a new value. In other words, let's say you have the same layout to be applied to some of your objects, so you specify the BodyBackgroundExt to be the same for them, and next use the BodyBackgroundExtValue property to change particular properties (like back-color, size, position, anchor) for different objects.

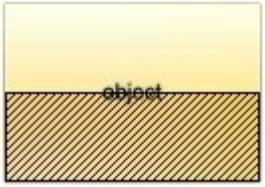
You can access/define/change the following UI properties of the element:

- **exBackColorExt**(1), Indicates the background color / EBN color to be shown on the part of the object. *Sample: 255 indicates red, RGB(0,255,0) green, or 0x1000000. (Color/Numeric expression, The last 7 bits in the high significant byte of the color indicate the identifier of the skin being used)*
- **exClientExt**(2), Specifies the position/size of the object, depending on the object's anchor. The syntax of the exClientExt is related to the exAnchorExt value. *For instance, if the object is anchored to the left side of the parent (exAnchorExt = 1), the exClientExt specifies just the width of the part in pixels/percents, not including the position. In case, the exAnchorExt is client, the exClientExt has no effect. Sample: 50% indicates half of the parent, 25 indicates 25 pixels, or 50%-8 indicates 8-pixels left from the center of the parent. (String/Numeric expression)*
- **exAnchorExt**(3), Specifies the object's alignment relative to its parent. *(Numeric expression)*
- **exTextExt**(4), Specifies the HTML text to be displayed on the object. *(String expression)*
- **exTextExtWordWrap**(5), Specifies that the object is wrapping the text. The exTextExt value specifies the HTML text to be displayed on the part of the EBN object. This property has effect only if there is a text assigned to the part using the exTextExt flag. *(Boolean expression)*
- **exTextExtAlignment**(6), Indicates the alignment of the text on the object. The exTextExt value specifies the HTML text to be displayed on the part of the EBN object. This property has effect only if there is a text assigned to the part using the exTextExt flag *(Numeric expression)*
- **exPatternExt**(7), Indicates the pattern to be shown on the object. The exPatternColorExt specifies the color to show the pattern. *(Numeric expression)*
- **exPatternColorExt**(8), Indicates the color to show the pattern on the object. The exPatternColorExt property has effect only if the exPatternExt property is not 0 (empty). The exFrameColorExt specifies the color to show the frame (the exPatternExt property includes the exFrame or exFrameThick flag). *(Color expression)*
- **exFrameColorExt**(9), Indicates the color to show the border-frame on the object. This property set the Frame flag for exPatternExt property. *(Color expression)*
- **exFrameThickExt**(11), Specifies that a thick-frame is shown around the object. This property set the FrameThick flag for exPatternExt property. *(Boolean expression)*
- **exUserDataExt**(12), Specifies an extra-data associated with the object. *(Variant*

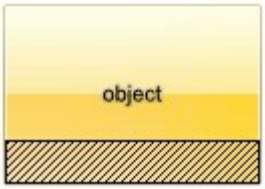
expression)

For instance, having the BodyBackgroundExt on "bottom[50%,pattern=6,frame]"

we got:



so let's change the percent of 50% to 25% like BodyBackgroundExtValue(1,2) on "25%", where 1 indicates the first element after root, and 2 indicates the **exClientExt** property, we get:



In VB you should have the following syntax:

```
.BodyBackgroundExt = "bottom[50%,pattern=6,frame]"
.BodyBackgroundExtValue(exIndexExt1, exClientExt) = "25%"
```

property Event.BodyForeColor as Color

Specifies the foreground color of the event (body).

Type	Description
Color	A Color expression that specifies the event's foreground color.

By default, the BodyForeColor property is 0. The BodyForeColor property specifies the foreground color to show the labels on the event. The BodyBackColor property specifies the background color of the event's body. The BodyEventForeColor property specifies the foreground color to show the body for all events. The EventForeColor property specifies the event's foreground color if it belongs to a group. The BodyPattern property gives access to the pattern to be shown on the event's body. The StatusColor property indicates the color show the event's status.

property Event.BodyPattern as Pattern

Specifies the pattern of the event (body).

Type	Description
Pattern	A Pattern object associated with the event's body.

By default, the BodyPattern.Type property exPatternEmpty which indicates that no pattern is shown, on the event's body. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The EventPattern property indicates the pattern to be shown when events belongs to different groups. The StatusPattern property specifies the pattern to be shown on the event's status.

property Event.Caption as String

Indicates the caption to be displayed on the event's label.

Type	Description
String	A String expression that indicates the event's caption. The string expression in the Caption property does not support HTML tags. It is a plain text.

The Caption of the event/appointment is displayed only if the <%=%5%> tag is included in the any of the following label properties: ShortLabel, LongLabel, ExtraLabel or ToolTip. In case you need HTML tags to be displayed on the event's body, you should use the LongLabel and ExtraLabel properties of the Event object.

By default, the ShortLabel is displayed only when the event's client area is small. If enough space the LongLabel and ExtraLabel may be displayed separately. The ShortLabel can not display HTML tags, instead the ExtraLabel and LongLabel can. In conclusion, you can define arbitrary labels for any event, you can have an automated label to be displayed for each event with different results based on the KnowProperty values.

There are two samples on how you can use the Caption property like

- combined with the Label properties
- just the caption.

The following samples shows how to use the Caption property of the Event.

VBA (MS Access, Excell...)

```
With Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = #6/20/2012#
   With .Events
      .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption
1"
      With .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#)
         .LongLabel = ""
         .ExtraLabel = "<%=%5%>"
         .Caption = "caption 2"
      End With
      With .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#)
```

```
        .LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
        .Caption = "caption 3"
      End With
    End With
End With
```

VB6

```
With Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = #6/20/2012#
   With .Events
      .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption
1"
      With .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#)
         .LongLabel = ""
         .ExtraLabel = "<%=%5%>"
         .Caption = "caption 2"
      End With
      With .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#)
         .LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
         .Caption = "caption 3"
      End With
   End With
End With
```

VB.NET

```
With Exschedule1
   .DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = #6/20/2012#
   With .Events
      .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption
1"
```

```
    With .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#)
      .LongLabel = ""
      .ExtraLabel = "<%=%5%>"
      .Caption = "caption 2"
    End With
    With .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#)
      .LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
      .Caption = "caption 3"
    End With
  End With
End With
```

VB.NET for /COM

```
With AxSchedule1
  .DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
  .DefaultEventShortLabel = .DefaultEventLongLabel
  .Calendar.Selection = #6/20/2012#
  With .Events
    .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption
1"
    With .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#)
      .LongLabel = ""
      .ExtraLabel = "<%=%5%>"
      .Caption = "caption 2"
    End With
    With .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#)
      .LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
      .Caption = "caption 3"
    End With
  End With
End With
```

C++

```
/*
```

```
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutDefaultEventLongLabel(L"<%=%256%><br><b><%=%5%>");
spSchedule1->PutDefaultEventShortLabel(spSchedule1-
>GetDefaultEventLongLabel());
spSchedule1->GetCalendar()->PutSelection("6/20/2012");
EXSCHEDULELib::IEventsPtr var_Events = spSchedule1->GetEvents();
   var_Events->Add("6/20/2012 9:00:00 AM","6/20/2012 11:00:00 AM")-
>PutCaption(L"caption 1");
   EXSCHEDULELib::IEventPtr var_Event = var_Events->Add("6/20/2012 11:00:00
AM","6/20/2012 1:00:00 PM");
      var_Event->PutLongLabel(L"");
      var_Event->PutExtraLabel(L"<%=%5%>");
      var_Event->PutCaption(L"caption 2");
   EXSCHEDULELib::IEventPtr var_Event1 = var_Events->Add("6/20/2012 1:00:00
PM","6/20/2012 3:00:00 PM");
      var_Event1->PutLongLabel(L"<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text");
      var_Event1->PutCaption(L"caption 3");
```

C++ Builder

```
Schedule1->DefaultEventLongLabel = L"<%=%256%><br><b><%=%5%>";
Schedule1->DefaultEventShortLabel = Schedule1->DefaultEventLongLabel;
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2012,6,20).operator
double()));
Exschedulelib_tlb::IEventsPtr var_Events = Schedule1->Events;
   var_Events->Add(TVariant(TDateTime(2012,6,20,9,00,00,0).operator
double()),TVariant(TDateTime(2012,6,20,11,00,00,0).operator double()))->Caption =
```

```
L"caption 1";
   Exschedulelib_tlb::IEventPtr var_Event = var_Events->Add(TVariant(TDateTime(2012,6,20,11,00,00,0).operator double()),TVariant(TDateTime(2012,6,20,13,00,00,0).operator double()));
      var_Event->LongLabel = L"";
      var_Event->ExtraLabel = L"<%=%5%>";
      var_Event->Caption = L"caption 2";
   Exschedulelib_tlb::IEventPtr var_Event1 = var_Events->Add(TVariant(TDateTime(2012,6,20,13,00,00,0).operator double()),TVariant(TDateTime(2012,6,20,15,00,00,0).operator double()));
      var_Event1->LongLabel = L"<%=%256%><br><b><%=%5%><br><fgcolor=808080>another text";
      var_Event1->Caption = L"caption 3";
```

C#

```
exschedule1.DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>";
exschedule1.DefaultEventShortLabel = exschedule1.DefaultEventLongLabel;
exschedule1.Calendar.Selection = Convert.ToDateTime("6/20/2012",System.Globalization.CultureInfo.GetCultureInfo("en-US"));
exontrol.EXSCHEDULELib.Events var_Events = exschedule1.Events;
   var_Events.Add(Convert.ToDateTime("6/20/2012 9:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption 1";
   exontrol.EXSCHEDULELib.Event var_Event = var_Events.Add(Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 1:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event.LongLabel = "";
      var_Event.ExtraLabel = "<%=%5%>";
      var_Event.Caption = "caption 2";
   exontrol.EXSCHEDULELib.Event var_Event1 =
```

```
var_Events.Add(Convert.ToDateTime("6/20/2012 1:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("6/20/2012 3:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event1.LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text";
      var_Event1.Caption = "caption 3";
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>";
   Schedule1.DefaultEventShortLabel = Schedule1.DefaultEventLongLabel;
   Schedule1.Calendar.Selection = "6/20/2012";
   var var_Events = Schedule1.Events;
      var_Events.Add("6/20/2012 9:00:00 AM","6/20/2012 11:00:00 AM").Caption =
"caption 1";
      var var_Event = var_Events.Add("6/20/2012 11:00:00 AM","6/20/2012 1:00:00
PM");
         var_Event.LongLabel = "";
         var_Event.ExtraLabel = "<%=%5%>";
         var_Event.Caption = "caption 2";
      var var_Event1 = var_Events.Add("6/20/2012 1:00:00 PM","6/20/2012 3:00:00
PM");
         var_Event1.LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text";
         var_Event1.Caption = "caption 3";
</SCRIPT>
```

C# for /COM

```
axSchedule1.DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>";
axSchedule1.DefaultEventShortLabel = axSchedule1.DefaultEventLongLabel;
axSchedule1.Calendar.Selection =
```

```
Convert.ToDateTime("6/20/2012",System.Globalization.CultureInfo.GetCultureInfo("en-US"));
EXSCHEDULELib.Events var_Events = axSchedule1.Events;
   var_Events.Add(Convert.ToDateTime("6/20/2012 9:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption 1";
   EXSCHEDULELib.Event var_Event = var_Events.Add(Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 1:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event.LongLabel = "";
      var_Event.ExtraLabel = "<%=%5%>";
      var_Event.Caption = "caption 2";
   EXSCHEDULELib.Event var_Event1 = var_Events.Add(Convert.ToDateTime("6/20/2012 1:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 3:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event1.LongLabel = "<%=%256%><br><b><%=%5%><br><fgcolor=808080>another text";
      var_Event1.Caption = "caption 3";
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Event,com_Event1,com_Events;
   anytype var_Event,var_Event1,var_Events;
   ;

   super();

   exschedule1.DefaultEventLongLabel("<%=%256%><br><b><%=%5%>");
```

```
   exschedule1.DefaultEventShortLabel(exschedule1.DefaultEventLongLabel());

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("6/20/2012",2

   var_Events = exschedule1.Events(); com_Events = var_Events;
      var_Event =
COM::createFromObject(com_Events.Add(COMVariant::createFromUtcDateTime(str2Da
 9:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
11:00:00",213)))); com_Event = var_Event;
      com_Event.Caption("caption 1");
      var_Event =
com_Events.Add(COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
11:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
13:00:00",213))); com_Event = var_Event;
         com_Event.LongLabel("");
         com_Event.ExtraLabel("<%=%5%>");
         com_Event.Caption("caption 2");
      var_Event1 =
com_Events.Add(COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
13:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
15:00:00",213))); com_Event1 = var_Event1;
         com_Event1.LongLabel("<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text");
         com_Event1.Caption("caption 3");
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   DefaultEventLongLabel := '<%=%256%><br><b><%=%5%>';
   DefaultEventShortLabel := DefaultEventLongLabel;
   Calendar.Selection := '6/20/2012';
   with Events do
   begin
      Add('6/20/2012 9:00:00 AM','6/20/2012 11:00:00 AM').Caption := 'caption 1';
      with Add('6/20/2012 11:00:00 AM','6/20/2012 1:00:00 PM') do
```

```
      begin
         LongLabel := '';
         ExtraLabel := '<%=%5%>';
         Caption := 'caption 2';
      end;
      with Add('6/20/2012 1:00:00 PM','6/20/2012 3:00:00 PM') do
      begin
         LongLabel := '<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text';
         Caption := 'caption 3';
      end;
   end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
   DefaultEventLongLabel := '<%=%256%><br><b><%=%5%>';
   DefaultEventShortLabel := DefaultEventLongLabel;
   Calendar.Selection := '6/20/2012';
   with Events do
   begin
      Add('6/20/2012 9:00:00 AM','6/20/2012 11:00:00 AM').Caption := 'caption 1';
      with Add('6/20/2012 11:00:00 AM','6/20/2012 1:00:00 PM') do
      begin
         LongLabel := '';
         ExtraLabel := '<%=%5%>';
         Caption := 'caption 2';
      end;
      with Add('6/20/2012 1:00:00 PM','6/20/2012 3:00:00 PM') do
      begin
         LongLabel := '<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text';
         Caption := 'caption 3';
      end;
   end;
```

```
end
```

VFP

```
with thisform.Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = {^2012-6-20}
   with .Events
      .Add({^2012-6-20 9:00:00},{^2012-6-20 11:00:00}).Caption = "caption 1"
      with .Add({^2012-6-20 11:00:00},{^2012-6-20 13:00:00})
         .LongLabel = ""
         .ExtraLabel = "<%=%5%>"
         .Caption = "caption 2"
      endwith
      with .Add({^2012-6-20 13:00:00},{^2012-6-20 15:00:00})
         .LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
         .Caption = "caption 3"
      endwith
   endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Event,var_Event1,var_Event2,var_Events

oSchedule = form.Activex1.nativeObject
oSchedule.DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = "06/20/2012"
var_Events = oSchedule.Events
   // var_Events.Add("06/20/2012 09:00:00","06/20/2012 11:00:00").Caption
= "caption 1"
   var_Event = var_Events.Add("06/20/2012 09:00:00","06/20/2012 11:00:00")
   with (oSchedule)
      TemplateDef = [Dim var_Event]
      TemplateDef = var_Event
```

```
    Template = [var_Event.Caption = "caption 1"]
  endwith
  var_Event1 = var_Events.Add("06/20/2012 11:00:00","06/20/2012 13:00:00")
    var_Event1.LongLabel = ""
    var_Event1.ExtraLabel = "<%=%5%>"
    var_Event1.Caption = "caption 2"
  var_Event2 = var_Events.Add("06/20/2012 13:00:00","06/20/2012 15:00:00")
    var_Event2.LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
    var_Event2.Caption = "caption 3"
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Event as P
Dim var_Event1 as P
Dim var_Event2 as P
Dim var_Events as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.DefaultEventLongLabel = "<%=%256%><br>><b><%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = {06/20/2012}
var_Events = oSchedule.Events
  ' var_Events.Add({06/20/2012 09:00:00},{06/20/2012 11:00:00}).Caption =
"caption 1"
  var_Event = var_Events.Add({06/20/2012 09:00:00},{06/20/2012 11:00:00})
  oSchedule.TemplateDef = "Dim var_Event"
  oSchedule.TemplateDef = var_Event
  oSchedule.Template = "var_Event.Caption = \"caption 1\""

  var_Event1 = var_Events.Add({06/20/2012 11:00:00},{06/20/2012 13:00:00})
    var_Event1.LongLabel = ""
    var_Event1.ExtraLabel = "<%=%5%>"
    var_Event1.Caption = "caption 2"
  var_Event2 = var_Events.Add({06/20/2012 13:00:00},{06/20/2012 15:00:00})
```

```
    var_Event2.LongLabel = "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
    var_Event2.Caption = "caption 3"
```

Visual Objects

```
local var_Event,var_Event1 as IEvent
local var_Events as IEvents

oDCOCX_Exontrol1:DefaultEventLongLabel := "<%=%256%><br><b>
<%=%5%>"
oDCOCX_Exontrol1:DefaultEventShortLabel :=
oDCOCX_Exontrol1:DefaultEventLongLabel
oDCOCX_Exontrol1:Calendar:Selection := SToD("20120620")
var_Events := oDCOCX_Exontrol1:Events
  var_Events:Add(SToD("20120620 09:00:00"),SToD("20120620 11:00:00")):Caption
:= "caption 1"
  var_Event := var_Events:Add(SToD("20120620 11:00:00"),SToD("20120620
13:00:00"))
    var_Event:LongLabel := ""
    var_Event:ExtraLabel := "<%=%5%>"
    var_Event:Caption := "caption 2"
  var_Event1 := var_Events:Add(SToD("20120620 13:00:00"),SToD("20120620
15:00:00"))
    var_Event1:LongLabel := "<%=%256%><br><b><%=%5%><br>
<fgcolor=808080>another text"
    var_Event1:Caption := "caption 3"
```

PowerBuilder

```
OleObject oSchedule,var_Event,var_Event1,var_Events

oSchedule = ole_1.Object
oSchedule.DefaultEventLongLabel = "<%=%256%><br><b><%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = 2012-06-20
```

```
var_Events = oSchedule.Events
   var_Events.Add(DateTime(2012-06-20,09:00:00),DateTime(2012-06-20,11:00:00)).Caption = "caption 1"
   var_Event = var_Events.Add(DateTime(2012-06-20,11:00:00),DateTime(2012-06-20,13:00:00))
      var_Event.LongLabel = ""
      var_Event.ExtraLabel = "<%=%5%>"
      var_Event.Caption = "caption 2"
   var_Event1 = var_Events.Add(DateTime(2012-06-20,13:00:00),DateTime(2012-06-20,15:00:00))
      var_Event1.LongLabel = "<%=%256%><br><b><%=%5%><br><fgcolor=808080>another text"
      var_Event1.Caption = "caption 3"
```

The following sample uses and display just the Caption of the event.

VBA (MS Access, Excell...)

```
With Schedule1
   .DefaultEventLongLabel = "<%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = #6/20/2012#
   With .Events
      .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption 1"
      .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#).Caption = "caption 2"
      .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#).Caption = "caption 3"
   End With
End With
```

VB6

```
With Schedule1
   .DefaultEventLongLabel = "<%=%5%>"
   .DefaultEventShortLabel = .DefaultEventLongLabel
   .Calendar.Selection = #6/20/2012#
```

```
  With .Events
    .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption 1"
    .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#).Caption = "caption 2"
    .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#).Caption = "caption 3"
  End With
End With
```

VB.NET

```
With Exschedule1
  .DefaultEventLongLabel = "<%=%5%>"
  .DefaultEventShortLabel = .DefaultEventLongLabel
  .Calendar.Selection = #6/20/2012#
  With .Events
    .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption 1"
    .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#).Caption = "caption 2"
    .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#).Caption = "caption 3"
  End With
End With
```

VB.NET for /COM

```
With AxSchedule1
  .DefaultEventLongLabel = "<%=%5%>"
  .DefaultEventShortLabel = .DefaultEventLongLabel
  .Calendar.Selection = #6/20/2012#
  With .Events
    .Add(#6/20/2012 9:00:00 AM#,#6/20/2012 11:00:00 AM#).Caption = "caption 1"
    .Add(#6/20/2012 11:00:00 AM#,#6/20/2012 1:00:00 PM#).Caption = "caption 2"
    .Add(#6/20/2012 1:00:00 PM#,#6/20/2012 3:00:00 PM#).Caption = "caption 3"
  End With
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutDefaultEventLongLabel(L"<%=%5%>");
spSchedule1->PutDefaultEventShortLabel(spSchedule1-
>GetDefaultEventLongLabel());
spSchedule1->GetCalendar()->PutSelection("6/20/2012");
EXSCHEDULELib::IEventsPtr var_Events = spSchedule1->GetEvents();
   var_Events->Add("6/20/2012 9:00:00 AM","6/20/2012 11:00:00 AM")-
>PutCaption(L"caption 1");
   var_Events->Add("6/20/2012 11:00:00 AM","6/20/2012 1:00:00 PM")-
>PutCaption(L"caption 2");
   var_Events->Add("6/20/2012 1:00:00 PM","6/20/2012 3:00:00 PM")-
>PutCaption(L"caption 3");
```

C++ Builder

```
Schedule1->DefaultEventLongLabel = L"<%=%5%>";
Schedule1->DefaultEventShortLabel = Schedule1->DefaultEventLongLabel;
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2012,6,20).operator
double()));
Exschedulelib_tlb::IEventsPtr var_Events = Schedule1->Events;
   var_Events->Add(TVariant(TDateTime(2012,6,20,9,00,00,0).operator
double()),TVariant(TDateTime(2012,6,20,11,00,00,0).operator double()))->Caption =
L"caption 1";
   var_Events->Add(TVariant(TDateTime(2012,6,20,11,00,00,0).operator
double()),TVariant(TDateTime(2012,6,20,13,00,00,0).operator double()))->Caption =
L"caption 2";
```

```
var_Events->Add(TVariant(TDateTime(2012,6,20,13,00,00,0).operator double()),TVariant(TDateTime(2012,6,20,15,00,00,0).operator double()))->Caption = L"caption 3";
```

C#

```
exschedule1.DefaultEventLongLabel = "<%=%5%>";
exschedule1.DefaultEventShortLabel = exschedule1.DefaultEventLongLabel;
exschedule1.Calendar.Selection = Convert.ToDateTime("6/20/2012",System.Globalization.CultureInfo.GetCultureInfo("en-US"));
exontrol.EXSCHEDULELib.Events var_Events = exschedule1.Events;
var_Events.Add(Convert.ToDateTime("6/20/2012 9:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption 1";
var_Events.Add(Convert.ToDateTime("6/20/2012 11:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 1:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption 2";
var_Events.Add(Convert.ToDateTime("6/20/2012 1:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("6/20/2012 3:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption 3";
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377" id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
Schedule1.DefaultEventLongLabel = "<%=%5%>";
Schedule1.DefaultEventShortLabel = Schedule1.DefaultEventLongLabel;
```

```
  Schedule1.Calendar.Selection = "6/20/2012";
  var var_Events = Schedule1.Events;
     var_Events.Add("6/20/2012 9:00:00 AM","6/20/2012 11:00:00 AM").Caption =
"caption 1";
     var_Events.Add("6/20/2012 11:00:00 AM","6/20/2012 1:00:00 PM").Caption =
"caption 2";
     var_Events.Add("6/20/2012 1:00:00 PM","6/20/2012 3:00:00 PM").Caption =
"caption 3";
</SCRIPT>
```

C# for /COM

```
axSchedule1.DefaultEventLongLabel = "<%=%5%>";
axSchedule1.DefaultEventShortLabel = axSchedule1.DefaultEventLongLabel;
axSchedule1.Calendar.Selection =
Convert.ToDateTime("6/20/2012",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
EXSCHEDULELib.Events var_Events = axSchedule1.Events;
  var_Events.Add(Convert.ToDateTime("6/20/2012 9:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("6/20/2012 11:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption
1";
  var_Events.Add(Convert.ToDateTime("6/20/2012 11:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("6/20/2012 1:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption
2";
  var_Events.Add(Convert.ToDateTime("6/20/2012 1:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("6/20/2012 3:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Caption = "caption
3";
```

X++ (Dynamics Ax 2009)

```
public void init()
```

```
{
   COM com_Event,com_Events;
   anytype var_Event,var_Events;
   ;

   super();

   exschedule1.DefaultEventLongLabel("<%=%5%>");
   exschedule1.DefaultEventShortLabel(exschedule1.DefaultEventLongLabel());

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("6/20/2012",2

   var_Events = exschedule1.Events(); com_Events = var_Events;
      var_Event =
COM::createFromObject(com_Events.Add(COMVariant::createFromUtcDateTime(str2Da
 9:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
11:00:00",213)))); com_Event = var_Event;
      com_Event.Caption("caption 1");
      var_Event =
COM::createFromObject(com_Events.Add(COMVariant::createFromUtcDateTime(str2Da
 11:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
13:00:00",213)))); com_Event = var_Event;
      com_Event.Caption("caption 2");
      var_Event =
COM::createFromObject(com_Events.Add(COMVariant::createFromUtcDateTime(str2Da
 13:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("6/20/2012
15:00:00",213)))); com_Event = var_Event;
      com_Event.Caption("caption 3");
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   DefaultEventLongLabel := '<%=%5%>';
   DefaultEventShortLabel := DefaultEventLongLabel;
   Calendar.Selection := '6/20/2012';
```

```
  with Events do
  begin
    Add('6/20/2012 9:00:00 AM','6/20/2012 11:00:00 AM').Caption := 'caption 1';
    Add('6/20/2012 11:00:00 AM','6/20/2012 1:00:00 PM').Caption := 'caption 2';
    Add('6/20/2012 1:00:00 PM','6/20/2012 3:00:00 PM').Caption := 'caption 3';
  end;
end
```

Delphi (standard)

```
with Schedule1 do
begin
  DefaultEventLongLabel := '<%=%5%>';
  DefaultEventShortLabel := DefaultEventLongLabel;
  Calendar.Selection := '6/20/2012';
  with Events do
  begin
    Add('6/20/2012 9:00:00 AM','6/20/2012 11:00:00 AM').Caption := 'caption 1';
    Add('6/20/2012 11:00:00 AM','6/20/2012 1:00:00 PM').Caption := 'caption 2';
    Add('6/20/2012 1:00:00 PM','6/20/2012 3:00:00 PM').Caption := 'caption 3';
  end;
end
```

VFP

```
with thisform.Schedule1
  .DefaultEventLongLabel = "<%=%5%>"
  .DefaultEventShortLabel = .DefaultEventLongLabel
  .Calendar.Selection = {^2012-6-20}
  with .Events
    .Add({^2012-6-20 9:00:00},{^2012-6-20 11:00:00}).Caption = "caption 1"
    .Add({^2012-6-20 11:00:00},{^2012-6-20 13:00:00}).Caption = "caption 2"
    .Add({^2012-6-20 13:00:00},{^2012-6-20 15:00:00}).Caption = "caption 3"
  endwith
endwith
```

dBASE Plus

```
local oSchedule,var_Event,var_Event1,var_Event2,var_Events

oSchedule = form.Activex1.nativeObject
oSchedule.DefaultEventLongLabel = "<%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = "06/20/2012"
var_Events = oSchedule.Events
   // var_Events.Add("06/20/2012 09:00:00","06/20/2012 11:00:00").Caption
= "caption 1"
   var_Event = var_Events.Add("06/20/2012 09:00:00","06/20/2012 11:00:00")
   with (oSchedule)
      TemplateDef = [Dim var_Event]
      TemplateDef = var_Event
      Template = [var_Event.Caption = "caption 1"]
   endwith
   // var_Events.Add("06/20/2012 11:00:00","06/20/2012 13:00:00").Caption
= "caption 2"
   var_Event1 = var_Events.Add("06/20/2012 11:00:00","06/20/2012 13:00:00")
   with (oSchedule)
      TemplateDef = [Dim var_Event1]
      TemplateDef = var_Event1
      Template = [var_Event1.Caption = "caption 2"]
   endwith
   // var_Events.Add("06/20/2012 13:00:00","06/20/2012 15:00:00").Caption
= "caption 3"
   var_Event2 = var_Events.Add("06/20/2012 13:00:00","06/20/2012 15:00:00")
   with (oSchedule)
      TemplateDef = [Dim var_Event2]
      TemplateDef = var_Event2
      Template = [var_Event2.Caption = "caption 3"]
   endwith
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Event as P
```

```
Dim var_Event1 as P
Dim var_Event2 as P
Dim var_Events as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.DefaultEventLongLabel = "<%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = {06/20/2012}
var_Events = oSchedule.Events
   ' var_Events.Add({06/20/2012 09:00:00},{06/20/2012 11:00:00}).Caption =
"caption 1"
   var_Event = var_Events.Add({06/20/2012 09:00:00},{06/20/2012 11:00:00})
   oSchedule.TemplateDef = "Dim var_Event"
   oSchedule.TemplateDef = var_Event
   oSchedule.Template = "var_Event.Caption = \"caption 1\""

   ' var_Events.Add({06/20/2012 11:00:00},{06/20/2012 13:00:00}).Caption =
"caption 2"
   var_Event1 = var_Events.Add({06/20/2012 11:00:00},{06/20/2012 13:00:00})
   oSchedule.TemplateDef = "Dim var_Event1"
   oSchedule.TemplateDef = var_Event1
   oSchedule.Template = "var_Event1.Caption = \"caption 2\""

   ' var_Events.Add({06/20/2012 13:00:00},{06/20/2012 15:00:00}).Caption =
"caption 3"
   var_Event2 = var_Events.Add({06/20/2012 13:00:00},{06/20/2012 15:00:00})
   oSchedule.TemplateDef = "Dim var_Event2"
   oSchedule.TemplateDef = var_Event2
   oSchedule.Template = "var_Event2.Caption = \"caption 3\""
```

Visual Objects

```
local var_Events as IEvents

oDCOCX_Exontrol1:DefaultEventLongLabel := "<%=%5%>"
```

```
oDCOCX_Exontrol1:DefaultEventShortLabel :=
oDCOCX_Exontrol1:DefaultEventLongLabel
oDCOCX_Exontrol1:Calendar:Selection := SToD("20120620")
var_Events := oDCOCX_Exontrol1:Events
   var_Events:Add(SToD("20120620 09:00:00"),SToD("20120620 11:00:00")):Caption
:= "caption 1"
   var_Events:Add(SToD("20120620 11:00:00"),SToD("20120620 13:00:00")):Caption
:= "caption 2"
   var_Events:Add(SToD("20120620 13:00:00"),SToD("20120620 15:00:00")):Caption
:= "caption 3"
```

PowerBuilder

```
OleObject oSchedule,var_Events

oSchedule = ole_1.Object
oSchedule.DefaultEventLongLabel = "<%=%5%>"
oSchedule.DefaultEventShortLabel = oSchedule.DefaultEventLongLabel
oSchedule.Calendar.Selection = 2012-06-20
var_Events = oSchedule.Events
   var_Events.Add(DateTime(2012-06-20,09:00:00),DateTime(2012-06-
20,11:00:00)).Caption = "caption 1"
   var_Events.Add(DateTime(2012-06-20,11:00:00),DateTime(2012-06-
20,13:00:00)).Caption = "caption 2"
   var_Events.Add(DateTime(2012-06-20,13:00:00),DateTime(2012-06-
20,15:00:00)).Caption = "caption 3"
```

method Event.ClearShowStatus ()

Clears the status flag, so the ShowStatusEvent property indicates whether the current event shows or hides its status.

Type	Description

The ClearShowStatus method clears the ShowStatus flag, if previously the ShowStatus property has been set. By default, the ShowStatusEvent property shows or hides the status part for all events. The ShowStatus property shows or hides the status part of giving event. Use the ClearShowStatus method to allow the ShowStatusEvent property to display the event's status, rather than ShowStatus property.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

method Event.ClearStatusColor ()

Clears the status color flag, so the StatusEventColor property indicates the color to show the event's status.

Type	Description

The ClearStatusColor method clears the StatusColor property, if previously has been set. By default, the StatusEventColor property indicates the visual appearance to show the status part of all events. The StatusColor property indicates the color to show the status for a giving event. The ClearStatusColor method allows the StatusEventColor property to specify the event's status color, rather than StatusColor property. The ShowStatus property indicates whether the event displays the status part. The ShowEventStatus property indicates whether all events shows the status part.

property Event.Client as Variant

Returns the client area of the event.

Type	Description
Variant	Returns a safe array array of [x,y,width,height] type, relative to the control's top-left corner of the control

The Client property gets the event's client rectangle as a safe array of [x,y,width,height] type, relative to the control's top-left corner. The Client property returns the [0,0,0,0] safe array If the event is not visible.

property Event.Editable as EditableCaptionEnum

Specifies whether the event's caption is editable.

Type	Description
EditableCaptionEnum	An EditableCaptionEnum expression that specifies the property of the event being edited when event performs an inline editing.

By default, the Editable property is exEditExtraLabel, which means that the event's ExtraLabel property is edited. The Editable property indicates the property of the event to be edited when user double clicks the event. The AllowEditEvent property specifies the combination of keys that the user can use so the event gets inline editing. The LayoutStartChanging(exScheduleEditEvent) event notifies your application once the inline editing starts. The LayoutEndChanging(exScheduleEditEvent) event notifies your application once the inline editing starts. The control fires the AddEvent event which can be used to initialize the Editable property with a different value.

You can use the EventFromPoint(-1,-1) metod during the LayoutStartChanging(exScheduleEditEvent) to store the event from the cursor to a global member, and when LayoutEndChanging(exScheduleEditEvent) occurs, you can use the previously stored member to identify the event being edited like in the following snippet of code:

```
Private evEdit As Object
```

```
Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleEditEvent) Then
      Set evEdit = Schedule1.EventFromPoint(-1, -1)
   End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleEditEvent) Then
      If Not evEdit Is Nothing Then
         Debug.Print "Event: " & evEdit.Handle & " has been edited, and the new caption is:
" & evEdit.ExtraLabel
      End If
   End If
```

```
End Sub
```

The following sample edit and displays the event's LongLabel property only. During the AddEvent event you should call the ***Ev.Editable on 3***, in case you need to be applied for any new event created.

VBA (MS Access, Excell...)

```
' AddEvent event - Notifies your application once the a new event is added.
Private Sub Schedule1_AddEvent(ByVal Ev As Object)
End Sub

With Schedule1
   .SelectEventStyle = 48
   .DefaultEventLongLabel = ""
   .DefaultEventShortLabel = ""
   .CreateEventLabel = ""
   .Calendar.Selection = #1/10/2001#
   .OnResizeControl = 3073
   With .Events
      With .Add(#1/10/2001 9:00:00 AM#,#1/10/2001 0:30:00 PM#)
         .Editable = 3
         .LongLabel = "just your label"
      End With
      With .Add(#1/10/2001 10:00:00 AM#,#1/10/2001 1:00:00 PM#)
         .Editable = 3
         .LongLabel = "just another label"
      End With
   End With
End With
```

VB6

```
' AddEvent event - Notifies your application once the a new event is added.
Private Sub Schedule1_AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
End Sub

With Schedule1
   .SelectEventStyle = exLinesSolid
```

```
    .DefaultEventLongLabel = ""
    .DefaultEventShortLabel = ""
    .CreateEventLabel = ""
    .Calendar.Selection = #1/10/2001#
    .OnResizeControl = OnResizeControlEnum.exResizePanelRight Or
OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide
    With .Events
        With .Add(#1/10/2001 9:00:00 AM#,#1/10/2001 0:30:00 PM#)
            .Editable = exEditLongLabel
            .LongLabel = "just your label"
        End With
        With .Add(#1/10/2001 10:00:00 AM#,#1/10/2001 1:00:00 PM#)
            .Editable = exEditLongLabel
            .LongLabel = "just another label"
        End With
    End With
End With
```

VB.NET

```
' AddEvent event - Notifies your application once the a new event is added.
Private Sub Exschedule1_AddEvent(ByVal sender As System.Object,ByVal Ev As
exontrol.EXSCHEDULELib.Event) Handles Exschedule1.AddEvent
End Sub

With Exschedule1
    .SelectEventStyle = exontrol.EXSCHEDULELib.LinesStyleEnum.exLinesSolid
    .DefaultEventLongLabel = ""
    .DefaultEventShortLabel = ""
    .CreateEventLabel = ""
    .Calendar.Selection = #1/10/2001#
    .OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide
    With .Events
        With .Add(#1/10/2001 9:00:00 AM#,#1/10/2001 0:30:00 PM#)
```

```
        .Editable = exontrol.EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel
        .LongLabel = "just your label"
      End With
      With .Add(#1/10/2001 10:00:00 AM#,#1/10/2001 1:00:00 PM#)
        .Editable = exontrol.EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel
        .LongLabel = "just another label"
      End With
    End With
End With
```

VB.NET for /COM

```
' AddEvent event - Notifies your application once the a new event is added.
Private Sub AxSchedule1_AddEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent) Handles
AxSchedule1.AddEvent
End Sub

With AxSchedule1
   .SelectEventStyle = EXSCHEDULELib.LinesStyleEnum.exLinesSolid
   .DefaultEventLongLabel = ""
   .DefaultEventShortLabel = ""
   .CreateEventLabel = ""
   .Calendar.Selection = #1/10/2001#
   .OnResizeControl = EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit Or
EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide
   With .Events
      With .Add(#1/10/2001 9:00:00 AM#,#1/10/2001 0:30:00 PM#)
        .Editable = EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel
        .LongLabel = "just your label"
      End With
      With .Add(#1/10/2001 10:00:00 AM#,#1/10/2001 1:00:00 PM#)
        .Editable = EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel
        .LongLabel = "just another label"
      End With
   End With
```

```
End With
```

C++

```
// AddEvent event - Notifies your application once the a new event is added.
void OnAddEventSchedule1(LPDISPATCH Ev)
{
}

/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutSelectEventStyle(EXSCHEDULELib::exLinesSolid);
spSchedule1->PutDefaultEventLongLabel(L"");
spSchedule1->PutDefaultEventShortLabel(L"");
spSchedule1->PutCreateEventLabel(L"");
spSchedule1->GetCalendar()->PutSelection("1/10/2001");
spSchedule1-
>PutOnResizeControl(EXSCHEDULELib::OnResizeControlEnum(EXSCHEDULELib::exResiz
| EXSCHEDULELib::exCalendarFit | EXSCHEDULELib::exCalendarAutoHide));
EXSCHEDULELib::IEventsPtr var_Events = spSchedule1->GetEvents();
   EXSCHEDULELib::IEventPtr var_Event = var_Events->Add("1/10/2001 9:00:00
AM","1/10/2001 12:30:00 PM");
      var_Event->PutEditable(EXSCHEDULELib::exEditLongLabel);
      var_Event->PutLongLabel(L"just your label");
   EXSCHEDULELib::IEventPtr var_Event1 = var_Events->Add("1/10/2001 10:00:00
AM","1/10/2001 1:00:00 PM");
      var_Event1->PutEditable(EXSCHEDULELib::exEditLongLabel);
      var_Event1->PutLongLabel(L"just another label");
```

C++ Builder

```
// AddEvent event - Notifies your application once the a new event is added.
void __fastcall TForm1::Schedule1AddEvent(TObject *Sender,Exschedulelib_tlb::IEvent
*Ev)
{
}

Schedule1->SelectEventStyle = Exschedulelib_tlb::LinesStyleEnum::exLinesSolid;
Schedule1->DefaultEventLongLabel = L"";
Schedule1->DefaultEventShortLabel = L"";
Schedule1->CreateEventLabel = L"";
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2001,1,10).operator
double()));
Schedule1->OnResizeControl =
Exschedulelib_tlb::OnResizeControlEnum::exResizePanelRight |
Exschedulelib_tlb::OnResizeControlEnum::exCalendarFit |
Exschedulelib_tlb::OnResizeControlEnum::exCalendarAutoHide;
Exschedulelib_tlb::IEventsPtr var_Events = Schedule1->Events;
   Exschedulelib_tlb::IEventPtr var_Event = var_Events-
>Add(TVariant(TDateTime(2001,1,10,9,00,00,0).operator
double()),TVariant(TDateTime(2001,1,10,12,30,00,0).operator double()));
      var_Event->Editable =
Exschedulelib_tlb::EditableCaptionEnum::exEditLongLabel;
      var_Event->LongLabel = L"just your label";
   Exschedulelib_tlb::IEventPtr var_Event1 = var_Events-
>Add(TVariant(TDateTime(2001,1,10,10,00,00,0).operator
double()),TVariant(TDateTime(2001,1,10,13,00,00,0).operator double()));
      var_Event1->Editable =
Exschedulelib_tlb::EditableCaptionEnum::exEditLongLabel;
      var_Event1->LongLabel = L"just another label";
```

C#

```
// AddEvent event - Notifies your application once the a new event is added.
private void exschedule1_AddEvent(object sender,exontrol.EXSCHEDULELib.Event Ev)
{
```

```
}
//this.exschedule1.AddEvent += new
exontrol.EXSCHEDULELib.exg2antt.AddEventEventHandler(this.exschedule1_Ad


exschedule1.SelectEventStyle =
exontrol.EXSCHEDULELib.LinesStyleEnum.exLinesSolid;
exschedule1.DefaultEventLongLabel = "";
exschedule1.DefaultEventShortLabel = "";
exschedule1.CreateEventLabel = "";
exschedule1.Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
exschedule1.OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide;
exontrol.EXSCHEDULELib.Events var_Events = exschedule1.Events;
   exontrol.EXSCHEDULELib.Event var_Event =
var_Events.Add(Convert.ToDateTime("1/10/2001 9:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("1/10/2001 12:30:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event.Editable =
exontrol.EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
      var_Event.LongLabel = "just your label";
   exontrol.EXSCHEDULELib.Event var_Event1 =
var_Events.Add(Convert.ToDateTime("1/10/2001 10:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("1/10/2001 1:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event1.Editable =
exontrol.EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
      var_Event1.LongLabel = "just another label";
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="AddEvent(Ev)" LANGUAGE="JScript">
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.SelectEventStyle = 48;
   Schedule1.DefaultEventLongLabel = "";
   Schedule1.DefaultEventShortLabel = "";
   Schedule1.CreateEventLabel = "";
   Schedule1.Calendar.Selection = "1/10/2001";
   Schedule1.OnResizeControl = 3073;
   var var_Events = Schedule1.Events;
      var var_Event = var_Events.Add("1/10/2001 9:00:00 AM","1/10/2001 12:30:00
PM");
         var_Event.Editable = 3;
         var_Event.LongLabel = "just your label";
      var var_Event1 = var_Events.Add("1/10/2001 10:00:00 AM","1/10/2001 1:00:00
PM");
         var_Event1.Editable = 3;
         var_Event1.LongLabel = "just another label";
</SCRIPT>
```

C# for /COM

```
// AddEvent event - Notifies your application once the a new event is added.
private void axSchedule1_AddEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent e)
{
}
//this.axSchedule1.AddEvent += new
AxEXSCHEDULELib._IScheduleEvents_AddEventEventHandler(this.axSchedule1_A



axSchedule1.SelectEventStyle = EXSCHEDULELib.LinesStyleEnum.exLinesSolid;
axSchedule1.DefaultEventLongLabel = "";
```

```
axSchedule1.DefaultEventShortLabel = "";
axSchedule1.CreateEventLabel = "";
axSchedule1.Calendar.Selection =
Convert.ToDateTime("1/10/2001",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
axSchedule1.OnResizeControl =
EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit |
EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide;
EXSCHEDULELib.Events var_Events = axSchedule1.Events;
   EXSCHEDULELib.Event var_Event =
var_Events.Add(Convert.ToDateTime("1/10/2001 9:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("1/10/2001 12:30:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event.Editable = EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
      var_Event.LongLabel = "just your label";
   EXSCHEDULELib.Event var_Event1 =
var_Events.Add(Convert.ToDateTime("1/10/2001 10:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("1/10/2001 1:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
      var_Event1.Editable = EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
      var_Event1.LongLabel = "just another label";
```

X++ (Dynamics Ax 2009)

```
// AddEvent event - Notifies your application once the a new event is added.
void onEvent_AddEvent(COM _Ev)
{
   ;
}

public void init()
{
   COM com_Event,com_Event1,com_Events;
```

```
    anytype var_Event,var_Event1,var_Events;
    ;

    super();

    exschedule1.SelectEventStyle(48/*exLinesSolid*/);
    exschedule1.DefaultEventLongLabel("");
    exschedule1.DefaultEventShortLabel("");
    exschedule1.CreateEventLabel("");

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("1/10/2001",2

    exschedule1.OnResizeControl(3073/*exResizePanelRight | exCalendarFit |
exCalendarAutoHide*/);
    var_Events = exschedule1.Events(); com_Events = var_Events;
        var_Event =
com_Events.Add(COMVariant::createFromUtcDateTime(str2Datetime("1/10/2001
9:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("1/10/2001
12:30:00",213))); com_Event = var_Event;
            com_Event.Editable(3/*exEditLongLabel*/);
            com_Event.LongLabel("just your label");
        var_Event1 =
com_Events.Add(COMVariant::createFromUtcDateTime(str2Datetime("1/10/2001
10:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("1/10/2001
13:00:00",213))); com_Event1 = var_Event1;
            com_Event1.Editable(3/*exEditLongLabel*/);
            com_Event1.LongLabel("just another label");
}
```

Delphi 8 (.NET only)

```
// AddEvent event - Notifies your application once the a new event is added.
procedure TWinForm1.AxSchedule1_AddEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent);
begin
end;
```

```
with AxSchedule1 do
begin
   SelectEventStyle := EXSCHEDULELib.LinesStyleEnum.exLinesSolid;
   DefaultEventLongLabel := '';
   DefaultEventShortLabel := '';
   CreateEventLabel := '';
   Calendar.Selection := '1/10/2001';
   OnResizeControl :=
Integer(EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exCalendarFit) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide);
   with Events do
   begin
      with Add('1/10/2001 9:00:00 AM','1/10/2001 12:30:00 PM') do
      begin
         Editable := EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
         LongLabel := 'just your label';
      end;
      with Add('1/10/2001 10:00:00 AM','1/10/2001 1:00:00 PM') do
      begin
         Editable := EXSCHEDULELib.EditableCaptionEnum.exEditLongLabel;
         LongLabel := 'just another label';
      end;
   end;
end
```

Delphi (standard)

```
// AddEvent event - Notifies your application once the a new event is added.
procedure TForm1.Schedule1AddEvent(ASender: TObject; Ev : IEvent);
begin
end;

with Schedule1 do
begin
   SelectEventStyle := EXSCHEDULELib_TLB.exLinesSolid;
   DefaultEventLongLabel := '';
```

```
  DefaultEventShortLabel := '';
  CreateEventLabel := '';
  Calendar.Selection := '1/10/2001';
  OnResizeControl := Integer(EXSCHEDULELib_TLB.exResizePanelRight) Or
Integer(EXSCHEDULELib_TLB.exCalendarFit) Or
Integer(EXSCHEDULELib_TLB.exCalendarAutoHide);
  with Events do
  begin
    with Add('1/10/2001 9:00:00 AM','1/10/2001 12:30:00 PM') do
    begin
      Editable := EXSCHEDULELib_TLB.exEditLongLabel;
      LongLabel := 'just your label';
    end;
    with Add('1/10/2001 10:00:00 AM','1/10/2001 1:00:00 PM') do
    begin
      Editable := EXSCHEDULELib_TLB.exEditLongLabel;
      LongLabel := 'just another label';
    end;
  end;
end
```

VFP

```
*** AddEvent event - Notifies your application once the a new event is added. ***
LPARAMETERS Ev

with thisform.Schedule1
  .SelectEventStyle = 48
  .DefaultEventLongLabel = ""
  .DefaultEventShortLabel = ""
  .CreateEventLabel = ""
  .Calendar.Selection = {^2001-1-10}
  .OnResizeControl = 3073
  with .Events
    with .Add({^2001-1-10 9:00:00},{^2001-1-10 12:30:00})
      .Editable = 3
      .LongLabel = "just your label"
```

```
      endwith
      with .Add({^2001-1-10 10:00:00},{^2001-1-10 13:00:00})
         .Editable = 3
         .LongLabel = "just another label"
      endwith
   endwith
endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   AddEvent = class::nativeObject_AddEvent
endwith
*/
// Notifies your application once the a new event is added.
function nativeObject_AddEvent(Ev)
   local oSchedule
   oSchedule = form.Activex1.nativeObject
return

local oSchedule,var_Event,var_Event1,var_Events

oSchedule = form.Activex1.nativeObject
oSchedule.SelectEventStyle = 48
oSchedule.DefaultEventLongLabel = ""
oSchedule.DefaultEventShortLabel = ""
oSchedule.CreateEventLabel = ""
oSchedule.Calendar.Selection = "01/10/2001"
oSchedule.OnResizeControl = 3073 /*exResizePanelRight | exCalendarFit |
exCalendarAutoHide*/
var_Events = oSchedule.Events
   var_Event = var_Events.Add("01/10/2001 09:00:00","01/10/2001 12:30:00")
      var_Event.Editable = 3
      var_Event.LongLabel = "just your label"
   var_Event1 = var_Events.Add("01/10/2001 10:00:00","01/10/2001 13:00:00")
      var_Event1.Editable = 3
```

```
    var_Event1.LongLabel = "just another label"
```

XBasic (Alpha Five)

```
' Notifies your application once the a new event is added.
function AddEvent as v (Ev as OLE::Exontrol.Schedule.1::IEvent)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
end function

Dim oSchedule as P
Dim var_Event as P
Dim var_Event1 as P
Dim var_Events as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.SelectEventStyle = 48
oSchedule.DefaultEventLongLabel = ""
oSchedule.DefaultEventShortLabel = ""
oSchedule.CreateEventLabel = ""
oSchedule.Calendar.Selection = {01/10/2001}
oSchedule.OnResizeControl = 3073 'exResizePanelRight + exCalendarFit +
exCalendarAutoHide
var_Events = oSchedule.Events
   var_Event = var_Events.Add({01/10/2001 09:00:00},{01/10/2001 12:30:00})
      var_Event.Editable = 3
      var_Event.LongLabel = "just your label"
   var_Event1 = var_Events.Add({01/10/2001 10:00:00},{01/10/2001 13:00:00})
      var_Event1.Editable = 3
      var_Event1.LongLabel = "just another label"
```

Visual Objects

```
METHOD OCX_Exontrol1AddEvent(Ev) CLASS MainDialog
   // AddEvent event - Notifies your application once the a new event is
added.
```

```
RETURN NIL

local var_Event,var_Event1 as IEvent
local var_Events as IEvents

oDCOCX_Exontrol1:SelectEventStyle := exLinesSolid
oDCOCX_Exontrol1:DefaultEventLongLabel := ""
oDCOCX_Exontrol1:DefaultEventShortLabel := ""
oDCOCX_Exontrol1:CreateEventLabel := ""
oDCOCX_Exontrol1:Calendar:Selection := SToD("20010110")
oDCOCX_Exontrol1:OnResizeControl := exResizePanelRight | exCalendarFit |
exCalendarAutoHide
var_Events := oDCOCX_Exontrol1:Events
   var_Event := var_Events:Add(SToD("20010110 09:00:00"),SToD("20010110
12:30:00"))
      var_Event:Editable := exEditLongLabel
      var_Event:LongLabel := "just your label"
   var_Event1 := var_Events:Add(SToD("20010110 10:00:00"),SToD("20010110
13:00:00"))
      var_Event1:Editable := exEditLongLabel
      var_Event1:LongLabel := "just another label"
```

PowerBuilder

```
/*begin event AddEvent(oleobject Ev) - Notifies your application once the a new
event is added.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
*/
/*end event AddEvent*/

OleObject oSchedule,var_Event,var_Event1,var_Events

oSchedule = ole_1.Object
oSchedule.SelectEventStyle = 48
```

```
oSchedule.DefaultEventLongLabel = ""
oSchedule.DefaultEventShortLabel = ""
oSchedule.CreateEventLabel = ""
oSchedule.Calendar.Selection = 2001-01-10
oSchedule.OnResizeControl = 3073 /*exResizePanelRight | exCalendarFit |
exCalendarAutoHide*/
var_Events = oSchedule.Events
   var_Event = var_Events.Add(DateTime(2001-01-10,09:00:00),DateTime(2001-01-
10,12:30:00))
      var_Event.Editable = 3
      var_Event.LongLabel = "just your label"
   var_Event1 = var_Events.Add(DateTime(2001-01-10,10:00:00),DateTime(2001-01-
10,13:00:00))
      var_Event1.Editable = 3
      var_Event1.LongLabel = "just another label"
```

property Event.End as Date

Specifies the ending date/time of the event.

Type	Description
Date	A DATE expression that specifies the upper margin of the event

The End property of the Event indicates the date/time when the event or the appointment ends. The End parameter of the Add method indicates the ending point of the event at adding time. The Start property of the event indicates the starting point of the event. The Start and End properties may be identical if the AllDayEvent property is True. The UpdateEvent event is fired once the End property is changed. The Resizable property of the Event indicates whether the user can resize the event at runtime (start, end or both). The Movable property of the Event indicates whether the user can move the event at runtime. You can use the MinDate/MaxDate property specifies the range of dates where the Start/End can be shown. You can use the MoveBy method to delay the current event with a specified value time. You can use the KnownProperty(exEventDuration) to change the event's duration.

The KnownProperty(exEventEndDateTime) property indicates the End property on a label property such as: DefaultEventLongLabel, DefaultEventShortLabel, CreateEventLabel, UpdateEventsLabel, ShortLabel, LongLabel and ExtraLabel.

- You can use the KnownProperty(exEventStartDate)/KnownProperty(exEventStartTime) property to extract the starting date/time of the event.
- You can use the KnownProperty(exEventEndDate)/KnownProperty(exEventEndTime) property to extract the ending date/time of the event.
- You can use the KnownProperty(exEventDuration) property to specifies the duration/length of the event.

method Event.EndUpdateEvent (StartUpdateEvent as Long)

Adds programmatically updated properties of the calendar-event to undo/redo queue.

Type	Description
StartUpdateEvent as Long	A long expression that specifies the handle being returned by the StartUpdateEvent property

The StartUpdateEvent/EndUpdateEvent methods record and add changes of the current calendar-event to the control's Undo/Redo queue. You can use the StartBlockUndoRedo / EndBlockUndoRedo methods to group multiple Undo/Redo operations into a single-block. The AllowUndoRedo property specifies whether the control supports undo/redo operations for objects (calendar-events). No entry is added to the Undo/Redo queue if no property is changed for the current calendar-event. Each call of the StartUpdateEvent must be succeeded by a EndUpdateEvent call. The UndoListAction property lists the Undo actions that can be performed in the chart. The RedoListAction property lists the Redo actions that can be performed in the chart.

The StartUpdateEvent/EndUpdateEvent methods can record changes for all properties from 1 (exEventStartDateTime) to EXEVENTMAX listed by EventKnownPropertyEnum type.

The Undo/Redo records show as:

- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

within the UndoListAction/RedoListAction result

method Event.EnsureVisible ()

Scrolls the control to ensure that the current calendar-event fits the control's visible area.

Type	Description

The EnsureVisible method scrolls the control to ensure that the current calendar-event fits the control's visible area.

property Event.ExtraLabel as String

Specifies the extra label to be displayed on the event.

Type	Description
String	A string expression that specifies the extended HTML label, to be displayed on the event's body.

By default, the ExtraLabel property is empty, which indicates no extra label is being displayed. The event displays the ExtraLabel, only if the LongLabel property is displayed. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. For instance, the ShortLabel property is shown if the event's body is too small. The AddEvent event occurs once a new event is added to the Events collection. You can handle the AddEvent event to initialize the ExtraLabel with a different value. The Editable property of the event indicates the property of the event being inline edited. BY default, the event's ExtraLabel property is inline edited when the user double clicks the event. The ExtraLabelAlign property specifies the alignment of the extra label. The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The KnowProperty(exEventExtraLabel) is equivalent with the ExtraLabel property.

Here's a few samples:

- "new", simple new text is shown.
- "<a *no*>title", displays a clickable text such as title, and AnchorClick can be used to determine whether the *no* anchor has been clicked.
- "<a><img>pic1:32</img>", displays a click able image, the AnchorClick can be used to determine whether the anchor has been clicked. We would recommend using the Pictures or ExtraPictures property to assign pictures to an event.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration

of the event in days, hours and minutes.

- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line
- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the ExtraLabel property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property

defines the long time format.

- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)

- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not

greater than the value of its argument

- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)

- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using

the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.

- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the

offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}

- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

  gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

  outline anti-aliasing

property Event.ExtraLabelAlign as ContentAlignmentEnum

Indicates the alignment of the event's extra label.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the ExtraLabel property of the Event. The ExtraLabelAlign property supports additionally the following flag: • exWidth (4), to distribute the text on the element's width

By default, the ExtraLabelAlign property is exBottomLeft. The ExtraLabelAlign property aligns the event's ExtraLabel property on the event's body. The event displays the ExtraLabel, only if the LongLabel property is displayed. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. For instance, the ShortLabel property is shown if the event's body is too small. The AddEvent event occurs once a new event is added to the Events collection. You can handle the AddEvent event to initialize the ExtraLabel/ExtraLabelAlign with a different value.

property Event.ExtraPictures as String

Specifies the list of extra pictures to be displayed on the event.

Type	Description
String	A string expression that specifies the list of pictures to be shown on the event's body. The event's body can display one ore more pictures at the time, on different lines. For instance: "1,2/pic1" displays the 1 and 2 icons on the first line, while pic2 is displayed on the second line.

By default, the ExtraPictures property is "", which means that initially no pictures are being displayed on the event. The Pictures or/and ExtraPictures property displays a collection of icons, pictures in the event's body. The pictures are shown on the event's body only if they fit the event's body. For instance, if the event is too small, the ShortLabel is displayed, and no icons or pictures are displayed. The ExtraPicturesAlign property indicates the alignment of the extra pictures relative to the event's borders.

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties. The AddEvent event notifies your application once a new event is added. You can use this event to initialize the Pictures/PicturesAlign or ExtraPictures/ExtraPicturesAlign properties.

In conclusion, in order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can not display images or HTML font attributes. If the <img> tag is included in a <a> HTML tag, you have a clickable image through the AnchorClick event. This option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture

from the cursor.

- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Picture and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

property Event.ExtraPicturesAlign as ContentAlignmentEnum

Indicates the alignment of the event's extra picture.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the pictures being displayed by the ExtraPictures property.

By default, the ExtraPicturesAlign property is exTopRight, which means any extra picture associated to the event is displayed on the top-right corner of the event. The ExtraPicturesAlign property has effect only if the ExtraPictures property refers valid pictures, and the event's body has enough space to display the pictures. The AddEvent event notifies your application once a new event is added. You can use this event to initialize the Pictures/PicturesAlign or ExtraPictures/ExtraPicturesAlign properties. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

property Event.GroupID as Long

Specifies the identifier of the group where the Event object belongs.

Type	Description
Long	A Long expression that specifies the identifier of the group where the event belongs.

By default the GroupID property is 1. The GroupID property has effect when you need to display events or appointments on different groups. The Item property of the Groups collection can be used to access the Group object based on its identifier. The associated Group of the event may handle the colors, patter to display the event using the EventBackColor, EventForeColor , EventPattern properties. The group colors are being applied if the ApplyGroupingColors property is True. When the user moves an event from a group to another, at runtime, the GroupID property may be changed, and the UpdateEvent event occurs.

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects. Use the Add method of the Groups collection to add new groups to the control.
- The Groups collection contains visible elements (Visible on True)

If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. The AllowMoveEventToOtherGroup property on False, prevents moving events from a group to another, at runtime.

property Event.Handle as Long

Gets handle of the Event object.

Type	Description
Long	A Long expression that specifies the handle of the event.

The Handle property indicates the handle of the event, and it is unique while the event is living. The Handle value is automatically allocated by the control as soon as the event is being created. The AddEvent event occurs once a new event is created/added. The Start/End properties of the event specifies the margins of the event. The Handle property is read only, so the user can not change it. You can use the UserData property to associate any extra data to the event. The KnownProperty(exEventID) property specifies the event's identifier. The Handle is automatically generated by the control, and can not be changed, while the IDentifier can be set by the user.

property Event.KnownProperty(Property as EventKnownPropertyEnum) as Variant

Specifies the value for the Event's property giving its identifier.

Type	Description
Property as EventKnownPropertyEnum	A Property being requested
Variant	A VARIANT expression that specifies the value of the requested property.

The KnownProperty property may access a property of the event giving its identifier. For instance, the KnownProperty(exEventRepetitive) property indicates whether the current event is repetitive or not. The property returns True, if the Repetitive property is not empty and valid.

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>, in any of the following label properties

- DefaultEventLongLabel, defines the HTML labels for events, when it fit entirely in the event's body.
- DefaultEventShortLabel, defines the labels for events (no HTML attribute is applied), when it does not fit the event's body
- CreateEventLabel, defines the label when creating a new event by dragging
- UpdateEventsLabel, defines the label of the events being moved or resized at runtime
- Event.ShortLabel, defines the event's short label, or the label to be shown when the LongLabel does not fit entirely the event's body. The ShortLabel displays no HTML tags
- Event.LongLabel, defines the event's HTML long label, when it fits the body. If the LongLabel does not fit entirely the event's body, the ShortLabel is displayed instead.
- Event.ExtraLabel, defines the event's extra HTML label. The event's ExtraLabel is displayed ONLY, if the LongLabel fits the event's body

The label properties supports the following identifiers. These identifiers can be used in FORMULA expression:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.

- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

For instance, the LongLabel = "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the event on the first line, while on the second line it displays the ending point of the event.

property Event.LabelAlign as ContentAlignmentEnum

Indicates the alignment of the event's long label.

Type	Description
ContentAlignmentEnum	An ContentAlignmentEnum expression that specifies the ShortLabel/LongLabel alignment. The LabelAlign property supports additionally the following flag: • exWidth (4), to distribute the text on the element's width

By default, the LabelAlign property is exTopLeft. The LabelAlign property aligns the event's ShortLabel/LongLabel property on the event's body. The ShortLabel property is shown if the event's body is too small. The event displays the ExtraLabel, only if the LongLabel property is displayed. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. The AddEvent event occurs once a new event is added to the Events collection. You can handle the AddEvent event to initialize the LabelAlign with a different value.

The CreateEventLabelAlign property aligns the label being shown when the user creates a new event. The UpdateEventsLabelAlign property aligns the label being shown when the user moves or resizes the events.

property Event.LongLabel as String

Specifies the long label to be displayed on the event.

Type	Description
String	A string expression that specifies the extended HTML label, to be displayed on the event's body.

By default, the LongLabel property is initialized with the value of the DefaultEventLongLabel property. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. For instance, the ShortLabel property is shown if the event's body is too small. The event displays the ExtraLabel, only if the LongLabel property is displayed. The AddEvent event occurs once a new event is added to the Events collection. The LabelAlign property specifies the alignment of the long label. The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The KnowProperty(exEventLongLabel) is equivalent with the LongLabel property.

Here's a few samples:

- "new", simple new text is shown.
- "<a *no*>title", displays a clickable text such as title, and AnchorClick can be used to determine whether the *no* anchor has been clicked.
- "<a><img>pic1:32</img>", displays a click able image, the AnchorClick can be used to determine whether the anchor has been clicked. We would recommend using the Pictures or ExtraPictures property to assign pictures to an event.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' :

")%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the Label property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE

type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

  "expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

  If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and

Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters

- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)

- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.

- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text

such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}

- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Event.MaxDate as Date

Indicates the max date for the event.

Type	Description
Date	A DATE expression that specifies the upper limit of the event.

By default, the MaxDate property is 12/31/9999. The MaxDate property indicates the upper limit of the event. In other words, the Start or End properties of the Event can not be greater than the MaxDate property. You can use the MinDate/MaxDate property to limit the area where the event could occur. The Resizable property of the Event indicates whether the user can resize the event at runtime (start, end or both). The Movable property of the Event indicates whether the user can move the event at runtime. You can use the MinDate/MaxDate property of the Calendar object to limit the dates that the calendar can show.

property Event.MinDate as Date

Indicates the min date for the event.

Type	Description
Date	A DATE expression that specifies the lower limit of the event.

By default, the MinDate property is 1/1/100. The MinDate property indicates the lower limit of the event. In other words, the Start or End properties of the Event can not be less than the MinDate property. You can use the MinDate/MaxDate property to limit the area where the event could occur. The Resizable property of the Event indicates whether the user can resize the event at runtime (start, end or both). The Movable property of the Event indicates whether the user can move the event at runtime. You can use the MinDate/MaxDate property of the Calendar object to limit the dates that the calendar can show.

property Event.Movable as Boolean

Specifies whether the user can move the event.

Type	Description
Boolean	A boolean expression that specifies whether an event can be moved at runtime.

By default, the Movable property of the Event is True. The Movable property indicates whether the user can move the event at runtime. The MinDate/MaxDate properties of the Event indicates the lower or upper margins where the event can be moved. The UpdateEvent event occurs once an event is resized or moved. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowMoveEventToOtherGroup property indicates whether an event can be moved from a group to another.

The UpdateEventsLabel property indicates the HTML format to be shown on the label when the user moves the events. The UpdateEventsLabelAlign property aligns the label being shown when the user moves the event. The Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) specifies the visual appearance of the event being moved. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The Selectable property specifies whether the event can be selected at runtime. The Resizable property specifies whether the event can be resized at runtime.

For instance, the The AllowMoveEvent property on exDisallow, indicates that no event can be moved at runtime.

method Event.MoveBy (By as Variant)

Moves the event by specified time.

Type	Description
By as Variant	A double expression that specifies the delay to move the current event, or a string expression that indicates the hour and minutes to delay the current event. For instance, MoveBy("00:15") moves the current event 15 minutes later.

The MoveBy method moves the current event to a new position. The MoveBy method adds the specified delay to Start and End properties of the event. The UpdateEvent event is fired once the margins of the events are updated. You can use the KnownProperty(exEventDuration) to change the event's duration. The MoveBy method can be used to programmatically move the specified event. You can use the MinDate/MaxDate property specifies limit of the event where it should occur.

The following samples move the specified event back with 15 minutes:

VBA (MS Access, Excell...)

```
With Schedule1
   .BeginUpdate
   .Calendar.Selection = #5/24/2012#
   .Events.Add(#5/24/2012 10:00:00 AM#,#5/24/2012 0:00:00 PM#).MoveBy
"-00:15"
   .EndUpdate
End With
```

VB6

```
With Schedule1
   .BeginUpdate
   .Calendar.Selection = #5/24/2012#
   .Events.Add(#5/24/2012 10:00:00 AM#,#5/24/2012 0:00:00 PM#).MoveBy
"-00:15"
   .EndUpdate
End With
```

VB.NET

```
With Exschedule1
   .BeginUpdate()
   .Calendar.Selection = #5/24/2012#
   .Events.Add(#5/24/2012 10:00:00 AM#,#5/24/2012 0:00:00
PM#).MoveBy("-00:15")
   .EndUpdate()
End With
```

VB.NET for /COM

```
With AxSchedule1
   .BeginUpdate()
   .Calendar.Selection = #5/24/2012#
   .Events.Add(#5/24/2012 10:00:00 AM#,#5/24/2012 0:00:00
PM#).MoveBy("-00:15")
   .EndUpdate()
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->BeginUpdate();
spSchedule1->GetCalendar()->PutSelection("5/24/2012");
spSchedule1->GetEvents()->Add("5/24/2012 10:00:00 AM","5/24/2012 12:00:00
PM")->MoveBy("-00:15");
spSchedule1->EndUpdate();
```

C++ Builder

```
Schedule1->BeginUpdate();
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2012,5,24).operator
double()));
Schedule1->Events->Add(TVariant(TDateTime(2012,5,24,10,00,00,0).operator
double()),TVariant(TDateTime(2012,5,24,12,00,00,0).operator double()))-
>MoveBy(TVariant("-00:15"));
Schedule1->EndUpdate();
```

C#

```
exschedule1.BeginUpdate();
exschedule1.Calendar.Selection =
Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
exschedule1.Events.Add(Convert.ToDateTime("5/24/2012 10:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 12:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).MoveBy("-00:15");
exschedule1.EndUpdate();
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.BeginUpdate();
   Schedule1.Calendar.Selection = "5/24/2012";
   Schedule1.Events.Add("5/24/2012 10:00:00 AM","5/24/2012 12:00:00
PM").MoveBy("-00:15");
   Schedule1.EndUpdate();
</SCRIPT>
```

C# for /COM

```
axSchedule1.BeginUpdate();
```

```
axSchedule1.Calendar.Selection =
Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
axSchedule1.Events.Add(Convert.ToDateTime("5/24/2012 10:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 12:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).MoveBy("-00:15");
axSchedule1.EndUpdate();
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Event;
   anytype var_Event;
   ;

   super();

   exschedule1.BeginUpdate();

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("5/24/2012",2

   var_Event =
COM::createFromObject(exschedule1.Events()).Add(COMVariant::createFromUtcDateTir
 10:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("5/24/2012
12:00:00",213))); com_Event = var_Event;
   com_Event.MoveBy("-00:15");
   exschedule1.EndUpdate();
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   BeginUpdate();
   Calendar.Selection := '5/24/2012';
```

```
    Events.Add('5/24/2012 10:00:00 AM','5/24/2012 12:00:00 PM').MoveBy('-00:15');
    EndUpdate();
end
```

Delphi (standard)

```
with Schedule1 do
begin
    BeginUpdate();
    Calendar.Selection := '5/24/2012';
    Events.Add('5/24/2012 10:00:00 AM','5/24/2012 12:00:00 PM').MoveBy('-00:15');
    EndUpdate();
end
```

VFP

```
with thisform.Schedule1
    .BeginUpdate
    .Calendar.Selection = {^2012-5-24}
    .Events.Add({^2012-5-24 10:00:00},{^2012-5-24 12:00:00}).MoveBy("-00:15")
    .EndUpdate
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = "05/24/2012"
oSchedule.Events.Add("05/24/2012 10:00:00","05/24/2012
12:00:00").MoveBy("-00:15")
oSchedule.EndUpdate()
```

XBasic (Alpha Five)

```
Dim oSchedule as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = {05/24/2012}
oSchedule.Events.Add({05/24/2012 10:00:00},{05/24/2012
12:00:00}).MoveBy("-00:15")
oSchedule.EndUpdate()
```

Visual Objects

```
oDCOCX_Exontrol1:BeginUpdate()
oDCOCX_Exontrol1:Calendar:Selection := SToD("20120524")
oDCOCX_Exontrol1:Events:Add(SToD("20120524 10:00:00"),SToD("20120524
12:00:00")):MoveBy("-00:15")
oDCOCX_Exontrol1:EndUpdate()
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = 2012-05-24
oSchedule.Events.Add(DateTime(2012-05-24,10:00:00),DateTime(2012-05-
24,12:00:00)).MoveBy("-00:15")
oSchedule.EndUpdate()
```

property Event.Pictures as String

Specifies the list of pictures to be displayed on the event.

Type	Description
String	A string expression that specifies the list of pictures to be shown on the event's body. The event's body can display one ore more pictures at the time, on different lines. For instance: "1,2/pic1" displays the 1 and 2 icons on the first line, while pic2 is displayed on the second line.

By default, the Pictures property is "", which means that initially no pictures are being displayed on the event. The Pictures or/and ExtraPictures property displays a collection of icons, pictures in the event's body. The pictures are shown on the event's body only if they fit the event's body. For instance, if the event is too small, the ShortLabel is displayed, and no icons or pictures are displayed. The PicturesAlign property indicates the alignment of the pictures relative to the event's borders.

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties. The AddEvent event notifies your application once a new event is added. You can use this event to initialize the Pictures/PicturesAlign or ExtraPictures/ExtraPicturesAlign properties.

In conclusion, in order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can not display images or HTML font attributes. If the <img> tag is included in a <a> HTML tag, you have a clickable image through the AnchorClick event. This option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture

from the cursor.

- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Picture and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

property Event.PicturesAlign as ContentAlignmentEnum

Indicates the alignment of the event's picture.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the pictures being displayed by the Pictures property.

By default, the PicturesAlign property is exBottomRight, which means any picture associated to the event is displayed on the bottom-right corner of the event. The PicturesAlign property has effect only if the Pictures property refers valid pictures, and the event's body has enough space to display the pictures. The AddEvent event notifies your application once a new event is added. You can use this event to initialize the Pictures/PicturesAlign or ExtraPictures/ExtraPicturesAlign properties. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

property Event.Repetitive as String

Returns or sets the expression to determine the repetitive event.

Type	Description
String	A String expression that defines the formula to determine the recurrence of the current event. The Repetitive property supports the **value** keyword and operators and expressions like defined bellow.

By default, the Repetitive property is "", which indicates that the event is not a repetitive event. If You specify a not empty and valid formula for the Repetitive property, the time part of the Start and End properties determines the time to start and end the repetitive event. The date part is determined by the Repetitive expression. You can use the KnownProperty(exEventRepetitive) property to determine whether the current event is repetitive or not. The property returns True, if the Repetitive property is not empty and valid, and False, if the Repetitive property is empty or not valid.

Starting with the version 12.1, the control supports two ways of representing a Repetitive/Recurrence event:

- **Value** format, when using the **value** keyword. For instance, "weekday(value) = 1", the event occurs every Monday
- **ICalendar** format, as described in RFC 5545. For instance, "FREQ=WEEKLY;BYDAY=MO", the event occurs every Monday

The FREQ property determines whether the Repetitive property uses the Value or ICalendar format. In other words, if the Repetitive property contains the FREQ keyword, the ICalendar format is using, else the Value format.

Here's a few samples of Repetitive expressions:

- "0", no occurrence
- "1", the event occurs every day
- "weekday(value) = 1", the event occurs every Monday
- "weekday(value) in (1,2) and month(value) = 6", the event occurs every Monday and Tuesday, on June only.
- "value in (#6/8/2012#,#6/11/2012#,#6/20/2012#)", the event occurs on 6/8/2012, 6/11/2012 and 6/20/2012
- "value >= #6/1/2012# and ((value - #6/1/2012#) mod 5 = 0)", the event starts on 6/1/2012, and shows up every 5 days
- "(value >= (0:=#6/1/2012#)) and ((value - =:0) mod (1:=5) = 0) and (value-=:0) < (3*=:1)", the event starts on 6/1/2012, occurs every 5 days, for 3 times. You can change 6/1/2012 with your date to indicates the starting date, changes 5 to indicate the

n-occurrence and change 3 to indicate the m-times, so the event is shown every n-days for m-times.

- "not(month(value) in (3,4,5)) ? 0 : (floor(value)=(2:=floor(date(dateS('3/1/' + year(value)) + ((1:=(((255 - 11 * (year(value) mod 19)) - 21) mod 30) + 21) + (=:1 > 48 ? -1 : 0) + 6 - ((year(value) + int(year(value) / 4)) + =:1 + (=:1 > 48 ? -1 : 0) + 1) mod 7)))))", indicates the Easter- Sunday, so the event shows every year on Easter sunday.

The Repetitive property supports the **value** keyword which indicates the date being queried, and the following predefined operators and functions.

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in*

operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

  "expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

  If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

    - 0 - empty (not initialized)
    - 1 - null
    - 2 - short
    - 3 - long
    - 4 - float
    - 5 - double
    - 6 - currency
    - 7 - date
    - 8 - string
    - 9 - object
    - 10 - error
    - 11 - boolean
    - 12 - variant
    - 13 - any
    - 14 - decimal
    - 16 - char
    - 17 - byte
    - 18 - unsigned short
    - 19 - unsigned long
    - 20 - long on 64 bits
    - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string

- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The BNF syntax for ICalendar format is:

```
recur = recur-rule-part *( ";" recur-rule-part )
```

```
   ;
   ; The rule parts are not ordered in any
   ; particular sequence.
   ;
   ; The FREQ rule part is REQUIRED,
   ; but MUST NOT occur more than once.
   ;
   ; The UNTIL or COUNT rule parts are OPTIONAL,
   ; but they MUST NOT occur in the same 'recur'.
   ;
   ; The other rule parts are OPTIONAL,
   ; but MUST NOT occur more than once.

recur-rule-part = ( "FREQ" "=" freq )
              / ( "UNTIL" "=" enddate )
              / ( "COUNT" "=" 1*DIGIT )
              / ( "INTERVAL" "=" 1*DIGIT )
              / ( "BYSECOND" "=" byseclist )
              / ( "BYMINUTE" "=" byminlist )
              / ( "BYHOUR" "=" byhrlist )
              / ( "BYDAY" "=" bywdaylist )
              / ( "BYMONTHDAY" "=" bymodaylist )
              / ( "BYYEARDAY" "=" byyrdaylist )
              / ( "BYWEEKNO" "=" bywknolist )
              / ( "BYMONTH" "=" bymolist )
              / ( "BYSETPOS" "=" bysplist )
              / ( "WKST" "=" weekday )

freq        = "SECONDLY" / "MINUTELY" / "HOURLY" / "DAILY"
          / "WEEKLY" / "MONTHLY" / "YEARLY"
enddate     = date / date-time
byseclist   = ( seconds *("," seconds) )
seconds     = 1*2DIGIT       ;0 to 60
byminlist   = ( minutes *("," minutes) )
minutes     = 1*2DIGIT       ;0 to 59
byhrlist    = ( hour *("," hour) )
hour        = 1*2DIGIT       ;0 to 23
```

```
bywdaylist  = ( weekdaynum *("," weekdaynum) )
weekdaynum  = [[plus / minus] ordwk] weekday
plus        = "+"
minus       = "-"
ordwk       = 1*2DIGIT      ;1 to 53
weekday     = "SU" / "MO" / "TU" / "WE" / "TH" / "FR" / "SA" ;Corresponding to SUNDAY,
MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY, and SATURDAY days of the week.
bymodaylist = ( monthdaynum *("," monthdaynum) )
monthdaynum = [plus / minus] ordmoday
ordmoday    = 1*2DIGIT      ;1 to 31
byyrdaylist = ( yeardaynum *("," yeardaynum) )
yeardaynum  = [plus / minus] ordyrday
ordyrday    = 1*3DIGIT      ;1 to 366
bywknolist  = ( weeknum *("," weeknum) )
weeknum     = [plus / minus] ordwk
bymolist    = ( monthnum *("," monthnum) )
monthnum    = 1*2DIGIT      ;1 to 12
bysplist    = ( setposday *("," setposday) )
setposday   = yeardaynum
```

This value type is a structured value consisting of a list of one or more recurrence grammar parts. Each rule part is defined by a NAME=VALUE pair. The rule parts are separated from each other by the SEMICOLON character. The rule parts are not ordered in any particular sequence. Individual rule parts MUST only be specified once. Compliant applications MUST accept rule parts ordered in any sequence, but to ensure backward compatibility with applications that pre-date this revision of iCalendar the FREQ rule part MUST be the first rule part specified in a RECUR value.

The FREQ rule part identifies the type of recurrence rule. This rule part MUST be specified in the recurrence rule. Valid values include SECONDLY, to specify repeating events based on an interval of a second or more; MINUTELY, to specify repeating events based on an interval of a minute or more; HOURLY, to specify repeating events based on an interval of an hour or more; DAILY, to specify repeating events based on an interval of a day or more; WEEKLY, to specify repeating events based on an interval of a week or more; MONTHLY, to specify repeating events based on an interval of a month or more; and YEARLY, to specify repeating events based on an interval of a year or more.

The INTERVAL rule part contains a positive integer representing at which intervals the recurrence rule repeats. The default value is "1", meaning every second for a SECONDLY rule, every minute for a MINUTELY rule, every hour for an HOURLY rule, every day for a

DAILY rule, every week for a WEEKLY rule, every month for a MONTHLY rule, and every year for a YEARLY rule. For example, within a DAILY rule, a value of "8" means every eight days.

The UNTIL rule part defines a DATE or DATE-TIME value that bounds the recurrence rule in an inclusive manner. If the value specified by UNTIL is synchronized with the specified recurrence, this DATE or DATE-TIME becomes the last instance of the recurrence. The value of the UNTIL rule part MUST have the same value type as the "DTSTART" property. Furthermore, if the "DTSTART" property is specified as a date with local time, then the UNTIL rule part MUST also be specified as a date with local time. If the "DTSTART" property is specified as a date with UTC time or a date with local time and time zone reference, then the UNTIL rule part MUST be specified as a date with UTC time. In the case of the "STANDARD" and "DAYLIGHT" sub-components the UNTIL rule part MUST always be specified as a date with UTC time. If specified as a DATE-TIME value, then it MUST be specified in a UTC time format. If not present, and the COUNT rule part is also not present, the "RRULE" is considered to repeat forever.

The COUNT rule part defines the number of occurrences at which to range-bound the recurrence. The "DTSTART" property value always counts as the first occurrence.

The BYSECOND rule part specifies a COMMA-separated list of seconds within a minute. Valid values are 0 to 60. The BYMINUTE rule part specifies a COMMA-separated list of minutes within an hour. Valid values are 0 to 59. The BYHOUR rule part specifies a COMMA- separated list of hours of the day. Valid values are 0 to 23. The BYSECOND, BYMINUTE and BYHOUR rule parts MUST NOT be specified when the associated "DTSTART" property has a DATE value type. These rule parts MUST be ignored in RECUR value that violate the above requirement (e.g., generated by applications that pre-date this revision of iCalendar).

The BYDAY rule part specifies a COMMA-separated list of days of the week; SU indicates Sunday; MO indicates Monday; TU indicates Tuesday; WE indicates Wednesday; TH indicates Thursday; FR indicates Friday; and SA indicates Saturday. Each BYDAY value can also be preceded by a positive (+n) or negative (-n) integer. If present, this indicates the nth occurrence of a specific day within the MONTHLY or YEARLY "RRULE".
For example, within a MONTHLY rule, +1MO (or simply 1MO) represents the first Monday within the month, whereas -1MO represents the last Monday of the month. The numeric value in a BYDAY rule part with the FREQ rule part set to YEARLY corresponds to an offset within the month when the BYMONTH rule part is present, and corresponds to an offset within the year when the BYWEEKNO or BYMONTH rule parts are present. If an integer modifier is not present, it means all days of this type within the specified frequency. For example, within a MONTHLY rule, MO represents all Mondays within the month. The BYDAY rule part MUST NOT be specified with a numeric value when the FREQ rule part is not set to MONTHLY or YEARLY. Furthermore, the BYDAY rule part MUST NOT be specified with a numeric value with the FREQ rule part set to YEARLY when the

BYWEEKNO rule part is specified.

The BYMONTHDAY rule part specifies a COMMA-separated list of days of the month. Valid values are 1 to 31 or -31 to -1. For example, -10 represents the tenth to the last day of the month. The BYMONTHDAY rule part MUST NOT be specified when the FREQ rule part is set to WEEKLY.

The BYYEARDAY rule part specifies a COMMA-separated list of days of the year. Valid values are 1 to 366 or -366 to -1. For example, -1 represents the last day of the year (December 31st) and -306 represents the 306th to the last day of the year (March 1st). The BYYEARDAY rule part MUST NOT be specified when the FREQ rule part is set to DAILY, WEEKLY, or MONTHLY.

The BYWEEKNO rule part specifies a COMMA-separated list of ordinals specifying weeks of the year. Valid values are 1 to 53 or -53 to -1. This corresponds to weeks according to week numbering as defined in [ISO.8601.2004]. A week is defined as a seven day period, starting on the day of the week defined to be the week start (see WKST). Week number one of the calendar year is the first week that contains at least four (4) days in that calendar year. This rule part MUST NOT be used when the FREQ rule part is set to anything other than YEARLY. For example, 3 represents the third week of the year.

> Note: Assuming a Monday week start, week 53 can only occur when Thursday is January 1 or if it is a leap year and Wednesday is January 1.

The BYMONTH rule part specifies a COMMA-separated list of months of the year. Valid values are 1 to 12.

The WKST rule part specifies the day on which the workweek starts. Valid values are MO, TU, WE, TH, FR, SA, and SU. This is significant when a WEEKLY "RRULE" has an interval greater than 1, and a BYDAY rule part is specified. This is also significant when in a YEARLY "RRULE" when a BYWEEKNO rule part is specified. The default value is MO.

The BYSETPOS rule part specifies a COMMA-separated list of values that corresponds to the nth occurrence within the set of recurrence instances specified by the rule. BYSETPOS operates on a set of recurrence instances in one interval of the recurrence rule. For example, in a WEEKLY rule, the interval would be one week A set of recurrence instances starts at the beginning of the interval defined by the FREQ rule part. Valid values are 1 to 366 or -366 to -1. It MUST only be used in conjunction with another BYxxx rule part. For example "the last work day of the month" could be represented as:

> FREQ=MONTHLY;BYDAY=MO,TU,WE,TH,FR;BYSETPOS=-1

Each BYSETPOS value can include a positive (+n) or negative (-n) integer. If present, this indicates the nth occurrence of the specific occurrence within the set of occurrences specified by the rule.

Recurrence rules may generate recurrence instances with an invalid date (e.g., February 30) or nonexistent local time (e.g., 1:30 AM on a day where the local time is moved forward by an hour at 1:00 AM). Such recurrence instances MUST be ignored and MUST NOT be counted as part of the recurrence set. Information, not contained in the rule, necessary to determine the various recurrence instance start time and dates are derived from the Start Time ("DTSTART") component attribute. For example, "FREQ=YEARLY;BYMONTH=1" doesn't specify a specific day within the month or a time. This information would be the same as what is specified for "DTSTART".

property Event.Resizable as EventResizableEnum

Specifies whether the user can resizes the event at runtime.

Type	Description
EventResizableEnum	An EventResizableEbum expression that specifies whether an event can be resized at runtime.

BY default, the Resizable property is exResizableBoth, which indicates that the starting or ending margins of the event can be resized at runtime. The Resizable property indicates whether an event can be resized or what margin of the event can be resized. The MinDate/MaxDate properties of the Event indicates the lower or upper margins where the event can be moved. The UpdateEvent event occurs once an event is resized or moved. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The UpdateEventsLabel property indicates the HTML format to be shown on the label when the user moves the events. The UpdateEventsLabelAlign property aligns the label being shown when the user moves the event. The Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) specifies the visual appearance of the event being moved. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The Selectable property specifies whether the event can be selected at runtime. The Movable property specifies whether the event can be moved at runtime.

For instance, the The AllowMoveEvent property on exDisallow, indicates that no event can be moved at runtime.

property Event.Selectable as Boolean

Specifies whether the user can selects the event.

Type	Description
Boolean	A boolean expression that specifies whether an event can be selected at runtime.

By default, the Selectable property of the Event is True. The Selectable property indicates whether the user can select the event at runtime. The Selected property of the Event indicates whether the current event is selected or unselected. The AllowSelectEvent property indicates the combination of the keys to let user selects the events. The LayoutStartChanging(exScheduleSelectionChange) event occurs once the selection in the schedule view is about to be changed. The LayoutEndChanging(exScheduleSelectionChange) event once the selection in the schedule view is changed. The Selection property gets or sets a safe array of selected events. The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects. The SelectEventStyle property indicates the way the selected events are shown. The SelectEventColor property specifies the visual appearance of the selected event. The SelectEventTextColor property specifies the foreground color of the selected event.

The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The Movable property specifies whether the event can be moved at runtime. The Resizable property specifies whether the event can be resized at runtime.

For instance, the The AllowSelectEvent property on exDisallow, indicates that no event can be moved at runtime.

property Event.Selected as Boolean

Selects or unselects the current event.

Type	Description
Boolean	A boolean expression that specifies whether an event is selected or unselected.

By default, the Selected property of the Event is False. The Selected property indicates whether the event is selected or unselected. The Selectable property of the Event indicates whether the event can be selected at runtime. The AllowSelectEvent property indicates the combination of the keys to let user selects the events. The LayoutStartChanging(exScheduleSelectionChange) event occurs once the selection in the schedule view is about to be changed. The LayoutEndChanging(exScheduleSelectionChange) event once the selection in the schedule view is changed. The Selection property gets or sets a safe array of selected events. The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects. The SelectEventStyle property indicates the way the selected events are shown. The SelectEventColor property specifies the visual appearance of the selected event. The SelectEventTextColor property specifies the foreground color of the selected event.

The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The Movable property specifies whether the event can be moved at runtime. The Resizable property specifies whether the event can be resized at runtime.

For instance, the The AllowSelectEvent property on exDisallow, indicates that no event can be moved at runtime.

property Event.ShortLabel as String

Specifies the short label to be displayed on the event.

Type	Description
String	A string expression that specifies the extended HTML label, to be displayed on the event's body. *The images, or any font HTML attribute is ignored.*

By default, the ShortLabel property is initialized with the value of the DefaultEventShortLabel property. The ShortLabel property is shown if the event's body is too small. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown.. The event displays the ExtraLabel, only if the LongLabel property is displayed. The AddEvent event occurs once a new event is added to the Events collection. The LabelAlign property specifies the alignment of the long label. The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. *The ShortLabel property displays (ignores) NO images such as <img>, or font HTML attributes such as <b>, <i>, ...* The KnowProperty(exEventShortLabel) is equivalent with the ShortLabel property.

Here's a few samples:

- "new", simple new text is shown.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the ShortLabel property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.

- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements

could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel.

If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string

- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property Event.ShowStatus as Boolean

Specifies whether the current event shows or hides its status.

Type	Description
Boolean	A Boolean expression that specifies whether the event shows its status part.

By default, the ShowStatus property is True. The ShowStatus property can be used to show or hide the status part of a specified event. The ClearShowStatus method clears the ShowStatus flag, if previously the ShowStatus property has been set. By default, the ShowStatusEvent property shows or hides the status part for all events. The ShowStatus property shows or hides the status part of giving event. Use the ClearShowStatus method to allow the ShowStatusEvent property to display the event's status, rather than ShowStatus property.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

property Event.Start as Date

Specifies the starting date/time of the event.

Type	Description
Date	A DATE expression that specifies the lower margin of the event

The Start property of the Event indicates the date/time when the event or the appointment begins. The Start parameter of the Add method indicates the starting point of the event at adding time. The End property of the event indicates the ending point of the event. The Start and End properties may be identical if the AllDayEvent property is True. The UpdateEvent event is fired once the Start property is changed. The Resizable property of the Event indicates whether the user can resize the event at runtime (start, end or both). The Movable property of the Event indicates whether the user can move the event at runtime. You can use the MinDate/MaxDate property specifies the range of dates where the Start/End can be shown. You can use the MoveBy method to delay the current event with a specified value time. You can use the KnownProperty(exEventDuration) to change the event's duration.

The KnownProperty(exEventEndDateTime) property indicates the End property on a label property such as: DefaultEventLongLabel, DefaultEventShortLabel, CreateEventLabel, UpdateEventsLabel, ShortLabel, LongLabel and ExtraLabel.

- You can use the KnownProperty(exEventStartDate)/KnownProperty(exEventStartTime) property to extract the starting date/time of the event.
- You can use the KnownProperty(exEventEndDate)/KnownProperty(exEventEndTime) property to extract the ending date/time of the event.
- You can use the KnownProperty(exEventDuration) property to specifies the duration/length of the event.

property Event.StartUpdateEvent as Long

Starts changing properties of the calendar-event, so EndUpdateEvent method adds programmatically updated properties to undo/redo queue.

Type	Description
Long	A Long expression that specifies the handle to be passed to EndUpdateEvent so the updated properties of the bar are added to the Undo/Redo queue of the chart, so they can be used in undo/redo operations.

The StartUpdateEvent/EndUpdateEvent methods record and add changes of the current calendar-event to the control's Undo/Redo queue. You can use the StartBlockUndoRedo / EndBlockUndoRedo methods to group multiple Undo/Redo operations into a single-block. The AllowUndoRedo property specifies whether the control supports undo/redo operations for objects (calendar-events). No entry is added to the Undo/Redo queue if no property is changed for the current calendar-event. Each call of the StartUpdateEvent must be succeeded by a EndUpdateEvent call. The UndoListAction property lists the Undo actions that can be performed in the chart. The RedoListAction property lists the Redo actions that can be performed in the chart.

The StartUpdateEvent/EndUpdateEvent methods can record changes for all properties from 1 (exEventStartDateTime) to EXEVENTMAX listed by EventKnownPropertyEnum type.

The Undo/Redo records show as:

- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

within the UndoListAction/RedoListAction result.

property Event.StatusColor as Color

Specifies the color of the event's status.

Type	Description
Color	A Color expression that specifies the background color to show the status part of the event. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the StatusColor property is 0. By default, StatusEventColor property indicates the color to show the event's status, while the StatusColor property is zero. The StatusColor property indicates the color to show the status part of a specified event. The StatusEventColor property indicates the color to show the status part of the events. The StatusEventSize property specify the size in pixels of the event's status.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

property Event.StatusPattern as Pattern

Specifies the pattern of the event (status)

Type	Description
Pattern	A Pattern object associated with the event's status.

By default, the StatusPattern.Type property exPatternEmpty which indicates that no pattern is shown, on the event's status. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The EventPattern property indicates the pattern to be shown when events belongs to different groups. The BodyPattern property specifies the pattern to be shown on the event's body. The ShowStatusEvent property shows or hides the status part of all events. The ShowStatus property shows or hides the status part of giving event.

property Event.ToolTip as String

Indicates the tooltip to be shown when the cursor hovers the event.

Type	Description
String	A String expression that defines the extended HTML format to be displayed when the cursor hovers the appointments.

By default, the ToolTip property is initialized with the value of the DefaultEventTooltip property. The ShowToolTip method can be used during the MouseMove event to display a custom tooltip. The ToolTipTitle property defines the title of the event's tootip. Use the ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. Use the ToolTipFont property to change the tooltip's font.

Here's a few samples:

- "new", simple new text is shown.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the ToolTip property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the

collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string

    - 9 - object
    - 10 - error
    - 11 - boolean
    - 12 - variant
    - 13 - any
    - 14 - decimal
    - 16 - char
    - 17 - byte
    - 18 - unsigned short
    - 19 - unsigned long
    - 20 - long on 64 bits
    - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

    - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
    - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.

- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the

result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).

- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the

height of the font. For instance the "<**out** 000000><fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor></**sha**>*" gets:

outline anti-aliasing

property Event.ToolTipTitle as String

Indicates the title of the tooltip to be shown when the cursor hovers the event.

Type	Description
String	A String expression that defines the title of the event's tooltip

By default, the The ToolTipTitle property is "", which means that no title is associated with the tooltip of the event. The ToolTip property indicates the tooltip to be shown when the cursor hovers the event. The ToolTipTitle property defines the title of the event's tootip. The ShowToolTip method can be used during the MouseMove event to display a custom tooltip.

property Event.UserData as Variant

Indicates any extra data associated with the Event object.

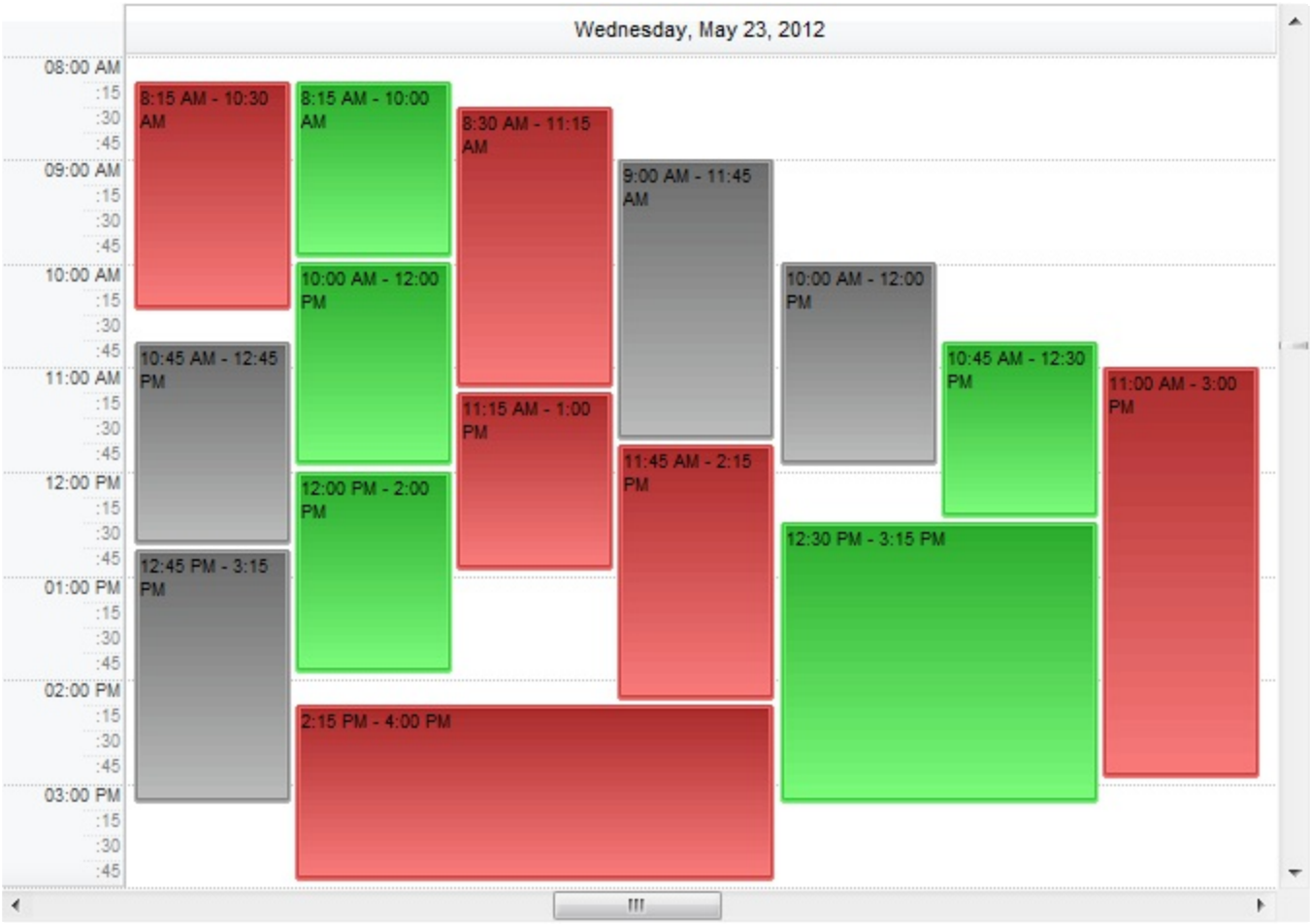
Type	Description
Variant	A VARIANT expression that specifies any extra data associated with the event

By default, the UserData property is empty. You can use the UserData property to associate any extra data to the current event. You can display the event's UserData as string on the body of the event, if the ShortLabel, LongLabel, ExtraLabel or ToolTip properties of the Event includes the <%=**%6**%> TAG. The RemoveEvent event notifies your application once an event is removed from the Events collection. You can use the RemoveEvent event to release any extra data that has been allocated to the event during creation. The UserData property of the Event, or for any other object is provided to let you associate any extra data to the object. For instance, the UserData property can hold any event related data that is not displayed, like a primary key of an event in database.

Events object

The Events collection holds the control's events/appointments. The Events collection can be accessed through the Events property of the control. The AddEvent event occurs once a new event is added to the Events collection. The RemoveEvent event occurs once an event is removed. The UpdateEvent event occurs once the margins of the event are updated.

The following screen shot shows the schedule view, which displaying the Events of the control:



The Events collection supports the following properties and methods:

Name	Description
Add	Adds an Event object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific Event of the Events collection, giving its handle.
Remove	Removes a specific member from the Events collection, giving its handle or reference.

method Events.Add (Start as Variant, End as Variant)

Adds an Event object to the collection and returns a reference to the newly created object.

Type	Description
Start as Variant	A DATE expressions that specifies the starting point of the event.
End as Variant	A DATE expressions that specifies the ending point of the event.

Return	Description
Event	An Event object being created.

The Add method adds programmatically a new event/appointment to the control. The AddEvent event occurs once a new event is added to the Events collection. The UpdateEvent event occurs once the margins of the event are updated. The LayoutStartCreating(exScheduleCreateEvent) event occurs once a new event is creating using the mouse. The LayoutEndCreating(exScheduleCreateEvent) event occurs once the event has been created at runtime using the mouse. The Start/End properties of the Event indicate the margins of the appointment. The Repetitive property indicates the expression that shows the same event repeatedly in different dates. The Selection property of the Calendar object indicates the date being browsed in the schedule view. Use the Remove method to remove programmatically an event from the control.

The AllowCreateEvent property indicates the combination of keys that user can use to create a new event at runtime. The CreateEventLabel property specifies the label to be shown when the user creates a new event. The CreateEventLabelAlign property indicates the alignment of the label while user creates new events. The Background(exScheduleCreateEventBackColor) and Background(exScheduleCreateEventForeColor) properties indicate the visual aspect of the label being shown to create new events.

The following VB sample combines the AddEvent, LayoutStartCreating(exScheduleCreateEvent) and LayoutEndCreating(exScheduleCreateEvent), to ask the user if he wants to keep the newly created event, and if not, removes it:

```
Dim iCreatingEvent As Long

Private Sub Schedule1_AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
   If Not (iCreatingEvent = 0) Then
      If Not MsgBox("Do you allow creating this new event?", vbQuestion Or
```

```
vbYesNoCancel) = vbYes Then
        Schedule1.Events.Remove (Ev.Handle)
    End If
  End If
End Sub

Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
  If (Operation = exScheduleCreateEvent) Then
    iCreatingEvent = iCreatingEvent + 1
  End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
  If (Operation = exScheduleCreateEvent) Then
    iCreatingEvent = iCreatingEvent - 1
  End If
End Sub
```

method Events.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method of the Events collection clears the events collection. In other words, calling the Clear method erases all elements in the Events collection. The control fires the RemoveEvent each time an event is removed, including when all events are removed, so the RemoveEvent event is fired for each event to be removed. The Remove method removes the specified event. The RemoveSelection method removes or erases all selected events in the schedule view. The ClearAll method clear all objects in the control, including the events. Any of these methods invoke calling of the RemoveEvent event. Use the GroupID property of the Event object to move a (remove/add) an Event from a Group to another. You can use the Events.Clear method to remove any previously event from the scheduler before calling the LoadXML method, which does not remove any event before. You can use the ShowEvents property to indicates whether the regular/repetitive events are shown in the view.

property Events.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A long expression that specifies the number of events in the schedule.

The Count property gets the number of Event objects in the Events collection. The Add method of the Events collection adds a new event/appointment to the eXSchedule control, so the Count property is increased. The Clear method clears all events in the collection, and so the Count property is set on 0. The Item property access an individual element of the collection. You can use the Remove method to remove a specific event, so the Count property is decreased.

In order to enumerate the events we recommend using the for each statement, instead for i - 0 to Count - 1 as in the following samples.

The following VB sample shows how you can enumerate all events in the control:

```
Dim e As EXSCHEDULELibCtl.Event
For Each e In Schedule1.Events
   Debug.Print "Event: " & e.Start & " to " & e.End
Next
```

The following VB/NET sample shows how you can enumerate all events in the control:

```
For Each ev As exontrol.EXSCHEDULELib.Event In Exschedule1.Events
   Debug.Print("Event: " & ev.Start.ToString() & " " & ev.End.ToString())
Next
```

The following C# sample shows how you can enumerate all events in the control:

```
foreach (exontrol.EXSCHEDULELib.Event ev in exschedule1.Events)
   System.Diagnostics.Debug.Print("Event: " + ev.Start.ToString() + " " + ev.End.ToString());
```

The following VFP sample shows how you can enumerate all events in the control:

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
   If Operation = 1 Then
```

```
    local d
    For Each d In thisform.Schedule1.Calendar.Selection
        WAIT WINDOW "Select: " + TTOC(d)
    ENDFOR
EndIf
```

The following C++ sample shows how you can enumerate all events in the control:

```
IEnumVARIANTPtr spEnum = m_spSchedule->Events->_NewEnum;
if ( spEnum != NULL )
{
    spEnum->Reset();
    unsigned long n = 0;
    _variant_t vtElement;
    while( SUCCEEDED( spEnum->Next( 1, &vtElement, &n ) ) && ( n != 0 ) )
    {
        EXSCHEDULELib::IEventPtr spEvent = V_DISPATCH( &vtElement );
        if ( spEvent != NULL )
        {
            CString sMessage;
            sMessage.Format(_T("Event: %f %f\r\n"), spEvent->Start, spEvent->End );
            OutputDebugString( sMessage );
        }
    }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

property Events.Item (Handle as Variant) as Event

Returns a specific Event of the Events collection, giving its handle.

Type	Description
Handle as Variant	• A long expression that indicates the handle of the event. The Handle identifies unique the event, and is is allocated by the control. The Handle property of the event specifies the event's handle. • A double/float expression that specifies the event's identifier. The KnownProperty(exEventID) property specifies the event's identifier. The Handle is automatically generated by the control, and can not be changed, while the IDentifier can be set by the user.
Event	An Event object associated with the giving Handle.

The Item property access an individual element of the collection. The Count property gets the number of Event objects in the Events collection. The Add method of the Events collection adds a new event/appointment to the eXSchedule control, so the Count property is increased. The Clear method clears all events in the collection, and so the Count property is set on 0. You can use the Remove method to remove a specific event, so the Count property is decreased.

The following VB sample accesses/prints the Event's user data giving its handle:

```
With Schedule1.Events
   Debug.Print .Item(h).UserData
End With
```

The following VB sample accesses/prints the Event's user data giving its identifier:

```
With Schedule1.Events
   Debug.Print .Item(CDbl(i)).UserData
End With
```

where the **h** and **i** variables are of long type as in the following statement:

```
Dim h As Long
Dim i As Long
```

```
Private Sub Form_Load()
   i = 100
   With Schedule1.Events.Add(#4/5/2014 10:00:00 AM#, #4/5/2014 2:00:00 PM#)
      .KnownProperty(exEventID) = i
      .UserData = "this is a bit of text associated with the event"
      h = .Handle
   End With
End Sub
```

Shortly, the **h** member is generated by the control in the Handle property (read-only), while **i** member can be set by the user.

In order to enumerate the events we recommend using the for each statement, instead for i - 0 to Count - 1 as in the following samples.

The following VB sample shows how you can enumerate all events in the control:

```
Dim e As EXSCHEDULELibCtl.Event
For Each e In Schedule1.Events
   Debug.Print "Event: " & e.Start & " to " & e.End
Next
```

The following VB/NET sample shows how you can enumerate all events in the control:

```
For Each ev As exontrol.EXSCHEDULELib.Event In Exschedule1.Events
   Debug.Print("Event: " & ev.Start.ToString() & " " & ev.End.ToString())
Next
```

The following C# sample shows how you can enumerate all events in the control:

```
foreach (exontrol.EXSCHEDULELib.Event ev in exschedule1.Events)
   System.Diagnostics.Debug.Print("Event: " + ev.Start.ToString() + " " + ev.End.ToString());
```

The following VFP sample shows how you can enumerate all events in the control:

```
For Each e as Object In thisform.Schedule1.Events
   LOCAL ee as Object
   ee = thisform.Schedule1.Events(e)
   WAIT WINDOW"Event " + TTOC(ee.Start) + " "  + TTOC(ee.End)
```

```
ENDFOR
```

The following C++ sample shows how you can enumerate all events in the control:

```
IEnumVARIANTPtr spEnum = m_spSchedule->Events->_NewEnum;
if ( spEnum != NULL )
{
   spEnum->Reset();
   unsigned long n = 0;
   _variant_t vtElement;
   while( SUCCEEDED( spEnum->Next( 1, &vtElement, &n ) ) && ( n != 0 ) )
   {
      EXSCHEDULELib::IEventPtr spEvent = V_DISPATCH( &vtElement );
      if ( spEvent != NULL )
      {
         CString sMessage;
         sMessage.Format(_T("Event: %f %f\r\n"), spEvent->Start, spEvent->End );
         OutputDebugString( sMessage );
      }
   }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

method Events.Remove (Handle as Variant)

Removes a specific member from the Events collection, giving its handle or reference.

Type	Description
Handle as Variant	A long expression that indicates the handle of the event. The Handle identifies unique the event, and is is allocated by the control. The Handle property of the event specifies the event's handle. A double/float expression that specifies the event's identifier. The KnownProperty(exEventID) property specifies the event's identifier. The Handle is automatically generated by the control, and can not be changed, while the IDentifier can be set by the user.

The Remove method removes the specified event. The Handle property of the Event object indicates the handle of the event to be removed. The Handle is automatically generated to be unique for any event, and it can not be changed. In other words, the Handle indicates the key to specify an event. You can use the UserData property of the Event to associate any extra data with your event. *If the Remove method is called during the AddEvent event, use the Ev.Handle to remove the event.* The control fires the Remove event once an Event is being removed. You can use the Remove any extra data associated with the event. The user can create new events using the mouse, if the AllowCreateEvent is not zero, using the Events.Add method or loading a XML document using the LoadXML method. The RemoveSelection method removes or erases all selected events in the schedule view. The Clear method of the Events collection clears all events in the schedule component. The ClearAll method clear all objects in the control, including the events. Use the GroupID property of the Event object to move a (remove/add) an Event from a Group to another.

The following VB sample asks the user if he wants to keep the newly created event, and if not, removes it:

```
Dim iCreatingEvent As Long

Private Sub Schedule1_AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
   If Not (iCreatingEvent = 0) Then
      If Not MsgBox("Do you allow creating this new event?", vbQuestion Or
vbYesNoCancel) = vbYes Then
         Schedule1.Events.Remove (Ev.Handle)
      End If
   End If
End Sub
```

```
Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleCreateEvent) Then
      iCreatingEvent = iCreatingEvent + 1
   End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleCreateEvent) Then
      iCreatingEvent = iCreatingEvent - 1
   End If
End Sub
```

ExDataObject object

The OleDragDrop event notifies your application that the user drags some data on the control. Defines the object that contains OLE drag and drop information. The ExDataObject object supports the following method and properties:

Name	Description
Clear	Deletes the contents of the ExDataObject object.
Files	Returns an ExDataObjectFiles collection, which in turn contains a list of all filenames used by an ExDataObject object.
GetData	Returns data from an ExDataObject object in the form of a variant.
GetFormat	Returns a value indicating whether an item in the ExDataObject object matches a specified format.
SetData	Inserts data into an ExDataObject object using the specified data format.

method ExDataObject.Clear ()

Deletes the contents of the DataObject object.

Type	Description

The Clear method can be called only for drag sources. The OleDragDrop event notifies your application that the user drags some data on the control.

property ExDataObject.Files as ExDataObjectFiles

Returns a DataObjectFiles collection, which in turn contains a list of all filenames used by a DataObject object.

Type	Description
ExDataObjectFiles	An ExDataObjectFiles object that contains a list of filenames used in OLE drag and drop operations.

The Files property is valid only if the format of the clipboard data is exCFFiles. The OleDragDrop event notifies your application that the user drags some data on the control.

method ExDataObject.GetData (Format as Integer)

Returns data from a DataObject object in the form of a variant.

Type	Description
Format as Integer	An exClipboardFormatEnum expression that defines the data's format

Return	Description
Variant	A Variant value that contains the ExDataObject's data in the given format

Use GetData property to retrieve the clipboard's data that has been dragged to the control. It's possible for the GetData and SetData methods to use data formats other than exClipboardFormatEnum , including user-defined formats registered with Windows via the RegisterClipboardFormat() API function. The GetData method always returns data in a byte array when it is in a format that it is not recognized. Use the Files property to retrieves the filenames if the format of data is exCFFiles

method ExDataObject.GetFormat (Format as Integer)

Returns a value indicating whether the ExDataObject's data is of specified format.

Type	Description
Format as Integer	A constant or value that specifies a clipboard data format like described in exClipboardFormatEnum enum.

Return	Description
Boolean	A boolean value that indicates whether the ExDataObject's data is of specified format.

Use the GetFormat property to verify if the ExDataObject's data is of a specified clipboard format. The GetFormat property retrieves True, if the ExDataObject's data format matches the given data format.

method ExDataObject.SetData ([Value as Variant], [Format as Variant])

Inserts data into a ExDataObject object using the specified data format.

Type	Description
Value as Variant	A data that is going to be inserted to ExDataObject object.
Format as Variant	A constant or value that specifies the data format, as described in exClipboardFormatEnum enum

Use SetData property to insert data for OLE drag and drop operations. Use the Files property is you are going to add new files to the clipboard data. The OleDragDrop event notifies your application that the user drags some data on the control.

ExDataObjectFiles object

The ExDataObjectFiles contains a collection of filenames. The ExDataObjectFiles object is used in OLE Drag and drop events. In order to get the list of files used in drag and drop operations you have to use the Files property. The OleDragDrop event notifies your application that the user drags some data on the control. The ExDataObjectFiles object supports the following properties and methods:

Name	Description
Add	Adds a filename to the Files collection
Clear	Removes all file names in the collection.
Count	Returns the number of file names in the collection.
Item	Returns an specific file name.
Remove	Removes an specific file name.

method ExDataObjectFiles.Add (FileName as String)

Adds a filename to the Files collection

Type	Description
FileName as String	A string expression that indicates a filename.

Use Add method to add your files to ExDataObject object. The OleStartDrag event notifies your application that the user starts dragging items.

method ExDataObjectFiles.Clear ()

Removes all file names in the collection.

Type	Description

Use the Clear method to remove all filenames from the collection.

property ExDataObjectFiles.Count as Long

Returns the number of file names in the collection.

Type	Description
Long	A long value that indicates the count of elements into collection.

You can use "for each" statements if you are going to enumerate the elements into ExDataObjectFiles collection.

property ExDataObjectFiles.Item (Index as Long) as String

Returns a specific file name given its index.

Type	Description
Index as Long	A long expression that indicates the filename's index.
String	A string value that indicates the filename.

method ExDataObjectFiles.Remove (Index as Long)

Removes a specific file name given its index into collection.

Type	Description
Index as Long	A long expression that indicates the index of filename into collection.

Use Clear method to remove all filenames,.

ExPicture object

The ExPicture object identifies an icon or a picture to be displayed using the Pictures or ExtraPictures property of the Event object. The ExPictures collection is accessible through the Pictures property of the control. The ExPicture object supports the following properties and methods:

Name	Description
Content	Indicates the picture's content as it was previously added.
Enabled	Indicates whether the picture shows as enabled or disabled.
Height	Specifies the height of the picture, in pixels.
Icon	Specifies the index of the icon to be shown.
Key	Indicates the key of the picture.
Picture	Retrieves or sets a graphic to be displayed in the picture.
ShowHandCursor	Indicates whether the hand cursor is shown if the cursor hovers the picture.
Width	Specifies the width of the picture, in pixels.

property ExPicture.Content as Variant

Indicates the picture's content as it was previously added.

Type	Description
Variant	A VARIANT expression that specifies the content of the picture, as being added by the Add method using the Picture parameter,

The Content property indicates the content of the picture, as being added by the Add method using the Picture parameter. This property is read-only, instead you can replace the picture's content using the Add method, with the same key or passing a different PictureDisp object to Picture property. The Key property indicates the key of the picture. The Icon property indicates the index of the icon in the Images collection to be used instead for displaying the picture object.

property ExPicture.Enabled as Boolean

Indicates whether the picture shows as enabled or disabled.

Type	Description
Boolean	A Boolean expression that specifies whether the containing picture is displayed enabled or as disabled.

By default, the Enabled property is True, which makes the loaded picture to be shown as enabled. Use the Enabled property to show the containing picture as disabled. A disabled picture shows as grayed. The ShowHandCursor property indicates whether the hand cursor is shown when the cursor hovers a picture in the event's body.

property ExPicture.Height as Long

Specifies the height of the picture, in pixels.

Type	Description
Long	A Long expression that specifies the height of the picture to be displayed, in pixels.

The Height property is initialized with the height of the loaded picture, once the Add method is called. You can use the Height/Width property to change the size of the picture when it is displayed on the event's body using the Pictures and ExtraPictures properties. If using the <img> HTML tag to display the pictures/icons, the <img>pic1:32</img>, the 32 indicates that the size 32x32 should be used to display the image.

property ExPicture.Icon as Long

Specifies the index of the icon to be shown.

Type	Description
Long	A Long expression that specifies the index of the icon to be displayed by the ExPicture object

By default, the Icon property is 0, which indicates no icon is displayed. If the Icon property is set to a value different than zero, it indicates the index of the icon to be displayed. The Images method of the control loads a collection of icons to be used in the control. No icon is displayed, if the index if not valid. Once the Icon property is set, the old content of the picture is unloaded. Setting the Icon property changes the Width and Height properties of the ExPicture object to 16.

property ExPicture.Key as String

Indicates the key of the picture.

Type	Description
String	A String expression that indicates the key of the picture.

The Key property specifies the key of the picture to be displayed if included in the Pictures or ExtraPictures property of the Event object. The Key property is read-only. You need to remove and add a new ExPicture object, to replace the picture's key. The Key property is being identified with the Key parameter being used once the Add method is called.

property ExPicture.Picture as IPictureDisp

Retrieves or sets a graphic to be displayed in the picture.

Type	Description
IPictureDisp	A PictureDisp object that describes the image of the picture to be displayed.

You can use the Picture property to replace the picture's representation, without replacing the picture using the Add method. The Content property is read-only, instead you can replace the picture's content using the Add method, with the same key or passing a different PictureDisp object to Picture property. The Content property indicates the content of the picture, as being added by the Add method using the Picture parameter. The Key property indicates the key of the picture. The Icon property indicates the index of the icon in the Images collection to be used instead for displaying the picture object.

property ExPicture.ShowHandCursor as Boolean

Indicates whether the hand cursor is shown if the cursor hovers the picture.

Type	Description
Boolean	A Boolean expression that specifies whether the control shows a hand cursor when the mouse is hovering the picture.

By default, the ShowHandCursor property is True. You can use the ShowHandCursor property to add clickable pictures to your event/appointment. The PictureClick event notifies your application once a picture is clicked in the event's body. The PictureFromPoint property indicates the key of the picture from the cursor. You can use the EventFromPoint property to get the Event object from the cursor. Also, the control displays the hand cursor when the mouse hovers an anchor element <a>.

property ExPicture.Width as Long

Specifies the width of the picture, in pixels.

Type	Description
Long	A Long expression that specifies the width of the picture to be displayed, in pixels.

The Width property is initialized with the width of the loaded picture, once the Add method is called. You can use the Height/Width property to change the size of the picture when it is displayed on the event's body using the Pictures and ExtraPictures properties. If using the <img> HTML tag to display the pictures/icons, the <img>pic1:32</img>, the 32 indicates that the size 32x32 should be used to display the image.

ExPictures object

The ExPictures collection holds a collection of icons, pictures that can be displayed using the Pictures and ExtraPictures properties of the Event object. The Images method loads icons to the control, HTMLPicture assigns a key to a picture object. The ExPictures collection can be accessed through the Pictures property of the control.

The control can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The ExPictures collection supports the following methods and properties:

Name	Description
Add	Adds a Picture object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific Picture of the Picture collection, giving its key.
Remove	Removes a specific member from the Pictures collection.

method ExPictures.Add (Key as String, Picture as Variant)

Adds a Picture object to the collection and returns a reference to the newly created object.

Type	Description
Key as String	A String expression that indicates the key of the image to be added. *If Key and Picture parameters are both empty, the Pictures collection is cleared.*
Picture as Variant	The Picture expression can be one of the followings: • a long expression that specifies the index of the icon to be displayed instead. The Images method loads icons to the control • a string expression that indicates the path to the picture file, being loaded, BMP, JPG, PNG, GIF and so on/ • a string expression that indicates the base64 encoded string that holds a picture object, Use the eximages tool to save your picture as base64 encoded format. • A Picture object that indicates the picture being added or replaced. (A Picture object implements IPicture interface), If empty, the picture being associated to a key is removed. If the key already exists the new picture is replaced. If the key is not empty, and it doesn't not exist no picture is added.

Return	Description
ExPicture	An ExPicture object being created, that holds the picture being loaded.

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties.

In order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Pictures and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

The following samples displays a picture on the event's body:

VBA (MS Access, Excell...)

```
With Schedule1
   .Calendar.Selection = #5/24/2012#
   .Pictures.Add "pic1","c:\exontrol\images\zipdisk.gif"
   .Events.Add(#5/24/2012 9:00:00 AM#,#5/24/2012 2:00:00 PM#).Pictures = "pic1"
End With
```

VB6

```
With Schedule1
   .Calendar.Selection = #5/24/2012#
```

```
    .Pictures.Add "pic1","c:\exontrol\images\zipdisk.gif"
    .Events.Add(#5/24/2012 9:00:00 AM#,#5/24/2012 2:00:00 PM#).Pictures = "pic1"
End With
```

VB.NET

```
With Exschedule1
    .Calendar.Selection = #5/24/2012#
    .Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
    .Events.Add(#5/24/2012 9:00:00 AM#,#5/24/2012 2:00:00 PM#).Pictures = "pic1"
End With
```

VB.NET for /COM

```
With AxSchedule1
    .Calendar.Selection = #5/24/2012#
    .Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
    .Events.Add(#5/24/2012 9:00:00 AM#,#5/24/2012 2:00:00 PM#).Pictures = "pic1"
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->GetCalendar()->PutSelection("5/24/2012");
spSchedule1->GetPictures()->Add(L"pic1","c:\\exontrol\\images\\zipdisk.gif");
spSchedule1->GetEvents()->Add("5/24/2012 9:00:00 AM","5/24/2012 2:00:00 PM")-
>PutPictures(L"pic1");
```

C++ Builder

```
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2012,5,24).operator double()));
Schedule1->Pictures->Add(L"pic1",TVariant("c:\\exontrol\\images\\zipdisk.gif"));
Schedule1->Events->Add(TVariant(TDateTime(2012,5,24,9,00,00,0).operator double()),TVariant(TDateTime(2012,5,24,14,00,00,0).operator double()))->Pictures = L"pic1";
```

C#

```
exschedule1.Calendar.Selection = Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-US"));
exschedule1.Pictures.Add("pic1","c:\\exontrol\\images\\zipdisk.gif");
exschedule1.Events.Add(Convert.ToDateTime("5/24/2012 9:00:00 AM",System.Globalization.CultureInfo.GetCultureInfo("en-US")),Convert.ToDateTime("5/24/2012 2:00:00 PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Pictures = "pic1";
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377" id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.Calendar.Selection = "5/24/2012";
   Schedule1.Pictures.Add("pic1","c:\\exontrol\\images\\zipdisk.gif");
   Schedule1.Events.Add("5/24/2012 9:00:00 AM","5/24/2012 2:00:00 PM").Pictures = "pic1";
</SCRIPT>
```

C# for /COM

```
axSchedule1.Calendar.Selection = Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-US"));
axSchedule1.Pictures.Add("pic1","c:\\exontrol\\images\\zipdisk.gif");
```

```
axSchedule1.Events.Add(Convert.ToDateTime("5/24/2012 9:00:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 2:00:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Pictures = "pic1";
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   COM com_Event;
   anytype var_Event;
   ;

   super();



exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("5/24/2012",2

   exschedule1.Pictures().Add("pic1","c:\\exontrol\\images\\zipdisk.gif");
   var_Event =
COM::createFromObject(exschedule1.Events()).Add(COMVariant::createFromUtcDateTir
 9:00:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("5/24/2012
14:00:00",213))); com_Event = var_Event;
   com_Event.Pictures("pic1");
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   Calendar.Selection := '5/24/2012';
   Pictures.Add('pic1','c:\exontrol\images\zipdisk.gif');
   Events.Add('5/24/2012 9:00:00 AM','5/24/2012 2:00:00 PM').Pictures := 'pic1';
end
```

Delphi (standard)

```
with Schedule1 do
begin
   Calendar.Selection := '5/24/2012';
   Pictures.Add('pic1','c:\exontrol\images\zipdisk.gif');
   Events.Add('5/24/2012 9:00:00 AM','5/24/2012 2:00:00 PM').Pictures := 'pic1';
end
```

VFP

```
with thisform.Schedule1
   .Calendar.Selection = {^2012-5-24}
   .Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
   .Events.Add({^2012-5-24 9:00:00},{^2012-5-24 14:00:00}).Pictures = "pic1"
endwith
```

dBASE Plus

```
local oSchedule,var_Event

oSchedule = form.Activex1.nativeObject
oSchedule.Calendar.Selection = "05/24/2012"
oSchedule.Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
// oSchedule.Events.Add("05/24/2012 09:00:00","05/24/2012
14:00:00").Pictures = "pic1"
var_Event = oSchedule.Events.Add("05/24/2012 09:00:00","05/24/2012 14:00:00")
with (oSchedule)
   TemplateDef = [Dim var_Event]
   TemplateDef = var_Event
   Template = [var_Event.Pictures = "pic1"]
endwith
```

XBasic (Alpha Five)

```
Dim oSchedule as P
Dim var_Event as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

```
oSchedule.Calendar.Selection = {05/24/2012}
oSchedule.Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
' oSchedule.Events.Add({05/24/2012 09:00:00},{05/24/2012 14:00:00}).Pictures = "pic1"
var_Event = oSchedule.Events.Add({05/24/2012 09:00:00},{05/24/2012 14:00:00})
oSchedule.TemplateDef = "Dim var_Event"
oSchedule.TemplateDef = var_Event
oSchedule.Template = "var_Event.Pictures = \"pic1\""
```

Visual Objects

```
oDCOCX_Exontrol1:Calendar:Selection := SToD("20120524")
oDCOCX_Exontrol1:Pictures:Add("pic1","c:\exontrol\images\zipdisk.gif")
oDCOCX_Exontrol1:Events:Add(SToD("20120524 09:00:00"),SToD("20120524 14:00:00")):Pictures := "pic1"
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.Calendar.Selection = 2012-05-24
oSchedule.Pictures.Add("pic1","c:\exontrol\images\zipdisk.gif")
oSchedule.Events.Add(DateTime(2012-05-24,09:00:00),DateTime(2012-05-24,14:00:00)).Pictures = "pic1"
```

method ExPictures.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method clears the ExPictures collection. The Clear method unloads the pictures being added through the Add method, but does not remove or clear any Pictures or ExtraPictures property of the Event object. The Clear method does not unload the icons being loaded using the Images method. The Remove method of the collection removes a specific picture from the collection. You can use the Add method, to replace an exiting picture, when using the same key. The ShowEventPictures property indicates whether the control displays the event's pictures associated using the Pictures or ExtraPictures property.

property ExPictures.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A long expression that specifies the number of ExPicture object in the ExPictures collection.

The Count property counts the number of ExPicture object in the ExPictures collection. The Clear method clears or remove all elements in the ExPictures collection, so the Count will be 0.

property ExPictures.Item (Key as Variant) as ExPicture

Returns a specific Picture of the Picture collection, giving its key.

Type	Description
Key as Variant	A string expression that specifies the key of the picture being accessed.
ExPicture	An ExPicture object being requested.

The Item property can be used to access the ExPicture object using its key. For instance, you can use the PictureFromPoint property to get the identifier of the picture from the cursor. Also, the PictureClick event notifies once a picture is being clicked. The Key parameter of the PictureClick event indicates the key of the picture being clicked.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can not display images or HTML font attributes. If the <img> tag is included in a <a> HTML tag, you have a clickable image through the AnchorClick event. This option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Picture and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

method ExPictures.Remove (Key as Variant)

Removes a specific member from the Pictures collection.

Type	Description
Key as Variant	A string expression that specifies the key of the picture to be removed.

The Remove method of the collection removes a specific picture from the collection. The Clear method clears the ExPictures collection. The Remove/Clear method unloads the pictures being added through the Add method, but does not remove or clear any Pictures or ExtraPictures property of the Event object. The Clear method does not unload the icons being loaded using the Images method. You can use the Add method, to replace an exiting picture, when using the same key. The ShowEventPictures property indicates whether the control displays the event's pictures associated using the Pictures or ExtraPictures property.

Group object

A Group object holds information about the event's group. The control can display events on different groups aligned on columns. The Add method of the Groups collection adds a new group to the control. The GroupID property of the Event specifies the identifier of the Group that hosts the event. The Groups collection is accessible through the Groups property of the control.

The Group object supports the following properties and methods.

Name	Description
Alignment	Indicates the alignment of the caption/title of the Group object.
CalendarHighlightEvent	Gives access to the Highlight object, so you can customize highlighting the events of this group, in the calendar panel.
Caption	Specifies the HTML caption of the group.
EventBackColor	Specifies the background color or the visual appearance of the events in the same group.
EventForeColor	Specifies the foreground color of the events in the same group.
EventPattern	Specifies the pattern to display the events in the same group.
HeaderBackColor	Specifies the background color or the visual appearance of the header's group.
HeaderForeColor	Specifies the foreground color of the header's group.
HeaderPattern	Specifies the pattern to show the group's header
ID	Gets or sets the identifier of the current group.
Index	Indicates the index of the Group object in the Groups collection.
Position	Gets or sets the position of the current group.
ScheduleHighlightEvent	Gives access to the Highlight object, so you can customize highlighting the events of this group, in the schedule panel.
Title	Indicates the title of the group.
ToolTip	Indicates the tooltip of the group.
UserData	Indicates any extra data associated with the Group object.
Visible	Indicates whether the group is visible or hidden.
Width	Gets or sets the width of the current group.

property Group.Alignment as ContentAlignmentEnum

Indicates the alignment of the caption/title of the Group object.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the caption/title of the Group.

By default, the Alignment property is exTopCenter. The Alignment property is applied to group's client area not to the group's header only. In other words, if you set the Alignment to exBottomCenter, the group's title/caption is being displayed on the bottom of the group, instead of the group's header. The HeaderGroupHeight property indicates the height of the group's header relative to the control's font height. The group's header does not clip its caption or title to the header section, to allow displaying the HTML text or pictures on the Group's client as in the following screen shot. The Caption property indicates the HTML caption to be displayed on the Group's header. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button.

property Group.CalendarHighlightEvent as Highlight

Gives access to the Highlight object, so you can customize highlighting the events of this group, in the calendar panel.

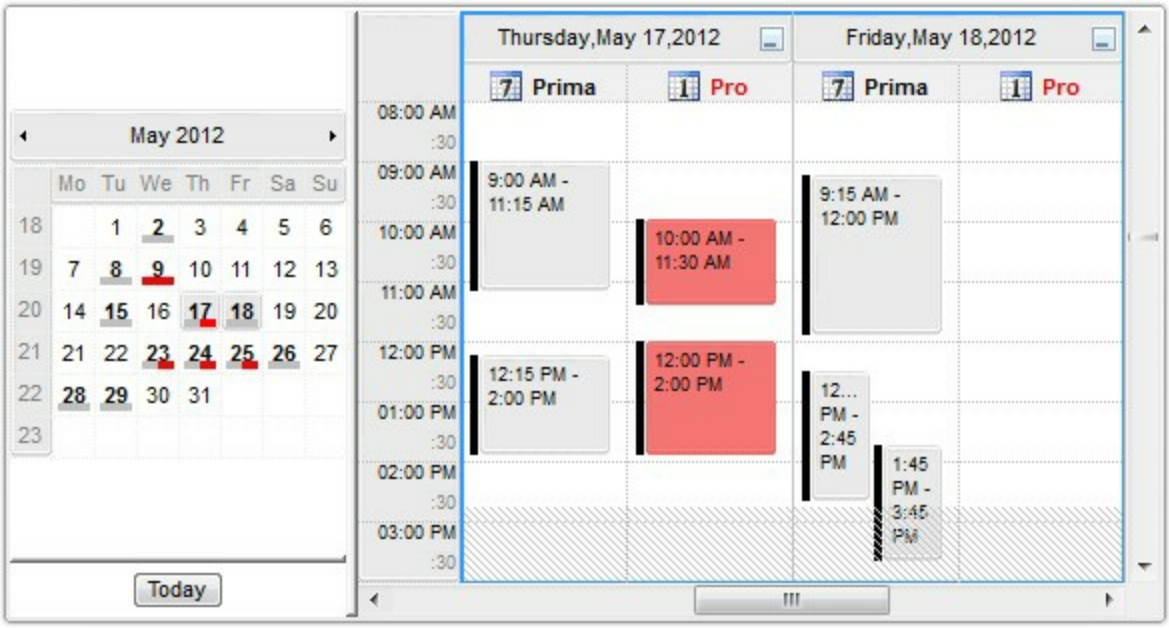
Type	Description
Highlight	A Highlight object to customize the dates with events.

The CalendarHighlightEvent property indicates the visual aspect of the dates with events in the same group, in the calendar panel. The CalendarHighlightEvent property has effect only, the the GroupHighlightEvent property is True. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to. The GroupID property indicates the identifier of the event's group. The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

Using the CalendarHighlightEvent object a date with events can combine one or more of the following options:

- **bold**, Bold property renders as bold text
- *italic*, Italic property renders as italic text
- underline, Underline property underlines the text
- ~~strikeout~~, StrikeOut property shows the text with a horizontal line through its center
- change the font size, FontSize property indicates the size of the font to display the text
- change the **font**, using the Font property
- change the text's foreground color, using the ForeColor property
- change the text's background color, using the BackColor property
- shows a pattern using the Pattern property

The following screen shot shows the dates with events when GroupHighlightEvent property is True:


May 2012
Mo Tu We Th Fr Sa Su
Today
Thursday,May 17,2012
Friday,May 18,2012
Prima
Pro
Prima
Pro
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
9:00 AM - 11:15 AM
10:00 AM - 11:30 AM
9:15 AM - 12:00 PM
12:15 PM - 2:00 PM
12:00 PM - 2:00 PM
12... PM - 2:45 PM
1:45 PM - 3:45 PM

property Group.Caption as String

Specifies the HTML caption of the group.

Type	Description
String	A String expression that specifies the HTML caption to be displayed on the group's header.

By default, the Caption property is "". The Caption parameter of the Add method indicates the caption to be shown on the group's header. At adding time, the Title property is initialized with the Caption property with no HTML tags. You can include icons or pictures in the group's Caption using the <img> HTML tags. The HeaderGroupHeight property indicates the height of the group's header relative to the control's font height. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button. The ShortLabel, LongLabel or ExtraLabel property of the Event may display automatically the group's Caption if the <%=**%262**%> tag is included in the label.

The Caption property supports the following HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=>

anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text

- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

  outline anti-aliasing

property Group.EventBackColor as Color

Specifies the background color or the visual appearance of the events in the same group.

Type	Description
Color	A Color expression that specifies the background color to show the event's body. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The EventBackColor property specifies the event's background color if it belongs to a group. The ApplyGroupingColors property indicates whether the EventForeColor, EventBackColor and EventPattern properties of the Group object are being applied to events. The BodyBackColor property specifies the background color of the event's body. The BodyEventBackColor property specifies the background color to show the body for all events. The GroupID property of the Event specifies the identifier of the Group that owns the event. The HeaderBackColor property can be used to specify a different visual appearance of the group's header.

The control displays groups if

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

property Group.EventForeColor as Color

Specifies the foreground color of the events in the same group.

Type	Description
Color	A Color expression that specifies the event's foreground color.

By default, the EventForeColor property is 0. The EventForeColor property has effect only if it is not-zero. The EventForeColor property specifies the event's foreground color if it belongs to a group. The BodyForeColor property specifies the foreground color to show the labels on the event. The ApplyGroupingColors property indicates whether the EventForeColor, EventBackColor and EventPattern, properties of the Group object are being applied to events. The HeaderForeColor property can be used to specify a different foreground color on the group's header.

The control displays groups if

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

property Group.EventPattern as Pattern

Specifies the pattern to display the events in the same group.

Type	Description
Pattern	A Pattern object that can be accessed to specify a different pattern to be shown on events of the group.

The EventPattern property specifies the event's pattern color if it belongs to a group. The ApplyGroupingColors property indicates whether the EventForeColor, EventBackColor and EventPattern, properties of the Group object are being applied to events. The BodyPattern property specifies the pattern of the event's body. The GroupID property of the Event specifies the identifier of the Group that owns the event. The HeaderPattern property can be used to specify a different pattern on the group's header.

The control displays groups if

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

property Group.HeaderBackColor as Color

Specifies the background color or the visual appearance of the header's group.

Type	Description
Color	A Color expression that specifies the background color to show on the group's header. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The HeaderBackColor property specifies the background color of the group's header. The HeaderForeColor property specifies the group's header foreground color. The EventBackColor property specifies the colors to be applied on the events of the group. The HeaderGroupHeight property indicates the height of the group's header relative to the control's font height. The group's header does not clip its caption or title to the header section, to allow displaying the HTML text or pictures on the Group's client as in the following screen shot. The Caption property indicates the HTML caption to be displayed on the Group's header. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button.

property Group.HeaderForeColor as Color

Specifies the foreground color of the header's group.

Type	Description
Color	A Color expression that specifies the foreground color to show the caption or the group's title.

The HeaderForeColor property specifies the background color of the group's header. The HeaderBackColor property specifies the group's header background color. The EventForeColor property specifies the colors to be applied on the events of the group. The HeaderGroupHeight property indicates the height of the group's header relative to the control's font height. The group's header does not clip its caption or title to the header section, to allow displaying the HTML text or pictures on the Group's client as in the following screen shot. The Caption property indicates the HTML caption to be displayed on the Group's header. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button.

property Group.HeaderPattern as Pattern

Specifies the pattern to show the group's header

Type	Description
Pattern	A Pattern object to specify the pattern to be shown on the group's header.

By default, the Type property of the HeaderPattern property is exPatternEmpty which indicates that no pattern is shown. The Type property indicates the pattern to display on the group's header. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The EventPattern property gives access to the group's Header pattern. The HeaderGroupHeight property indicates the height of the group's header relative to the control's font height. The group's header does not clip its caption or title to the header section, to allow displaying the HTML text or pictures on the Group's client as in the following screen shot. The Caption property indicates the HTML caption to be displayed on the Group's header. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button.

property Group.ID as Long

Gets or sets the identifier of the current group.

Type	Description
Long	A Long expression that specifies the identifier of the Group object,

The ID property indicates the identifier of the Group. A Group object may hosts multiple Event objects, when the GroupID for each event is the same as the ID property. The ID parameter of the Add method indicates the ID of the Group being added. You can use the Item property of the Groups collection to access a group giving its identifier. Use the GroupID property of the NonworkingTime object to apply the non-working time to the specified groups.

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Add method of the Groups collection to add new groups to the control.

property Group.Index as Long

Indicates the index of the Group object in the Groups collection.

Type	Description
Long	A Long expression that specifies the index of the Group object in the Groups collection.

The Index property indicates the index of the Group object in the Groups collection. You can use the ItemByIndex property of the Groups collection to access a group giving its index. The Index and ID properties are different. The Index property goes from 0 to Count - 1, while ID property is chosen by the user. The Index property is a read only property.

property Group.Position as Long

Gets or sets the position of the current group.

Type	Description
Long	A Long expression that specifies the position of the Group when displaying in the control. The position starts at 0, as being the first visible, group, 1, the second visible group and so on.

The Position property can be used to programmatically change the Group's position by code. You can enumerate the Group as being displayed using the ItemByPos property of Groups collection. By default, the user can change the Group's position by dragging the Group's Header to a new position. The AllowMoveGroup property specifies the combination of keys so user can move the Groups at runtime. The Visible property of the Group specifies whether the Group is visible in the schedule view, and un-checked, in the drop down grouping panel. The AllowResizeGroup property specifies whether the user can resize a group at runtime.

property Group.ScheduleHighlightEvent as Highlight

Gives access to the Highlight object, so you can customize highlighting the events of this group, in the schedule panel.

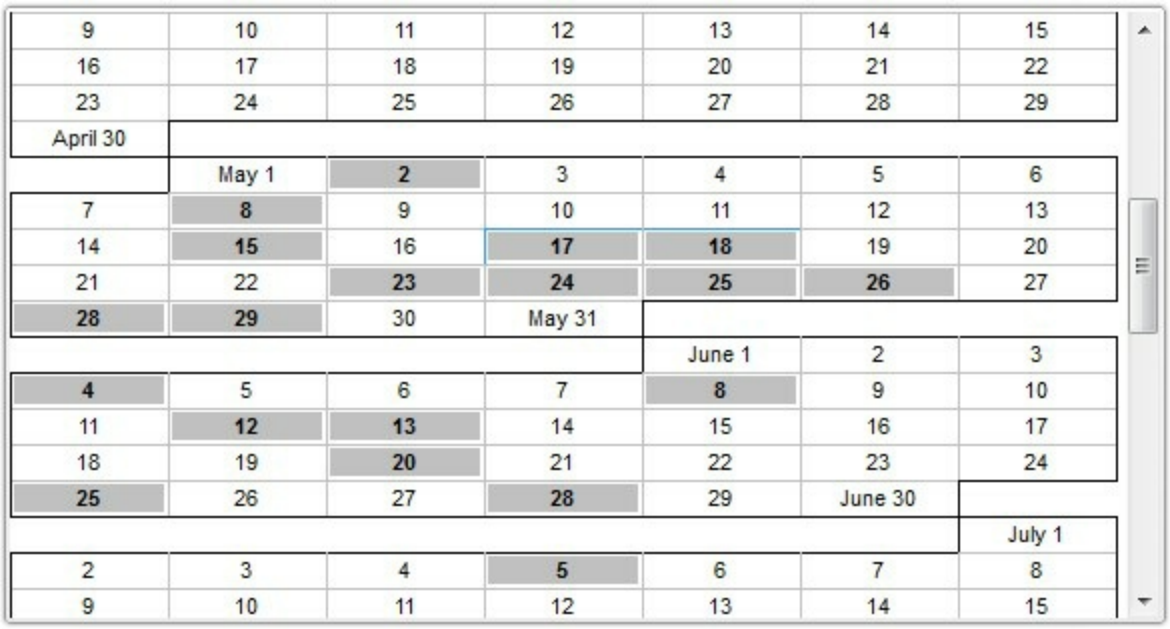
Type	Description
Highlight	A Highlight object to customize the dates with events.

The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel. The HighlightEvent property and CalendarHighlightEvent property highlights the dates in the calendar panel only. The ScheduleHighlightEvent property has effect only when the schedule view is resized to the minimum (no date header is shown, no time scale is shown, the entire year is visible).

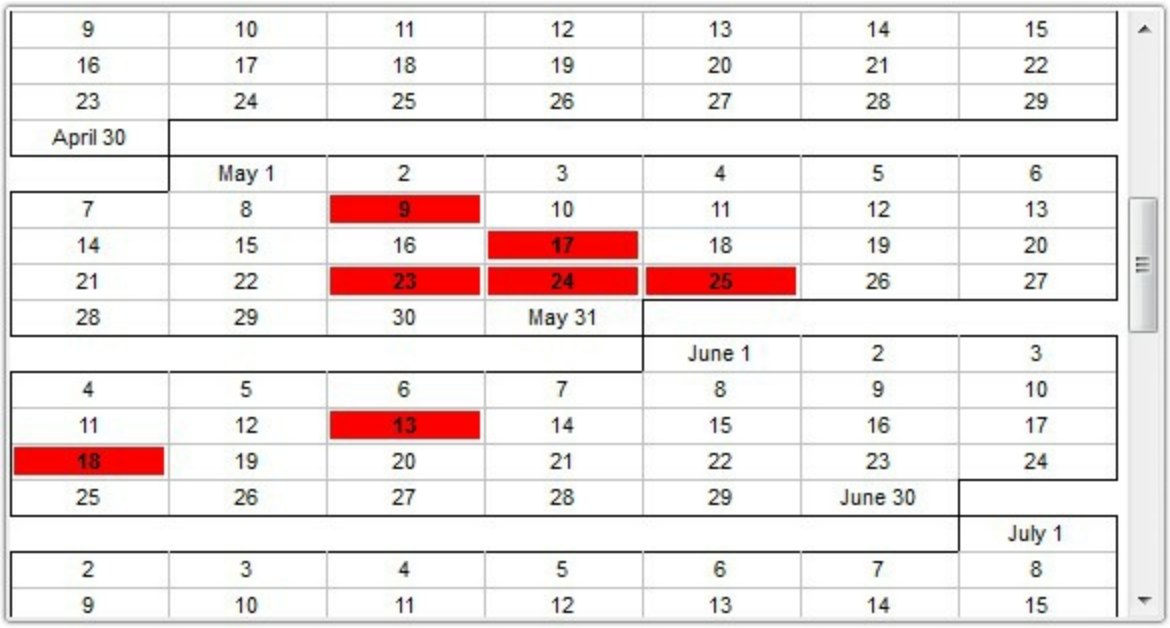
Using the CalendarHighlightEvent object a date with events can combine one or more of the following options:

- **bold**, Bold property renders as bold text
- *italic*, Italic property renders as italic text
- underline, Underline property underlines the text
- ~~strikeout~~, StrikeOut property shows the text with a horizontal line through its center
- change the font size, FontSize property indicates the size of the font to display the text
- change the **font**, using the Font property
- change the text's foreground color, using the ForeColor property
- change the text's background color, using the BackColor property
- shows a pattern using the Pattern property

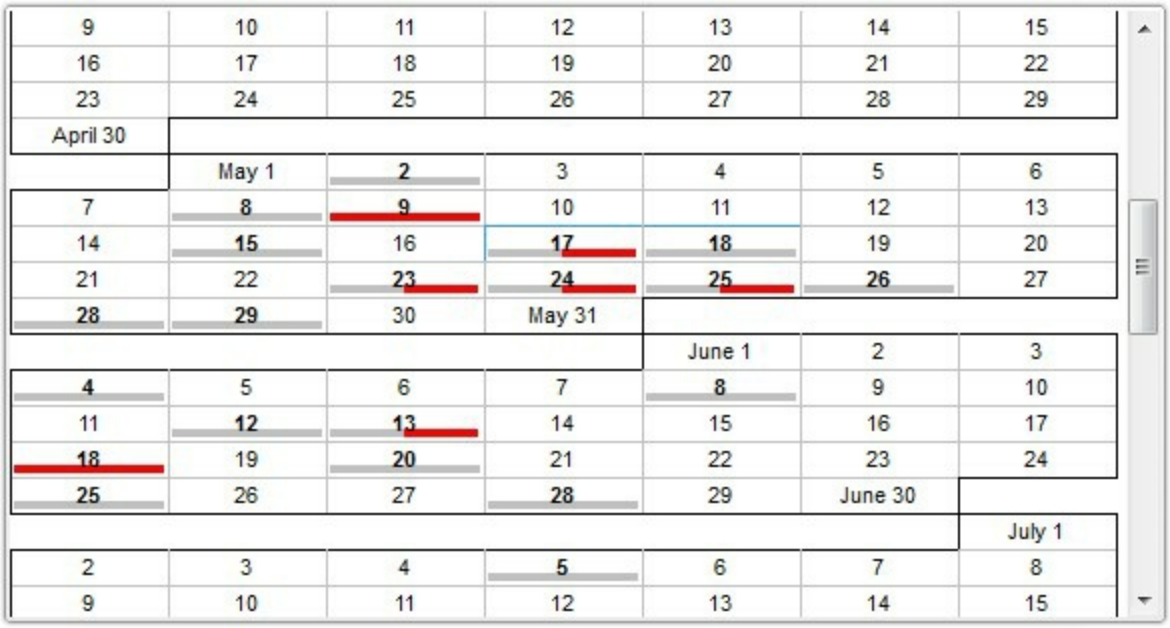
The following screen shot shows the dates with events of the same group (gray only):



The following screen shot shows the dates with events of the same group (red only):



The following screen shot shows the dates with events of different groups (combined):



property Group.Title as String

Indicates the title of the group.

Type	Description
String	A String expression that specifies the HTML title to be displayed on the drop down panel, when user clicks the grouping button.

By default, the Title property is initialized with the Caption parameter of the Add method, with no HTML tags. The Title property indicates the title to be shown when the user drop down the grouping button. The control displays Caption or Title on the control's header based on the date's size. If the date is too small, the title may be displayed instead caption. By default, You can resize the schedule view, by dragging the mouse while clicking the middle mouse button. The ShortLabel, LongLabel or ExtraLabel property of the Event may display automatically the group's Title if the <%=**%263**%> tag is included in the label. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found.

property Group.ToolTip as String

Indicates the tooltip of the group.

Type	Description
String	A String expression that specifies the HTML tooltip to be shown when the cursor hovers the Group's header.

By default, the ToolTip property is "", which indicates no tooltip is being shown if the cursor hovers the group's header. The ToolTip property indicates the tooltip to be shown when the cursor hovers the event. The ShowToolTip method can be used during the MouseMove event to display a custom tooltip. Use the ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. Use the ToolTipFont property to change the tooltip's font.

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.

- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

  gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Group.UserData as Variant

Indicates any extra data associated with the Group object.

Type	Description
Variant	A VARIANT expression that specifies any extra data to be associated with the group.

By default, the UserData property is empty or nothing. You can use the UserData property to assign any extra data to your Group object.

property Group.Visible as Boolean

Indicates whether the group is visible or hidden.

Type	Description
Boolean	A Boolean expression that specifies whether the Group is visible or hidden in the schedule view.

By default, the Visible property is False. The Visible property of the Group specifies whether the Group is visible in the schedule view, and un-checked, in the drop down grouping panel. The AllowMoveGroup property specifies the combination of keys so user can move the Groups at runtime. The AllowResizeGroup property specifies whether the user can resize a group at runtime. The EventBackColor, EventForeColor or EventPattern property specifies the colors to be applied on the events of the group. The ApplyGroupingColors property indicates whether the EventForeColor, EventBackColor and EventPattern properties of the Group object are being applied to events. You can use the Width property to change the width of the Group by code.

The control displays groups if

- ShowGroupingEvents property is True
- The Groups collection has visible elements. By default, the Groups collection contains no Group objects (Visible on True)

property Group.Width as Long

Gets or sets the width of the current group.

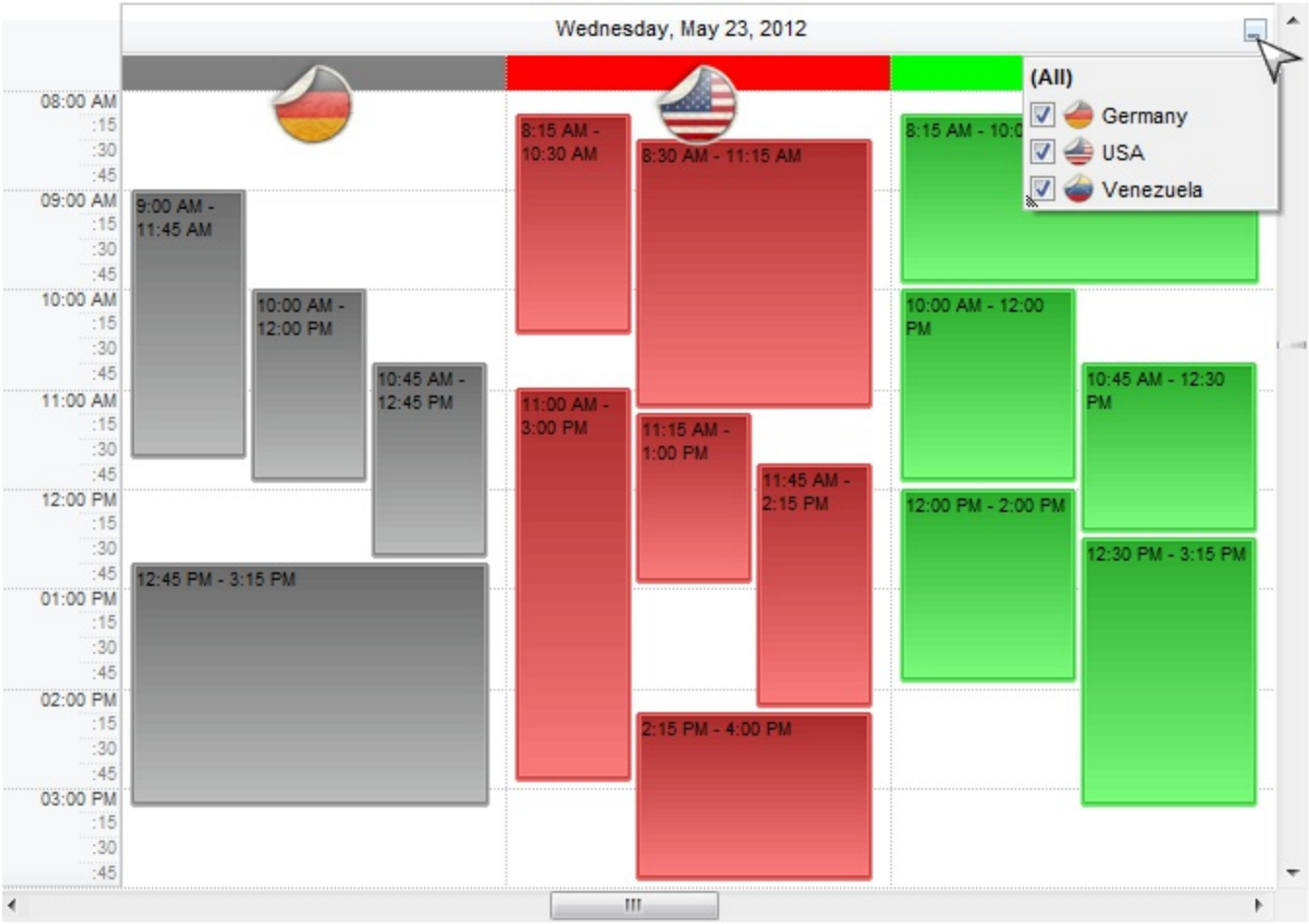
Type	Description
Long	A Long expression that specifies the width of the group, in pixels.

By default, the schedule view splits the groups in equal parts. You can use the Width property to change the width of the Group by code. The Visible property specifies whether a group is shown or hidden. The Width property has no effect if the Group is not visible. The AllowResizeGroup property indicates whether the user can change the width of the group at runtime,

Groups object

The Groups collection holds a collection of Group objects. The control can displays events on different columns, each column being identified as a Group. The Groups collection is accessible through the Groups property.

The following sample shows the grouping header and the grouping panel:



The Groups collection supports the following properties and methods:

Name	Description
Add	Adds a Group object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific Group of the Groups collection, giving its identifier.
ItemByIndex	Returns a specific Group of the Groups collection, giving its index.
ItemByPos	Returns a specific Group of the Groups collection, giving its position.

Remove	Removes a specific member from the Groups collection.

method Groups.Add (ID as Long, Caption as String)

Adds a Group object to the collection and returns a reference to the newly created object.

Type	Description
ID as Long	A Long expression that specifies the identifier of the Group. In order to assign an event to the same group you need to use the same identifier in the GroupID property of the Event.
Caption as String	A String expression that indicates the HTML format to be shown on the Group's header.

Return	Description
Group	A Group object being created.

Use the Add method of the Groups collection to add new groups to the control. Use the Visible property to make the group visible in the schedule panel. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found. The ShowGroupingEvents property indicates whether the control displays events grouped by its GroupID property. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime.

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.
- The Groups collection contains visible element, or Group object with the Visible property on True.

The following Background properties change the visual appearance of the drop down grouping panel:

- Background(exGroupingBackColor) / Background(exGroupingForeColor) changes the background and the foreground color of the panel.

- Background(exGroupingSelBackColor) / Background(exGroupingSelForeColor) changes the background and the foreground color of the selection in the panel.
- Background(exCheckBoxState0), Background(exCheckBoxState1), Background(exCheckBoxState2) changes the visual appearance for the control's check boxes.
- Background(exRadioButtonState0), Background(exRadioButtonState1), changes the visual appearance for the control's radio buttons.

The Description(exGroupBarAll) property changes the "(All)" predefined string, being displayed on the top of the drop down grouping/filtering panel.

method Groups.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method removes all Group objects in the Groups collection. The Remove method removes a specific Group object. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Visible property to show or hide a group in the schedule panel.

property Groups.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A Long expression that specifies the number of Group objects in the Groups collection.

The Count property counts the number of Group objects in the Groups collection. The ItemByIndex/Count properties can be used to enumerate the Groups as they has been added. The ItemByPos/Count properties can be used to enumerate the Groups as they are displayed. The Visible property specifies whether a Group is visible or hidden. The ItemByPos property gives the Group by position, no matter if it is visible or hidden. The Item property can be used to access a Group object giving its identifier. Use the Add method of the Groups collection to add new groups to the control. The Groups collection supports **for each statement**, so you can enumerate the groups using a code like *for each g in Groups.*

property Groups.Item (ID as Variant) as Group

Returns a specific Group of the Groups collection, giving its identifier.

Type	Description
ID as Variant	A long expression that specifies the identifier of the group to be accessed.
Group	The Group object based on its identifier.

The Item property can be used to access a Group object giving its identifier. Use the Add method of the Groups collection to add new groups to the control. The ItemByPos/Count properties can be used to enumerate the Groups as they are displayed. The Visible property specifies whether a Group is visible or hidden. The ItemByPos property gives the Group by position, no matter if it is visible or hidden. The ItemByIndex/Count properties can be used to enumerate the Groups as they has been added. The Count property counts the number of Group objects in the Groups collection.

property Groups.ItemByIndex (Index as Long) as Group

Returns a specific Group of the Groups collection, giving its index.

Type	Description
Index as Long	A long expression that specifies the index of the Group being requested
Group	A Group object being requested

The ItemByIndex/Count properties can be used to enumerate the Groups as they has been added. The Count property counts the number of Group objects in the Groups collection. The ItemByPos/Count properties can be used to enumerate the Groups as they are displayed. The Visible property specifies whether a Group is visible or hidden. The ItemByPos property gives the Group by position, no matter if it is visible or hidden. The Item property can be used to access a Group object giving its identifier. Use the Add method of the Groups collection to add new groups to the control.

property Groups.ItemByPos (Position as Long) as Group

Returns a specific Group of the Groups collection, giving its position.

Type	Description
Position as Long	A long expression that specifies the position of the Group being requested
Group	The Group object being requested

The ItemByPos/Count properties can be used to enumerate the Groups as they are displayed. The Visible property specifies whether a Group is visible or hidden. The ItemByPos property gives the Group by position, no matter if it is visible or hidden. The ItemByIndex/Count properties can be used to enumerate the Groups as they has been added. The Count property counts the number of Group objects in the Groups collection. The Item property can be used to access a Group object giving its identifier. Use the Add method of the Groups collection to add new groups to the control.

method Groups.Remove (ID as Variant)

Removes a specific member from the Groups collection.

Type	Description
ID as Variant	A Long expression that specifies the identifier of the Group to be removed.

The Remove method removes a specific Group object. Use the Visible property to show or hide a group in the schedule panel. The Clear method removes all Group objects in the Groups collection. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime.

Highlight object

The following properties uses a Highlight object:

- HighlightEvent property customizes visual appearance of the events, in the calendar panel
- CalendarHighlightEvent property customizes visual appearance of the events in the same group, in the calendar panel
- ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

The Highlight object supports the following properties:

Name	Description
BackColor	Specifies the element's background color.
Bold	Renders as bold text.
Font	Retrieves or sets the text's font.
FontSize	Indicates the size of the font to display the text.
ForeColor	Specifies the element's foreground color.
Italic	Renders as italic text.
Pattern	Gives access to the element's Pattern object.
StrikeOut	Specifies that the text should appear as strikeout.
Underline	Underlines the text.

property Highlight.BackColor as Color

Specifies the element's background color.

Type	Description
Color	A color expression that indicates the element's background color. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BackColor property is 0, which means no background color is applied to the object. The BackColor property has effect only if a non-zero value is used. The ForeColor property specifies the element's foreground color.

The following screen shot displays the objects with this element set:

property Highlight.Bold as Boolean

Renders as bold text.

Type	Description
Boolean	A boolean expression that indicates whether the element's text shows as **bold**.

By default, the Bold property is True. The Bold property indicates whether the element's text shows as bold. You can use the Font property to change the element's font, including name, size, attributes and so on. You can use the FontSize property to display the element with the same font of a different size.

The following screen shot displays the objects with this element set:

property Highlight.Font as IFontDisp

Retrieves or sets the text's font.

Type	Description
IFontDisp	A Font object to be applied to the element.

By default, the Font property is set to nothing, which means no different font is is applied to the object. The Font property has effect only if specified a valid font. The FontSize property specifies the size of the font, with no changing of the font face.

The following screen shot displays the objects with this element set:

property Highlight.FontSize as Long

Indicates the size of the font to display the text.

Type	Description
Long	A long expression that specifies the size of the font.

By default, the FontSize property is 0, which has no effect . The Font property has effect only if specified a value different than 0. The Font property specifies a different font face to be applied to the element.

The following screen shot displays the objects with this element set:

property Highlight.ForeColor as Color

Specifies the element's foreground color.

Type	Description
Color	A Color expression that indicates the foreground color to be applied.

By default, the ForeColor property is 0. The BackColor property specifies the element's background color or its visual appearance using the EBN objects.

The following screen shot displays the objects with this element set:

property Highlight.Italic as Boolean

Renders as italic text.

Type	Description
Boolean	A boolean expression that indicates whether the element's text shows as *italic*.

By default, the Italic property is False. The Italic property indicates whether the element's text shows as italic. You can use the Font property to change the element's font, including name, size, attributes and so on. You can use the FontSize property to display the element with the same font of a different size.

The following screen shot displays the objects with this element set:

property Highlight.Pattern as Pattern

Gives access to the element's Pattern object.

Type	Description
Pattern	A Pattern object that specifies the pattern to be shown on the element.

By default, the Pattern.Type property is exPatternEmpty which indicates no pattern is shown.

The following screen shot displays the objects with this element set:

property Highlight.StrikeOut as Boolean

Specifies that the text should appear as strikeout.

Type	Description
Boolean	A boolean expression that indicates whether the element's text shows as ~~strikeout~~.

By default, the StrikeOut property is False. The StrikeOut property indicates whether the element's text shows with a line in center. You can use the Font property to change the element's font, including name, size, attributes and so on. You can use the FontSize property to display the element with the same font of a different size.

The following screen shot displays the objects with this element set:

property Highlight.Underline as Boolean

Underlines the text.

Type	Description
Boolean	A boolean expression that indicates whether the element's text is underlined.

By default, the Underline property is False. The Underline property indicates whether the element's text is underlined. You can use the Font property to change the element's font, including name, size, attributes and so on. You can use the FontSize property to display the element with the same font of a different size.

The following screen shot displays the objects with this element set:

MarkTime object

The MarkTime object indicates a line in the schedule view, at a specified time. The Add method of MarkTimes collection adds a new timer to the schedule view. The MarkTimes collection is accessible through the MarkTimes property of the control.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

The MarkTime object supports the following properties and methods:

Name	Description
BackColor	Specifies the background color or the visual appearance of the MarkTime object.
BodyEventBackColor	Specifies the background color or the visual appearance of the events (body) that intersect the timer.
BodyEventForeColor	Specifies the foreground color of the events (body) that intersect the timer.
BodyEventPattern	Specifies the pattern of the events (body) that intersect the timer.
ForeColor	Specifies the foreground color of the MarkTime object.
Key	Indicates the key of the marking time.
Label	Specifies the label to be displayed on the timer.
LabelAlign	Indicates the alignment of the timer's label.
Line	Indicates the style of the line to be shown.
LineColor	Specifies the color to show the timer's line.
Movable	Returns or sets a value that indicates whether the user can click the timer and drag it to a new position.
Pattern	Gives access to the element's Pattern object.
StatusEventBackColor	Specifies the background color or the visual appearance of the events (status) that intersect the timer.
StatusEventForeColor	Specifies the foreground color of the events (status) that intersect the timer.

StatusEventPattern	Specifies the pattern of the events (status) that intersect the timer.
Time	Specifies the date/time of the marking time.
TimeScaleBackColor	Specifies the background color or the visual appearance of the MarkTime object, in the time scale.
TimeScaleForeColor	Specifies the foreground color of the MarkTime object, in the time scale.
TimeScaleLabel	Specifies the label to be displayed on the timer, on the time scale part.
TimeScaleLabelAlign	Indicates the alignment of the timer's label, on the time scale part.
TimeScaleLine	Indicates the style of the line to be shown, on the control's time scale.
TimeScaleLineColor	Specifies the color to show the timer's line, in the time scale.
TimeScalePattern	Gives access to the element's Pattern object, being shown in the time scale.
UserData	Indicates any extra data associated with the MarkTime object.

property MarkTime.BackColor as Color

Specifies the background color or the visual appearance of the MarkTime object.

Type	Description
Color	A Color expression that specifies the background color to show the timer. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BackColor property is 0, which means that no effect. The BackColor property has effect only, if set to a non-zero value. The BackColor property can be used to display a solid color or an EBN object on the timer's background. The BackColor property is applied to the part of the timer that shows dates section (no time scale portion of the schedule view). The Line property indicates the line to be shown. You can use the Line property on exNoLines to hide the timer's line. The TimeScaleBackColor property indicates the background color to be applied on the time scale portion of the control.

The following screen shot shows a timer with a different line, using the EBN object:

property MarkTime.BodyEventBackColor as Color

Specifies the background color or the visual appearance of the events (body) that intersect the timer.

Type	Description
Color	A Color expression that specifies the background color to show the body for the events that intersect the timer. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BodyEventBackColor property is 0, which means it has no effect. The BodyEventBackColor property has effect only if it is set on a non-zero value, and it changes the event's body background color (BodyBackColor property) for all events that intersect with the current timer. The StatusEventBackColor property change the event's status background color.

The following screen shot shows the events from the timer, with a different background color:

property MarkTime.BodyEventForeColor as Color

Specifies the foreground color of the events (body) that intersect the timer.

Type	Description
Color	A Color expression that specifies the foreground color to show the body for the events that intersect the timer.

By default, the BodyEventForeColor property is 0, which means it has no effect. The BodyEventForeColor property has effect only if it is set on a non-zero value, and it changes the event's body foreground color (BodyForeColor property) for all events that intersect with the current timer. The BodyEventBackColor property changes the background color for events that intersects with the current timer. The StatusEventBackColor property change the event's status background color.

The following screen shot shows the events from the timer, with a different foreground color:

property MarkTime.BodyEventPattern as Pattern

Specifies the pattern of the events (body) that intersect the timer.

Type	Description
Pattern	A Pattern object to specify the pattern to be displayed on the body part of the events that intersect with the current timer.

By default, the BodyEventPattern.Type property is exPatternEmpty which indicates that no pattern is shown. The Type property indicates the pattern to display on the status. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The BodyEventBackColor property change the event's body background color. The StatusEventBackColor property specifies the pattern of the events (status) that intersect the timer.

The following screen shot shows the events from the timer, with a different pattern, on the body part:

property MarkTime.ForeColor as Color

Specifies the foreground color of the MarkTime object.

Type	Description
Color	A Color expression that specifies the color to show the label of the timer.

By default, the ForeColor property is 0. The ForeColor property specifies the foreground color to show the timer's Label. The Label property may include <fgcolor> HTML tag, which indicates that a portion of the label is being displayed with a different foreground color. So, if changing the timer's ForeColor is not showing any difference, please check the Label property if it contains any color attributes like <fgcolor>, <bgcolor>. The Label property specifies the label to be displayed on the timer. The LabelAlign property specifies the alignment of the label. The TimeScaleForeColor property indicates the foreground color to show the timer's TimeScaleLabel property on the time scale portion of the scheduler. You can use the <bgcolor> HTML tag to indicate a different background color for the label.

property MarkTime.Key as String

Indicates the key of the marking time.

Type	Description
String	A String expression that specifies the key pf the timer.

The Key parameter of the Add method initializes the Key property of the newly created timer. The MarkTimes collection can not contain two separate MarkTime objects with the same key, so the key should be unique. If you need to change the timer's key you can remove and add a new timer with a different key. The Remove method removes the specified timer. The Item property may be used to access the timer object based on its key. The MarkTimeFromPoint property indicates the timer from the cursor. Calling the Add method with the same key, changes the Time property of the timer.

property MarkTime.Label as String

Specifies the label to be displayed on the timer.

Type	Description
String	A String expression that support extended HTML format, to display a caption on the timer.

By default, the Label property is "", which indicates that no label or caption is displayed on the timer (on the dates section of the schedule view). The TimeScaleLabel property indicates the label to be displayed on the timer in the time scale section of the schedule view. The ForeColor property indicates the color to show the label, unless the <fgcolor> is not specified in the label property. The LabelAlign property aligns the timer's label.

Here's a few samples on how you can use the label property:

- "text", an hard coded text
- "<%hh%>:<%nn%>", hour and minute of the timer, in the 24-hours format
- "<%loc_sdate%>
<c><%hh%>:<%nn%>" displays the timer's date on the first line, while on the second line it displays the timer's time.

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.

- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).

- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.

- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.
-

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the

anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;**

(the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold

- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property MarkTime.LabelAlign as ContentAlignmentEnum

Indicates the alignment of the timer's label.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the timer's label.

By default, the LabelAlign property is exMiddleRight. The LabelAlign property has effect only if the Label property is not empty. The Label property indicates the caption to be displayed on the timer. The TimeScaleLabelAlign property aligns the timer's label to be shown in the time scale part of the schedule view.

property MarkTime.Line as LinesStyleEnum

Indicates the style of the line to be shown.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the type of the line to be shown at specified time.

By default, the Line property is exSolidLine. The LineColor property specifies the color to display the timer's line. The BackColor property can be used to display a solid color or an EBN object on the timer's background. The BackColor property is applied to the part of the timer that shows dates section (no time scale portion of the schedule view). The TimeScaleLine property indicates the line to be shown on the time scale part of the control.

property MarkTime.LineColor as Color

Specifies the color to show the timer's line.

Type	Description
Color	A Color expression that specifies the color to show the timer's line.

The LineColor property specifies the color to display the timer's line. The Line property indicates the style of the line to be shown by the timer. The BackColor property can be used to display a solid color or an EBN object on the timer's background. The BackColor property is applied to the part of the timer that shows dates section (no time scale portion of the schedule view). The TimeScaleLine property indicates the line to be shown on the time scale part of the control.

property MarkTime.Movable as Boolean

Returns or sets a value that indicates whether the user can click the timer and drag it to a new position.

Type	Description
Boolean	A Boolean expression that specifies whether the user can move by dragging the timer at runtime.

By default, the Movable property is False. If the Movable property on True, the hand cursor is shown when the mouse is hovering the timer object, and the user can click and drag the timer to a new position/time. The Time property indicates the date/time to show the timer. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor.

In conclusion, the control supports:

- fixed timers, so the user can not click and drag the timer to a new position/time, if the Movable property is False.
- movable timers, so the user can move the timer by clicking it and drag to a new position/time, if the Movable property is True.

The LayoutStartChanging(exScheduleMoveMarkTime) event notifies once the user is about to move a timer. The MarkTimeFromPoint property indicates the timer from the cursor. The LayoutEndChanging(exScheduleMoveMarkTime) event notifies your application once a MarkTime object is moved, at runtime.

The following snippet of code shows how to get notified once the user moves at runtime the timer. The sample holds the timer from the cursor once the LayoutStartChanging(exScheduleMoveMarkTime) event occurs, and when the LayoutEndChanging(exScheduleMoveMarkTime) event is fired, the previously saved timer, is displayed with the new time.

```
Dim mtChange As MarkTime
```

```
Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleMoveMarkTime) Then
      Set mtChange = Schedule1.MarkTimeFromPoint(-1, -1)
   End If
End Sub
```

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleMoveMarkTime) Then
      If Not (mtChange Is Nothing) Then
         Debug.Print "Timer has been moved to " & mtChange.Time
      End If
   End If
End Sub
```

property MarkTime.Pattern as Pattern

Gives access to the element's Pattern object.

Type	Description
Pattern	A Pattern object to change the pattern to be displayed on the timer's background.

By default, the Pattern.Type property exPatternEmpty which indicates that no pattern is shown, on the timer's background. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The TimeScalePattern property indicates the pattern to be shown on the timer on the time scale section of schedule view.

property MarkTime.StatusEventBackColor as Color

Specifies the background color or the visual appearance of the events (status) that intersect the timer.

Type	Description
Color	A Color expression that specifies the background color to show the status of the events that intersect the timer. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the StatusEventBackColor property is 0, which means it has no effect. The StatusEventBackColor property has effect only if it is set on a non-zero value, and it changes the event's status background color (StatusColor property) for all events that intersect with the current timer. The StatusEventPattern property specifies the pattern to be shown on the status part of the event. The BodyEventBackColor property change the event's body background color. The ShowStatus property shows or hides the status part of the event.

The following screen shot shows the events from the timer, with a different background color, for the status part:

property MarkTime.StatusEventForeColor as Color

Specifies the foreground color of the events (status) that intersect the timer.

Type	Description
Color	A Color expression that specifies the event's foreground color.

Currently, the StatusEventForeColor property is not supported. The StatusEventBackColor property change the event's status background color. The BodyEventBackColor property change the event's body background color. The ShowStatus property shows or hides the status part of the event.

property MarkTime.StatusEventPattern as Pattern

Specifies the pattern of the events (status) that intersect the timer.

Type	Description
Pattern	A Pattern object to specify the pattern to be displayed on the status part of the events that intersect with the current timer.

By default, the StatusEventPattern.Type property is exPatternEmpty which indicates that no pattern is shown. The Type property indicates the pattern to display on the status. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The BodyEventBackColor property change the event's body background color. The ShowStatus property shows or hides the status part of the event.

The following screen shot shows the events from the timer, with a different pattern, on the status part:

property MarkTime.Time as Date

Specifies the date/time of the marking time.

Type	Description
Date	A DATE expression that specifies the date and time where the timer should be displayed.

The Time parameter of the Add method initializes the Time property. The Time property indicates the date and time to display the timer, or it indicates the position in the schedule view. You can display the timer's DATE and Time using the Label property. For instance the Label on "<%loc_sdate%> at <%hh%>:<%nn%>", displays the timer's DATE and TIME. The Movable property indicates whether the timer is moveable or fixed. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The LayoutStartChanging(exScheduleMoveMarkTime) event notifies once the user is about to move a timer. The MarkTimeFromPoint property indicates the timer from the cursor. The LayoutEndChanging(exScheduleMoveMarkTime) event notifies your application once a MarkTime object is moved, at runtime.

The following snippet of code shows how to get notified once the user moves at runtime the timer. The sample holds the timer from the cursor once the LayoutStartChanging(exScheduleMoveMarkTime) event occurs, and when the LayoutEndChanging(exScheduleMoveMarkTime) event is fired, the previously saved timer, is displayed with the new time.

```
Dim mtChange As MarkTime
```

```
Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleMoveMarkTime) Then
      Set mtChange = Schedule1.MarkTimeFromPoint(-1, -1)
   End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleMoveMarkTime) Then
      If Not (mtChange Is Nothing) Then
         Debug.Print "Timer has been moved to " & mtChange.Time
      End If
   End If
```

```
End Sub
```

property MarkTime.TimeScaleBackColor as Color

Specifies the background color or the visual appearance of the MarkTime object, in the time scale.

Type	Description
Color	A Color expression that specifies the background color to show the timer, on the time scale part of the schedule view. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the TimeScaleBackColor property is 0, which means that no effect. The TimeScaleBackColor property has effect only, if set to a non-zero value. The TimeScaleBackColor property can be used to display a solid color or an EBN object on the timer's background. The TimeScaleBackColor property is applied on the time scale portion of the schedule view. The TimeScaleLine property indicates the line to be shown. You can use the TimeScaleLine property on exNoLines to hide the timer's line. The BackColor property indicates the background color to be applied on the dates portion of the control.

The following screen shot shows a timer with a different line, using the EBN object:

property MarkTime.TimeScaleForeColor as Color

Specifies the foreground color of the MarkTime object, in the time scale.

Type	Description
Color	A Color expression that specifies the color to show the label of the timer in the time scale part of the schedule view.

By default, the TimeScaleForeColor property is 0. The TimeScaleForeColor property specifies the foreground color to show the timer's TimeScaleLabel. The TimeScaleLabel property may include <fgcolor> HTML tag, which indicates that a portion of the label is being displayed with a different foreground color. So, if changing the timer's TimeScaleForeColor is not showing any difference, please check the TimeScaleLabel property if it contains any color attributes like <fgcolor>, <bgcolor>. The TimeScaleLabel property specifies the label to be displayed on the timer, in the time scale part of the schedule view. The TimeScaleLabelAlign property specifies the alignment of the label. The ForeColor property indicates the foreground color to show the timer's Label property. You can use the <bgcolor> HTML tag to indicate a different background color for the label.

property MarkTime.TimeScaleLabel as String

Specifies the label to be displayed on the timer, on the time scale part.

Type	Description
String	A String expression that support extended HTML format, to display a caption on the timer.

By default, the TimeScaleLabel property is "<fgcolor=FF0000><%hh%>:<%nn%> <%AM/PM%>", which shows the hour and the minute of the timer, using the AM/PM time indicators. The TimeScaleLabel property displays the label on the time scale portion of the schedule view. The Label property indicates the label to be displayed on the dates part of the control. The TimeScaleForeColor property indicates the color to show the label, unless the <fgcolor> is not specified in the label property. The TimeScaleLabelAlign property aligns the timer's label.

Here's a few samples on how you can use the label property:

- "text", an hard coded text
- "<%hh%>:<%nn%>", hour and minute of the timer, in the 24-hours format
- "<%loc_sdate%>
<c><%hh%>:<%nn%>" displays the timer's date on the first line, while on the second line it displays the timer's time.

The property supports the following TAGs:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.

- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).

- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_ddd**%> - Indicates day of week as a three-letter abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the

current user settings.

- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.

- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

  gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property MarkTime.TimeScaleLabelAlign as ContentAlignmentEnum

Indicates the alignment of the timer's label, on the time scale part.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the timer's label.

By default, the TimeScaleLabelAlign property is exMiddleCenter. The TimeScaleLabelAlign property has effect only if the TimeScaleLabel property is not empty. The TimeScaleLabel property indicates the caption to be displayed on the timer, in the time scale part of the schedule view. The LabelAlign property aligns the timer's label to be shown in the dates part of the schedule view.

property MarkTime.TimeScaleLine as LinesStyleEnum

Indicates the style of the line to be shown, on the control's time scale.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the type of the line to be shown at specified time.

By default, the TimeScaleLine property is exSolidLine. The TimeScaleLineColor property specifies the color to display the timer's line. The TimeScaleBackColor property can be used to display a solid color or an EBN object on the timer's background, on the time scale portion of the schedule view. The Line property indicates the line to be shown on the dates part of the control.

property MarkTime.TimeScaleLineColor as Color

Specifies the color to show the timer's line, in the time scale.

Type	Description
Color	A Color expression that specifies the color to show the timer's line.

The TimeScaleLineColor property specifies the color to display the timer's line. The TimeScaleLine property indicates the style of the line to be shown by the timer. The TimeScaleBackColor property can be used to display a solid color or an EBN object on the timer's background. The TimeScaleBackColor property is applied to the part of the timer that shows in time scale of the schedule section. The Line property indicates the line to be shown on the time scale part of the control.

property MarkTime.TimeScalePattern as Pattern

Gives access to the element's Pattern object, being shown in the time scale.

Type	Description
Pattern	A Pattern object to change the pattern to be displayed on the timer's background.

By default, the TimeScalePattern.Type property exPatternEmpty which indicates that no pattern is shown, on the timer's background. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The Pattern property indicates the pattern to be shown on the timer on dates section of schedule view.

property MarkTime.UserData as Variant

Indicates any extra data associated with the MarkTime object.

Type	Description
Variant	A VARIANT expression that specifies any extra data associated with the timer object.

By default, the UserData property is empty or nothing. You can use the UserData property to associate or assign any extra data to the timer. The Label property specifies the label to be shown on the timer.

MarkTimes object

The MarkTimes collection holds MarkTime objects, also called timers. The MarkTimes collection is accessible through the MarkTimes property of the control.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

The following sample shows a timer on the control:

The MarkTimes collection supports the following properties and methods:

Name	Description
Add	Adds a MarkTime object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific MarkTime of the MarkTimes collection, giving its key.
Remove	Removes a specific member from the MarkTimes collection.

method MarkTimes.Add (Key as String, Time as Date)

Adds a MarkTime object to the collection and returns a reference to the newly created object.

Type	Description
Key as String	A String expression that specifies the key of the timer to be added. Once the newly timer is created, the Key property indicates the key of the timer.
Time as Date	A DATE expression that specifies the date/time where the timers should be displayed. The Time property indicates the date/time where the timer is shown.

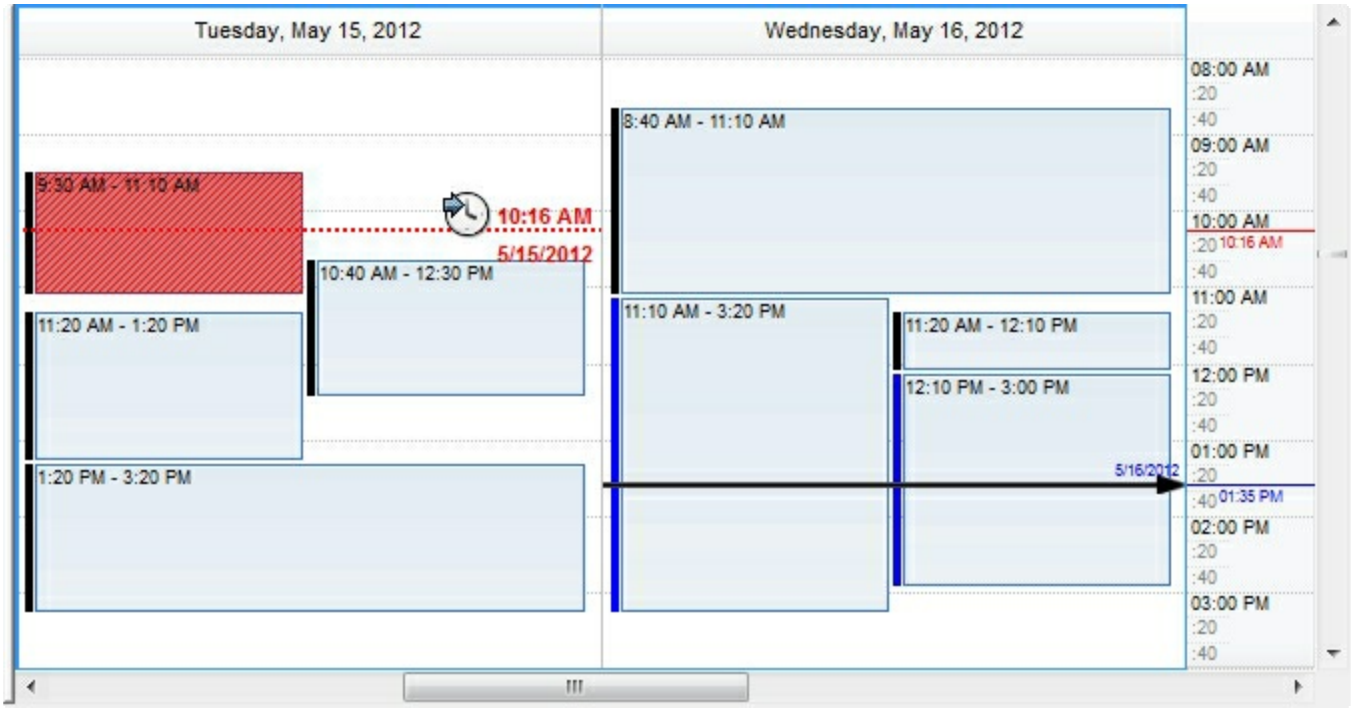
Return	Description
MarkTime	A MarkTime object being created.

The Add method of MarkTimes collection adds a new timer to the schedule view. The Time property indicates the date/time where the timer is shown. The MarkTimes collection is accessible through the MarkTimes property of the control. The ShowMarkTime property indicates whether the schedule view displays timers. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

The following screen shot shows the control's timers (red and black/blue arrow):


Tuesday, May 15, 2012
Wednesday, May 16, 2012
9:30 AM - 11:10 AM
10:16 AM
5/15/2012
10:40 AM - 12:30 PM
11:20 AM - 1:20 PM
1:20 PM - 3:20 PM
8:40 AM - 11:10 AM
11:10 AM - 3:20 PM
11:20 AM - 12:10 PM
12:10 PM - 3:00 PM
5/16/2012
08:00 AM
:20
:40
09:00 AM
:20
:40
10:00 AM
:20
10:16 AM
:40
11:00 AM
:20
:40
12:00 PM
:20
:40
01:00 PM
:20
:40
01:35 PM
02:00 PM
:20
:40
03:00 PM
:20
:40

method MarkTimes.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method release all added timers. The Clear method remove all timers objects. You can use ShowMarkTime property to show or hide the schedule's timers. The Remove method removes a specific timer. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True).

property MarkTimes.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A Long expression that specifies the number of MarkTime objects in the control.

The Count property gets the number of the MarkTime objects in the MarkTimes collection. The Item property accesses a MarkTime object based on its index. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor. The **for each statement** is supported by the MarkTimes collection, so the MarkTimes collection can be enumerated using a sample like *for each mt in MarkTimes*

property MarkTimes.Item (Key as Variant) as MarkTime

Returns a specific MarkTime of the MarkTimes collection, giving its key.

Type	Description
Key as Variant	A Key expression that indicates the key of the timer object being requested.
MarkTime	A MarkTime object, called timer, to be requested, or empty/nothing/NULL, if no timer with specified key has been found.

The Item property gives the timer object based on its key. The Count property gets the number of the MarkTime objects in the MarkTimes collection. The Add method of MarkTimes collection adds a new timer to the schedule view, with a specified key. The ShowMarkTime property indicates whether the schedule view displays timers. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor. The **for each statement** is supported by the MarkTimes collection, so the MarkTimes collection can be enumerated using a sample like *for each mt in MarkTimes*

method MarkTimes.Remove (Key as Variant)

Removes a specific member from the MarkTimes collection.

Type	Description
Key as Variant	A String expression that specifies the key of the timer to be removed.

The Remove method removes a specific timer. The Clear method remove all timers objects. You can use ShowMarkTime property to show or hide the schedule's timers. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor.

MarkZone object

A MarkZone object holds information about a time-zone. A time-zone is identified by a Start/End date time, what can be highlighted in the schedule view. The MarkZones collection contains a collection of the MarkZone objects. The MarkZones collection is accessible through the MarkZones property of the control.

The MarkZone object can:

- show a HTML caption on a specified time-zone
- highlight a time-zone with a different background, pattern and so on, to indicate a restricted zone for instance.

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

The MarkZone object supports the following properties and methods:

Name	Description
BackColor	Specifies the background color or the visual appearance of the MarkZone object.
End	Specifies the ending date/time of the marking zone.
ForeColor	Specifies the foreground color of the MarkZone object.
GroupID	Specifies the identifier of the group where the MarkZone object should be shown.
Key	Indicates the key of the marking zone.
LongLabel	Specifies the long label to be displayed on the marking zone.
Pattern	Specifies the pattern to show the MarkZone object
ShortLabel	Specifies the short label to be displayed on the marking zone.
Start	Specifies the starting date/time of the marking zone.

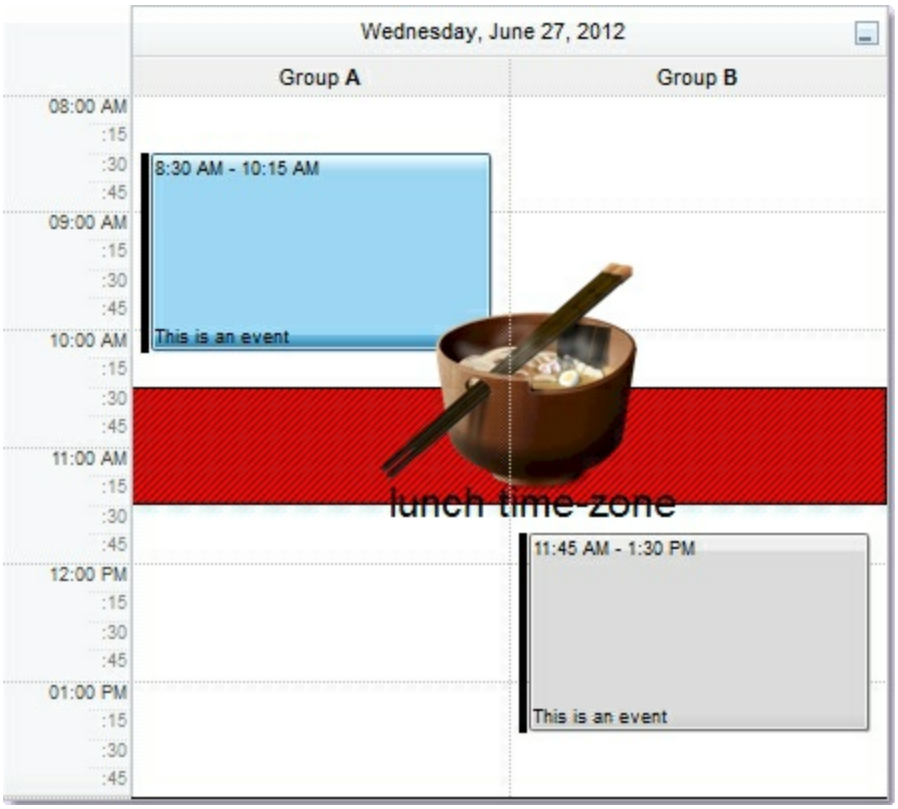
property MarkZone.BackColor as Color

Specifies the background color or the visual appearance of the MarkZone object.

Type	Description
Color	A Color expression that specifies the background color to show the time-zone. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BackColor property is 0, which means that no effect. The BackColor property has effect only, if set to a non-zero value. The BackColor property can be used to display a solid color or an EBN object on the time-zone's background. The Color property indicates the color to display the pattern, while the Pattern. Type property is not exPatternEmpty. The Pattern.FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Pattern.Type property.

The following screen shot shows the time-zone on all groups:



property MarkZone.End as Date

Specifies the ending date/time of the marking zone.

Type	Description
Date	A DATE expression that specifies the ending point of the time-zone.

The time-zone is identified on the schedule view by the Start (starting point) and End (ending point). The End parameter of the Add method initializes the End property of the time-zone. You can use the End property to programmatically extend the time-zone. The Start should be less than End property, else the time-zone is not visible.

property MarkZone.ForeColor as Color

Specifies the foreground color of the MarkZone object.

Type	Description
Color	A Color expression that specifies the color to show the label of the time-zone.

By default, the ForeColor property is 0. The ForeColor property specifies the foreground color to show the time-zone's ShortLabel/LongLabel. The label property may include <fgcolor> HTML tag, which indicates that a portion of the label is being displayed with a different foreground color. So, if changing the time-zone's ForeColor is not showing any difference, please check the Label property if it contains any color attributes like <fgcolor>, <bgcolor>. The Label property specifies the label to be displayed on the time-zone.

property MarkZone.GroupID as Long

Specifies the identifier of the group where the MarkZone object should be shown.

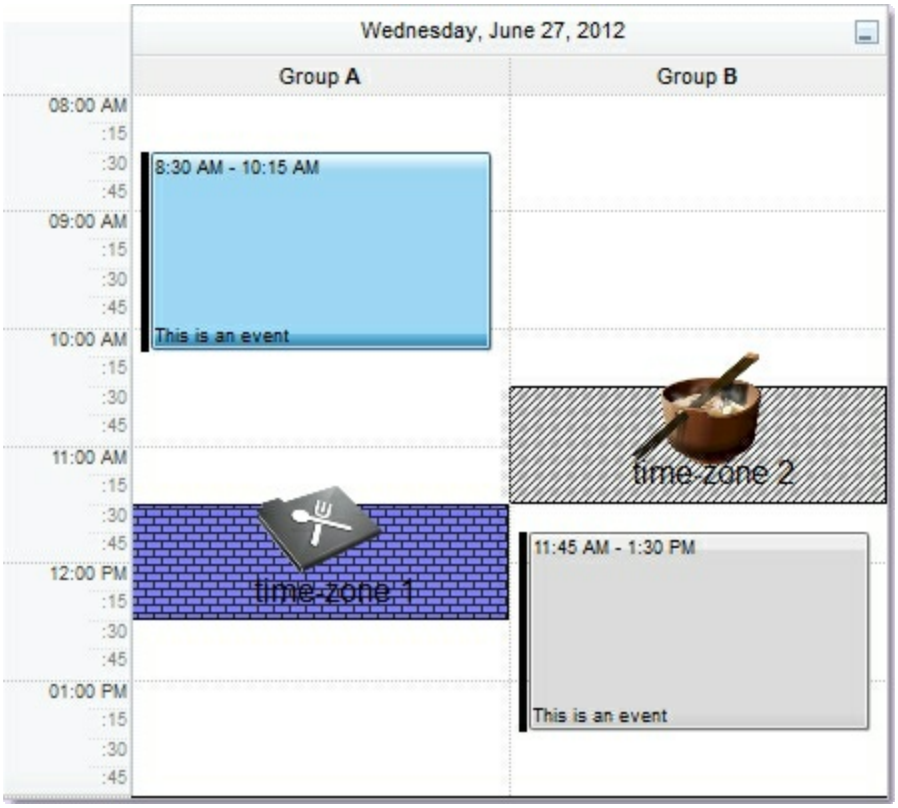
Type	Description
Long	A long expression that specifies the identifier of the group where the time-zone should be shown.

By default, the GroupID property is -1, which means that the time-zone is not assigned to any group. Use a positive value to assign the time-zone to a specific group. Use the Add method of the Groups collection to add new groups to the control. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime.

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.
- The Groups collection contains visible groups (Visible property on True)

The following screen shot shows time-zones on different groups:


Wednesday, June 27, 2012
Group A
Group B
08:00 AM
:15
:30
:45
09:00 AM
:15
:30
:45
10:00 AM
:15
:30
:45
11:00 AM
:15
:30
:45
12:00 PM
:15
:30
:45
01:00 PM
:15
:30
:45
8:30 AM - 10:15 AM
This is an event
time-zone 2
time-zone 1
11:45 AM - 1:30 PM
This is an event

property MarkZone.Key as String

Indicates the key of the marking zone.

Type	Description
String	A String expression that specifies the key of the time-zone.

The Key parameter of the Add method initializes the Key property of the newly created time-zone. The MarkZones collection can not contain two separate MarkZone objects with the same key, so the key should be unique. If you need to change the time-zone's key you can remove and add a new time-zone with a different key. The Remove method removes the specified time-zone. The Item property may be used to access the time-zone object based on its key. The MarkZoneFromPoint property indicates the time-zone from the cursor.

property MarkZone.LongLabel as String

Specifies the long label to be displayed on the marking zone.

Type	Description
String	A String expression that specifies the HTML caption to be displayed on the time-zone.

By default, the LongLabel property is "", which indicates no caption is being displayed on the time-zone. The time-zone may display the ShortLabel or LongLabel. The LongLabel of the time-zone is shown if its width fits the time-zone's width, else the ShortLabel property is displayed. The LongLabel property supports HTML format. You can use the
 HTML tag to print the caption on multiple lines. You can use the <img> HTML tag to display icons or pictures on the time-zone. The ForeColor property indicates the foreground color to show the time-zone's label, unless the <fgcolor> HTML tag is not used in the label property.

Here's a few samples on how you can use the label property:

- "text", an hard coded text
- "<img>pic1</img>
<c>text", displays the a picture on the first line, and text on the second line.

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a

;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu
" that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color

being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.

- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of

the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property MarkZone.Pattern as Pattern

Specifies the pattern to show the MarkZone object

Type	Description
Pattern	A Pattern object to change the pattern to be displayed on the time-zone's background.

By default, the Pattern.Type property exPatternHorizontal. Use the Pattern.Type property to change the pattern to be displayed on the time-zone's background. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property.

property MarkZone.ShortLabel as String

Specifies the short label to be displayed on the marking zone.

Type	Description
String	A String expression that specifies the caption to be displayed on the time-zone.

By default, the ShortLabel property is "", which indicates no caption is being displayed on the time-zone. The time-zone may display the ShortLabel or LongLabel. The LongLabel of the time-zone is shown if its width fits the time-zone's width, else the ShortLabel property is displayed. The ShortLabel property displays no HTML format. The ForeColor property indicates the foreground color to show the time-zone's label, unless the <fgcolor> HTML tag is not used in the label property.

property MarkZone.Start as Date

Specifies the starting date/time of the marking zone.

Type	Description
Date	A DATE expression that specifies the starting point of the time-zone.

The time-zone is identified on the schedule view by the Start (starting point) and End (ending point). The Start parameter of the Add method initializes the Start property of the time-zone. You can use the Start property to programmatically extend the time-zone. The Start should be less than End property, else the time-zone is not visible.

MarkZones object

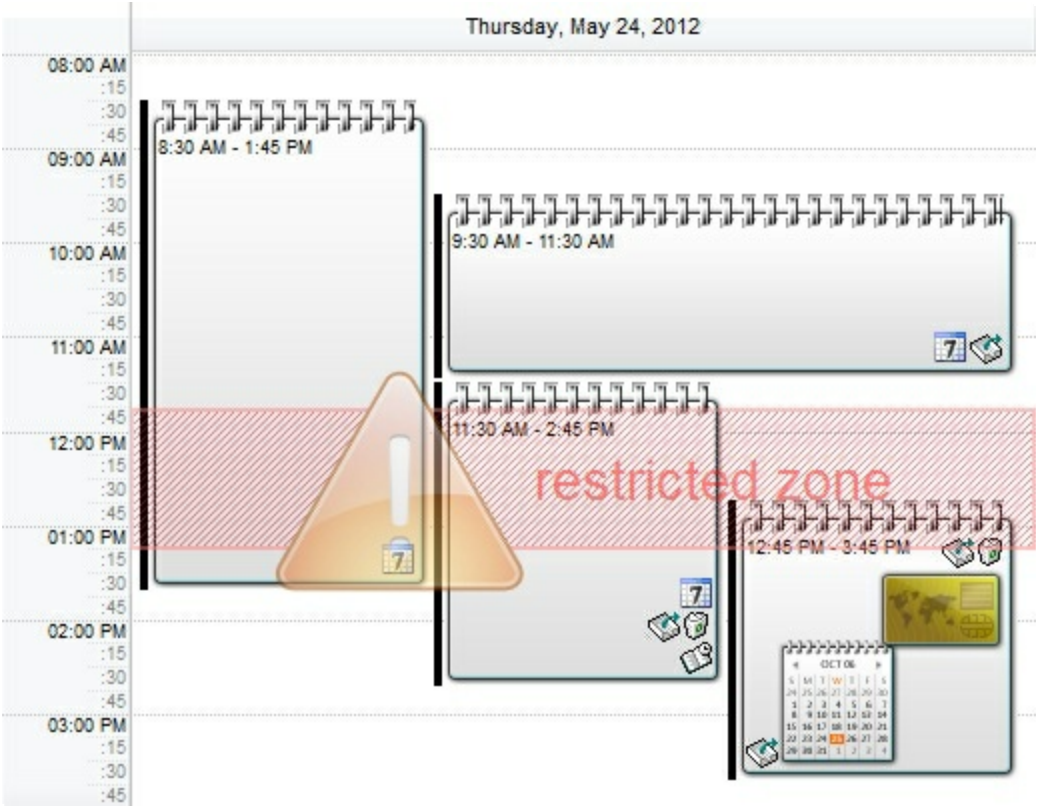
The MarkZones collection holds a collection of MarkZone objects, also called time-zone.

The MarkZone object can:

- show a HTML/Image caption on a specified time-zone
- highlight a time-zone with a different background, pattern and so on, to indicate a restricted zone for instance.

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

The following screen shot shows a time-zone on the control:



The MarkZones collection supports the following properties and methods:

Name	Description
Add	Adds a MarkZone object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific MarkZone of the MarkZones collection, giving its key.
	Removes a specific member from the MarkZones

Remove collection.

method MarkZones.Add (Key as String, Start as Variant, End as Variant)

Adds a MarkZone object to the collection and returns a reference to the newly created object.

Type	Description
Key as String	A String expression that indicates the key of the time-zone to be added. The Key property of the MarkZone object indicates the key of the newly added time-zone.
Start as Variant	A DATE expression that specifies the starting point of the time-zone. The Start property indicates the starting point of the time-zone.
End as Variant	A DATE expression that specifies the ending point of the time-zone. The End property indicates the ending point of the time-zone.

Return	Description
MarkZone	A MarkZone object being added.

Use the Add method of the MarkZones collection to add a new time-zone to the control. The Start property indicates the starting date/time of the time-zone. The End property indicates the starting date/time of the time-zone. The MarkZones property gets the MarkZones collection. The MarkZones collection holds a set of MarkZone objects (also called time-zone). A MarkZone object holds information about a time-zone. A time-zone is identified by a Start/End date time, what can be highlighted in the schedule view. The MarkZoneFromPoint property indicates the time-zone from the cursor. The Start should be less than End property, else the time-zone is not visible.

The MarkZone object can:

- show a HTML/Image caption on a specified time-zone
- highlight a time-zone with a different background, pattern and so on, to indicate a restricted zone for instance.

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

method MarkZones.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method removes all elements in the MarkZones collection, or clears all time-zones. The ShowMarkZone property shows or hides the added time-zones. The Remove method removes a specific time-zone. The MarkZoneFromPoint property indicates the time-zone from the cursor. Use the Add method of the MarkZones collection to add a new time-zone to the control.

property MarkZones.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A Long expression that specifies the number of time-zones.

The Count property indicates the number of MarkZone objects in the MarkZones collection. The Item property gets a time-zone based on its key. The Start property indicates the starting date/time of the time-zone. The End property indicates the starting date/time of the time-zone. The **for each statement** is supported by the MarkZones collection, so the MarkZones collection can be enumerated using a sample like *for each mz in MarkZones*

property MarkZones.Item (Key as Variant) as MarkZone

Returns a specific MarkZone of the MarkZones collection, giving its key.

Type	Description
Key as Variant	A String expression that specifies the key of the time-zone to be accessed.
MarkZone	A MarkZone object associated with the specified key, or empty/nothing/NULL if no time-zone associated to the giving key.

The Item property gets a time-zone based on its key. The Count property indicates the number of MarkZone objects in the MarkZones collection. The Start property indicates the starting date/time of the time-zone. The End property indicates the starting date/time of the time-zone. The **for each statement** is supported by the MarkZones collection, so the MarkZones collection can be enumerated using a sample like *for each mz in MarkZones*

method MarkZones.Remove (Key as Variant)

Removes a specific member from the MarkZones collection.

Type	Description
Key as Variant	A String expression that specifies the key of the time-zone to be removed.

The Remove method removes a specific time-zone. The MarkZoneFromPoint property indicates the time-zone from the cursor. The ShowMarkZone property shows or hides the added time-zones. The Clear method removes all elements in the MarkZones collection, or clears all time-zones. Use the Add method of the MarkZones collection to add a new time-zone to the control.

NonworkingPattern object

The NonworkingPattern object holds the colors/pattern to display a non-working time-interval. The NonworkingTime object defines the non-working time-interval. Each NonworkingTime object can associate a NonworkingPattern object to define the colors/pattern to display the non-working time-interval. The ID property of NonworkingPattern defines the identifier of the pattern/color. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

The NonworkingPattern object supports the following properties and methods:

Name	Description
BackColor	Specifies the non-working's background color.
BackgroundExt	Indicates additional colors, text, images that can be displayed on the pattern's background using the EBN string format.
ID	Gets identifier of the current NonworkingPattern object.
Pattern	Specifies the pattern to show the non-working part

property NonworkingPattern.BackColor as Color

Specifies the non-working's background color.

Type	Description
Color	A Color expression that specifies the background color to show the non-working time-interval. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the BackColor property is 0, which means that no effect. The BackColor property has effect only, if set to a non-zero value. The BackColor property can be used to display a solid color or an EBN object on the non-working time-interval's background. The Pattern.Color property indicates the color to display the pattern, while the Pattern. Type property is not exPatternEmpty. The Pattern.FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Pattern.Type property. The BackgroundExt property specifies additional colors, text, images that can be displayed on the pattern's background using the EBN string format.

property NonworkingPattern.BackgroundExt as String

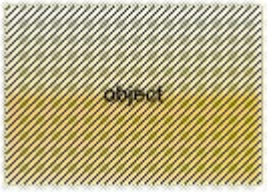
Indicates additional colors, text, images that can be displayed on the pattern's background using the EBN string format.

Type	Description
String	A String expression ("**EBN String Format**") that defines the layout of the UI to be applied on the object's background. The syntax of EBN String Format in BNF notation is shown bellow. *You can use the EBN's Builder of eXButton/COM control to define visually the EBN String Format.*

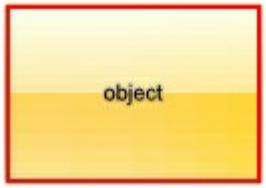
By default, the BackgroundExt property is empty. Using the BackgroundExt property you have unlimited options to show any HTML text, images, colors, EBNs, patterns, frames anywhere on the non-working time-interval's background. The BackColor property can be used to display a solid color or an EBN object on the non-working time-interval's background.

Easy samples:

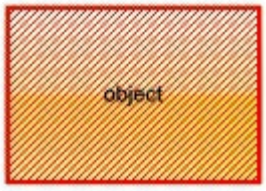
- "[pattern=6]", shows the BDiagonal pattern on the object's background.



- "[frame=RGB(255,0,0),framethick]", draws a red thick-border around the object.

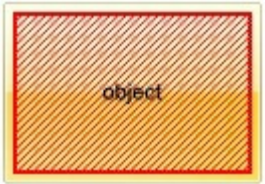


- "[frame=RGB(255,0,0),framethick,pattern=6,patterncolor=RGB(255,0,0)]", draws a red thick-border around the object, with a patter inside.

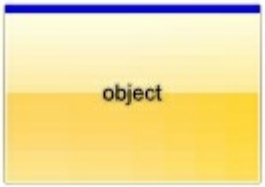


- "[[patterncolor=RGB(255,0,0)]

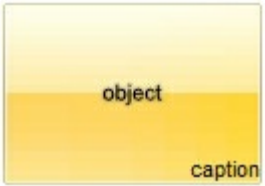
(none[(4,4,100%-8,100%-8),pattern=0x006,patterncolor=RGB(255,0,0),frame=RGB(25
draws a red thick-border around the object, with a patter inside, with a 4-pixels wide padding:



- "top[4,back=RGB(0,0,255)]", draws a blue line on the top side of the object's background, of 4-pixels wide.

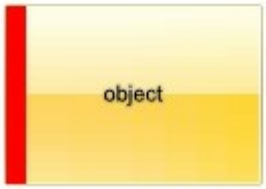


- "[text=`caption`,align=0x22]", shows the caption string aligned to the bottom-right side of the object's background.

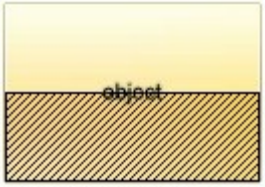


- "[text=`<img>flag</img>`,align=0x11]" shows the flag picture and the sweden string aligned to the bottom side of the object.

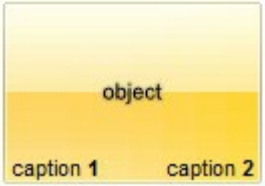
- "left[10,back=RGB(255,0,0)]", draws a red line on the left side of the object's background, of 10-pixels wide.



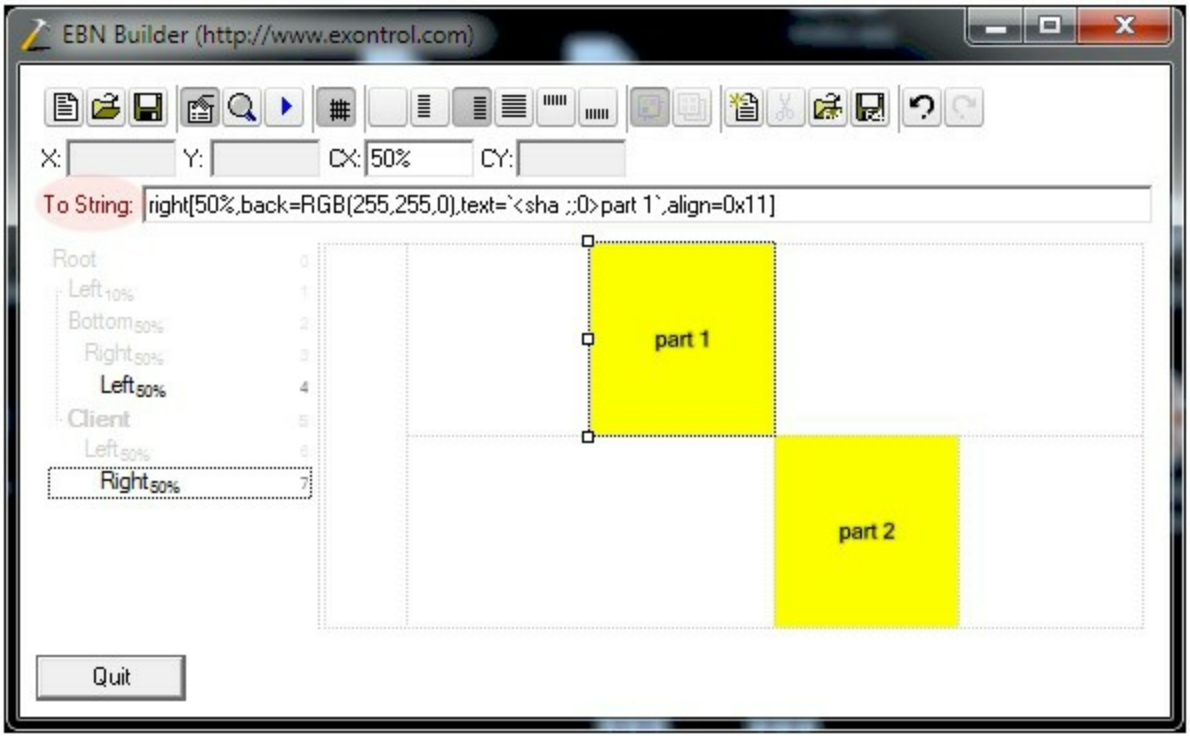
- "bottom[50%,pattern=6,frame]", shows the BDiagonal pattern with a border arround on the lower-half part of the object's background.



- "root[text=`caption <b>2`,align=0x22](client[text=`caption <b>1`,align=0x20])", shows the caption **1** aligned to the bottom-left side, and the caption **2** to the bottom-right side



*The Exontrol's [eXButton](#) WYSWYG Builder helps you to generate or view the EBN String Format, in the **To String** field as shown in the following screen shot:*



The **To String** field of the EBN Builder defines the **EBN String Format** that can be used on BodyBackgroundExt property.

The **EBN String Format** syntax in BNF notation is defined like follows:

```
<EBN> ::= <elements> | <root> "(" [<elements>] ")"
<elements> ::= <element> [ "," <elements> ]
<root> ::= "root" [ <attributes> ] | [ <attributes> ]
<element> ::= <anchor> [ <attributes> ] [ "(" [<elements>] ")" ]
<anchor> ::= "none" | "left" | "right" | "client" | "top" | "bottom"
```

```
<attributes> ::= "[" [<client> ","] <attribute> [ "," <attributes> ] "]"
<client> ::= <expression> | <expression> "," <expression> "," <expression> ","
<expression>
<expression> ::= <number> | <number> "%"
<attribute> ::= <backcolor> | <text> | <wordwrap> | <align> | <pattern> |
<patterncolor> | <frame> | <framethick> | <data> | <others>
<equal> ::= "="
<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<decimal> ::= <digit><decimal>
<hexadigit> ::= <digit> | "A" | "B"  "C" | "D" | "E"  "F"
<hexa> ::= <hexadigit><hexa>
<number> ::= <decimal> | "0x" <hexa>
<color> ::= <rgbcolor> | number
<rgbcolor> ::= "RGB" "(" <number> "," <number> "," <number> ")"
<string> ::= "`" <characters> "`" | "'" <characters> "'" | " <characters> "
<characters> ::= <char>|<characters>
<char> ::= <any_character_excepts_null>
<backcolor> ::= "back" <equal> <color>
<text> ::= "text" <equal> <string>
<align> ::= "align" <equal> <number>
<pattern> ::= "pattern" <equal> <number>
<patterncolor> ::= "patterncolor" <equal> <color>
<frame> ::= "frame" <equal> <color>
<data> ::= "data" <equal> <number> | <string>
<framethick> ::= "framethick"
<wordwrap> ::= "wordwrap"
```

Others like: pic, stretch, hstretch, vstretch, transparent, from, to are reserved for future use only.

property NonworkingPattern.ID as Long

Gets identifier of the current NonworkingPattern object.

Type	Description
Long	A long expression that defines the identifier of the colors/pattern to be used by a non-working time-interval.

The ID property is a a read-only property. The ID property is initialized by the ID parameter of the Add method. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. In order to change the ID property, you can remove the object and add a new NonworkingPattern object using the Add method with a different identifier. The Remove method removes a NonworkingPattern object based on identifier.

property NonworkingPattern.Pattern as Pattern

Specifies the pattern to show the non-working part

Type	Description
Pattern	A Pattern object that specifies the pattern to be displayed on a non-working time-interval.

The the Pattern. Type property is initialized with the value of Type property of the Add method. The BackColor property can be used to display a solid color or an EBN object on the non-working time-interval's background. The Pattern.Color property indicates the color to display the pattern, while the Pattern. Type property is not exPatternEmpty. The Pattern.FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Pattern.Type property. The BackgroundExt property specifies additional colors, text, images that can be displayed on the pattern's background using the EBN string format.

NonworkingPatterns object

The NonworkingPatterns collection holds a list of NonworkingPattern objects. The NonworkingPatterns collection defines the patterns/colors to be used by non-working time intervals. In other words, each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control.

The ID property defines the identifier of the pattern/color. The IDNonworkingPattern property indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

The NonworkingDays property of the calendar defines the days to be non-working in the calendar. The NonworkingDaysPattern and the NonworkingDaysColor which defines the pattern and the color to show the non-working days. The FirstWeekDay property indicates the first day of the week. The Add method of the NonworkingTimes objects adds a new non-working time interval.

The NonworkingPatterns collection supports the following properties and methods:

Name	Description
Add	Adds a NonworkingPattern object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific NonworkingPattern of the NonworkingPatterns collection, giving its identifier.
Remove	Removes a specific member from the NonworkingPatterns collection.

method NonworkingPatterns.Add (ID as Long, Type as PatternEnum)

Adds a NonworkingPattern object to the collection and returns a reference to the newly created object.

Type	Description
ID as Long	A Long expression that defines the identifier of the colors/pattern to be used to show a non-working time-interval.
Type as PatternEnum	A PatternEnum expression specifies the type of the pattern to be assigned to non-working time-interval.

Return	Description
NonworkingPattern	A NonworkingPattern object being created.

The Add method adds a color/pattern to be displayed on a non-working time-interval. The ID property of the NonworkingTime object defines the identifier of the pattern/color. The IDNonworkingPattern property indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. Each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The Add method of the NonworkingTimes objects adds a new non-working time interval.

The NonworkingTime's advantages are:

- highlight the interval of time as non-working with a different patterns, colors.
- any/all day can display different intervals of time as non-working
- you can specify the non-working interval using an expression, that defines the days where the non-working interval is shown.

method NonworkingPatterns.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method removes all defined NonworkingPattern objects. The Remove method removes a NonworkingPattern object based on its identifier. The Count property counts the number of NonworkingPattern objects in the NonworkingPatterns collection. The Item property accesses a NonworkingPattern object based on its identifier. The ID property indicates the identifier of the NonworkingPattern object. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

property NonworkingPatterns.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A long expression that defines the number of the NonworkingPattern objects in the NonworkingPatterns collection.

The Count property counts the number of NonworkingPattern objects in the NonworkingPatterns collection. The Item property accesses a NonworkingPattern object based on its identifier. The ID property indicates the identifier of the NonworkingPattern object. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. The Remove method removes a NonworkingPattern object based on its identifier. The Clear method removes all defined NonworkingPattern objects. The **for each statement** is supported by NonworkingPatterns collection, so the NonworkingPatterns collection can be enumerated using a sample like *for each nw in NonworkingPatterns*

property NonworkingPatterns.Item (ID as Variant) as NonworkingPattern

Returns a specific NonworkingPattern of the NonworkingPatterns collection, giving its identifier.

Type	Description
ID as Variant	A long expression that defines the identifier of the NonworkingPattern object.
NonworkingPattern	A NonworkingPattern object associated with the giving identifier, or empty/nothing/NULL, if no object is associated with the specified identifier.

The Item property accesses a NonworkingPattern object based on its identifier. The Count property counts the number of NonworkingPattern objects in the NonworkingPatterns collection. The ID property indicates the identifier of the NonworkingPattern object. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. The Remove method removes a NonworkingPattern object based on its identifier. The Clear method removes all defined NonworkingPattern objects. The **for each statement** is supported by NonworkingPatterns collection, so the NonworkingPatterns collection can be enumerated using a sample like *for each nw in NonworkingPatterns*

method NonworkingPatterns.Remove (ID as Variant)

Removes a specific member from the NonworkingPatterns collection.

Type	Description
ID as Variant	A long expression that specifies the identifier of the NonworkingPattern object to be removed.

The Remove method removes a NonworkingPattern object based on its identifier. The Clear method removes all defined NonworkingPattern objects. The Count property counts the number of NonworkingPattern objects in the NonworkingPatterns collection. The Item property accesses a NonworkingPattern object based on its identifier. The ID property indicates the identifier of the NonworkingPattern object. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

NonworkingTime object

The NonworkingTime object defines the non-working time-interval. Each NonworkingTime object can associate a NonworkingPattern object to define the colors/pattern to display the non-working time-interval. The NonworkingPattern object holds the colors/pattern to display a non-working time-interval. The ID property of NonworkingPattern defines the identifier of the pattern/color. The IDNonworkingPattern property of the NonworkingTime object indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

The NonworkingPattern object supports the following properties and methods:

Name	Description
EndTime	Indicates the end time of the non-working zone.
Expression	Indicates the expression that defines the non-working zone.
GroupID	Specifies the ID of Group objects to apply the nonworking-time.
Handle	Gets handle of the NonworkingTime object.
IDNonworkingPattern	Indicates the pattern to show the non-working zone.
Index	Gets the index of the NonworkingTime object in its collection.
IsValid	Specifies the giving expression is valid, so the non-working zone is applicable.
NonworkingPattern	Indicates the current pattern to display the non-working zone.
StartTime	Indicates the start time of the non-working zone.

property NonworkingTime.EndTime as String

Indicates the end time of the non-working zone.

Type	Description
String	A String expression that defines the time to end of the non-working time-interval. For instance, the "08:00" indicates the an 8 AM, while the "16:15" indicates the 8:15 PM

The EndTime property is initialized with the EndTime parameter of the Add method. The EndTime property can be used to programmatically extends the non-working time-interval. The StartTime/EndTime properties defines the interval of time the non-working part is shown. The IsValid property indicates whether the non-working time-interval is valid, and so if it is visible or hidden. The Expression property defines the expression that specifies the days where the non-working time-interval is displayed. The IDNonworkingPattern property specifies the identifier of the NonworkingPattern object associated with the current non-working time-interval.

property NonworkingTime.Expression as String

Indicates the expression that defines the non-working zone.

Type	Description
String	A String expression that defines the formula to determine when the non-working time-interval is displayed.

The Expression property is initialized with the Expression parameter of the Add method. The Expression property supports the **value** keyword and predefined operators and functions like explained bellow. *The IsValid property indicates whether the non-working time-interval is valid, and so if it is visible or hidden.* The Expression property defines the expression that specifies the days where the non-working time-interval is displayed. The IDNonworkingPattern property specifies the identifier of the NonworkingPattern object associated with the current non-working time-interval.

Here's a few samples of expressions:

- "0", the non-working time-interval is hidden
- "1", the non-working time-interval is shown every day
- "weekday(value) = 1", the non-working time-interval is shown every Monday
- "weekday(value) in (1,2) and month(value) = 6", the non-working time-interval is shown every Monday and Tuesday, on June only.
- "value in (#6/8/2012#,#6/11/2012#,#6/20/2012#)", the non-working time-interval is shown on 6/8/2012, 6/11/2012 and 6/20/2012
- "value >= #6/1/2012# and ((value - #6/1/2012#) mod 5 = 0)", the schedule view displays the non-working time-interval starting from 6/1/2012, and shows up every 5 days
- "(value >= (0:=#6/1/2012#)) and ((value - =:0) mod (1:=5) = 0) and (value-=:0) < (3*=:1)", the schedule view displays the non-working time-interval starting from 6/1/2012, and shows up every 5 days, for 3 times You can change 6/1/2012 with your date to indicates the starting date, changes 5 to indicate the n-occurrence and change 3 to indicate the m-times, so the event is shown every n-days for m-times.

The Expression property supports the **value** keyword which indicates the date being queried, and the following predefined operators and functions.

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)

- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case*

(default:"; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')".

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the

expression1. The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char

    - 17 - byte
    - 18 - unsigned short
    - 19 - unsigned long
    - 20 - long on 64 bits
    - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

    - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
    - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
    - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3

to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property NonworkingTime.GroupID as Variant

Specifies the ID of Group objects to apply the nonworking-time.

Type	Description
Variant	Could be a numeric expression, a string of numbers separated by comma, or a one-dimensional safe array of values that indicates the ID of the Group objects to apply the current nonworking time object.

By default, the GroupID is empty, which indicates that the non-working time is applied to all groups. The GroupID property specifies the list of groups that displays the current non-working time. Use the GroupID property to specify a different non-working time for different groups. The ID property of the Group object indicates the identifier of the group to be displayed on the scheduler. Use the Add method to add new groups to the control.

property NonworkingTime.Handle as Long

Gets handle of the NonworkingTime object.

Type	Description
Long	A Long expression that specifies the handle of the NonworkingTime object.

Each NonworkingTime object has assigned an unique handle, which is allocated at creating time. The Handle property can not be changed at runtime. The Index property may be used to identify a NonworkingTime object based on its index in the NonworkingTimes collection. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor. The Item property can access a NonworkingTime object based on its handle, reference or index.

property NonworkingTime.IDNonworkingPattern as Long

Indicates the pattern to show the non-working zone.

Type	Description
Long	A Long expression that defines the identifier of the NonworkingPattern object to be displayed on the non-working time-interval.

The IDNonworkingPattern property indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. The ID property of NonworkingPattern defines the identifier of the pattern/color. The NonworkingPattern property of the NonworkingTime object gives access directly to the associated NonworkingPattern object. You can still access the NonworkingPattern object using the Item property based on the identifier. You can use the IDNonworkingPattern property to programmatically change the visual appearance of the non-working time-interval.

property NonworkingTime.Index as Long

Gets the index of the NonworkingTime object in its collection.

Type	Description
Long	A Long expression that defines the index of the NonworkingTime object in its collection

The Index property of the NonworkingTime object indicates the INDEX of the object within its collection, *NOT the identifier that should be used on the IDNonworkingPattern property*. The Item property can access a NonworkingTime object based on its handle, reference or index. The Count property indicates the number of NonworkingTime object in the NonworkingTimes collection. The **for each statement** is supported by the NonworkingTimes collection, so the NonworkingTimes collection can be enumerated using a sample like *for each nw in NonworkingTimes*

property NonworkingTime.IsValid as Boolean

Specifies the giving expression is valid, so the non-working zone is applicable.

Type	Description
Boolean	A Boolean expression that specifies whether the Expression of the non-working object is valid (syntactically correct)

The IsValid property gets True, if the Expression property is syntactically correct. If the Expression property is not valid or is syntactically incorrect, the IsValid property returns False, The non-working time interval is visible ONLY, if the IsValid property is True. In other words, you can use the Expression to define whether a non-working time-interval is visible or hidden. For instance, you can add add an "A" character at the start of the Expression, and so the expression is not valid, and so no shown. NExt, remove the "A" character in front, and the non-working time-interval will be visible again.

property NonworkingTime.NonworkingPattern as NonworkingPattern

Indicates the current pattern to display the non-working zone.

Type	Description
NonworkingPattern	A NonworkingPattern object associated with the current non-working time-interval

The NonworkingPattern property of the NonworkingTime object gives access directly to the associated NonworkingPattern object. You can still access the NonworkingPattern object using the Item property based on the identifier. The IDNonworkingPattern property indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval. The ID property of NonworkingPattern defines the identifier of the pattern/color. You can use the IDNonworkingPattern property to programmatically change the visual appearance of the non-working time-interval.

property NonworkingTime.StartTime as String

Indicates the start time of the non-working zone.

Type	Description
String	A String expression that defines the time to start of the non-working time-interval. For instance, the "08:00" indicates the an 8 AM, while the "16:15" indicates the 8:15 PM

The StartTime property is initialized with the StartTime parameter of the Add method. The StartTime property can be used to programmatically extends the non-working time-interval. The StartTime/EndTime properties defines the interval of time the non-working part is shown. The IsValid property indicates whether the non-working time-interval is valid, and so if it is visible or hidden. The Expression property defines the expression that specifies the days where the non-working time-interval is displayed. The IDNonworkingPattern property specifies the identifier of the NonworkingPattern object associated with the current non-working time-interval.

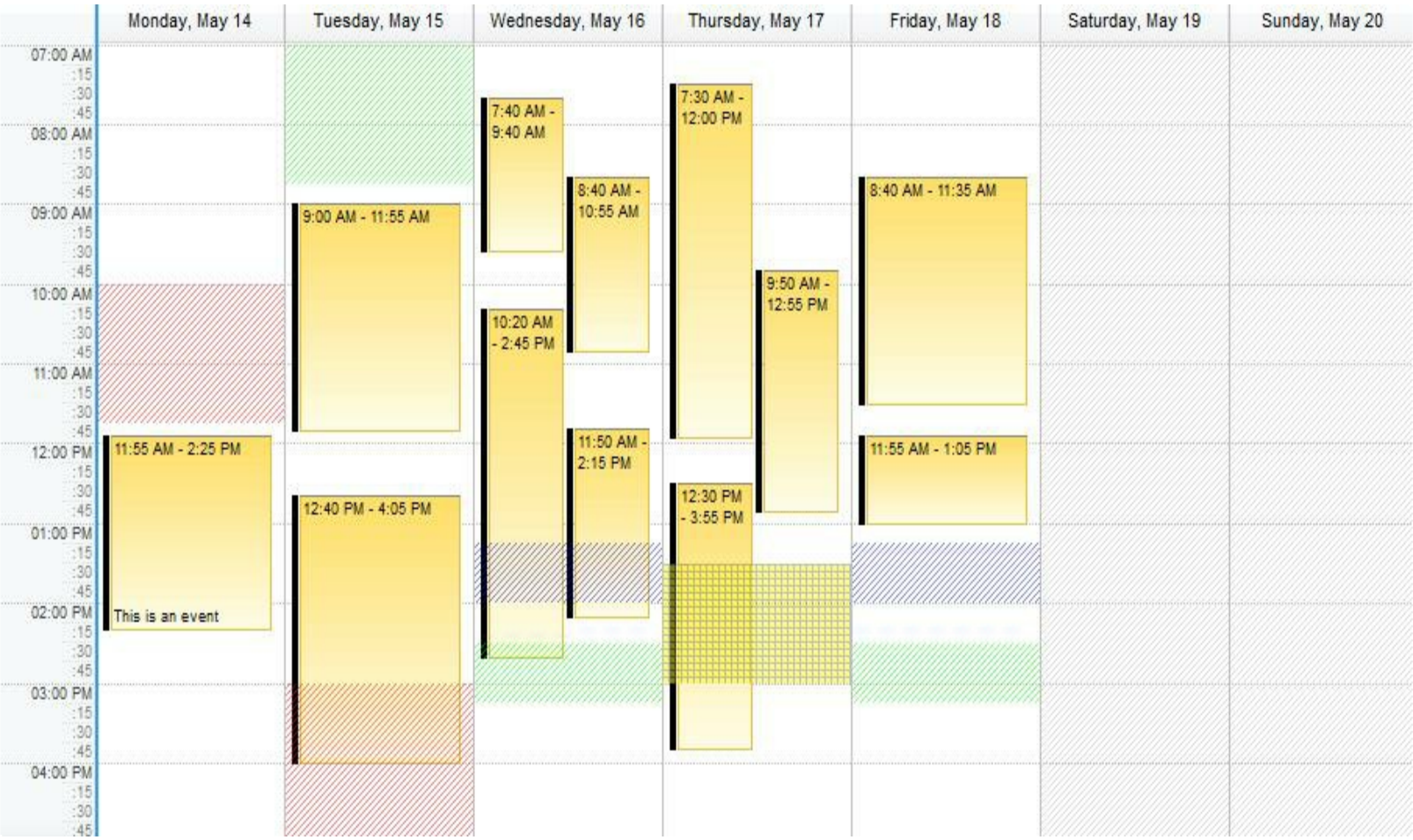
NonworkingTimes object

The NonworkingTimes object holds a collection of NonworkingTime objects. The NonworkingTime object indicates a time interval to be shown as non-working. Each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The NonworkingTimes collection is accessible through the NonworkingTimes property of the control. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The NonworkingDays property of the calendar defines the days to be non-working in the calendar. The ShowNonworkingTime property shows or hides the defined non-working intervals.

The NonworkingTime's advantages are:

- highlight the interval of time as non-working with a different patterns, colors.
- any/all day can display different intervals of time as non-working
- you can specify the non-working interval using an expression, that defines the days where the non-working interval is shown.

The following screen shot shows different days with different non-working area:



The NonworkingTimes object supports the following properties and methods:

Name	Description
Add	Adds a NonworkingTime object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.
Item	Returns a specific NonworkingTime of the NonworkingTimes collection, giving its handle or index.
Remove	Removes a specific member from the NonworkingTimes collection, giving its index, handle or reference.

method NonworkingTimes.Add (Expression as String, StartTime as String, EndTime as String, IDNonworkingPattern as Long)

Adds a NonworkingTime object to the collection and returns a reference to the newly created object.

Type	Description
Expression as String	A String expression that defines the days where the non-working time-interval is shown. For instance, the "weekday(value) = 1" indicates that the non-working time-interval should be displayed on Mondays . The Expression property supports **value** keyword among with a lot of operators and predefined functions.
StartTime as String	A String expression that specifies the time to start the non-working time-interval. For instance, the "08:00" indicates the an 8 AM, while the "16:15" indicates the 8:15 PM
EndTime as String	A String expression that specifies the time to end the non-working time-interval. For instance, the "08:00" indicates the an 8 AM, while the "16:15" indicates the 8:15 PM
IDNonworkingPattern as Long	A Long expression that specifies the identifier of the NonworkingPattern object that will be associated with the newly created non-working time-interval

Return	Description
NonworkingTime	A NonworkingTime object being created.

The Add method of the NonworkingTimes objects adds a new non-working time interval. The Expression property indicates the expression that defines the dates to include the specified non-working interval. *The IsValid property indicates whether the non-working expression is valid, and so, if it is visible or hidden.* The StartTime/EndTime property defines the time to start/end the non-working time-zone. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor.

The NonworkingTimes object holds a collection of NonworkingTime objects. The NonworkingTime object indicates a time interval to be shown as non-working. Each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The NonworkingDays property of the calendar defines the days to be non-working in the calendar.

The NonworkingTime's advantages are:

- highlight the interval of time as non-working with a different patterns, colors.
- any/all day can display different intervals of time as non-working
- you can specify the non-working interval using an expression, that defines the days where the non-working interval is shown.

method NonworkingTimes.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method removes all elements in the NonworkingTimes collection, or clears all non-working time-intervals. The ShowNonworkingTime property shows or hides the added non-working time-intervals. The Remove method removes a specific non-working time-zone. The NonworkingTimeFromPoint property gets the non-working object from the cursor. The Add method of the NonworkingTimes objects adds a new non-working time interval.

property NonworkingTimes.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A long indicates the number of NonworkingTime object in the NonworkingTimes collection

The Count property indicates the number of NonworkingTime object in the NonworkingTimes collection. The Item property can access a NonworkingTime object based on its handle, reference or index. The **for each statement** is supported by the NonworkingTimes collection, so the NonworkingTimes collection can be enumerated using a sample like *for each nw in NonworkingTimes*

property NonworkingTimes.Item (Handle as Variant) as NonworkingTime

Returns a specific NonworkingTime of the NonworkingTimes collection, giving its handle or index.

Type	Description
Handle as Variant	A Long expression that specifies the index or the handle of the NonworkingTime object being accessed.
NonworkingTime	A NonworkingTime object being requested, or empty/nothing/NULL if no object found with associated index of handle.

The Item property can access a NonworkingTime object based on its handle, reference or index. The Count property indicates the number of NonworkingTime object in the NonworkingTimes collection. The **for each statement** is supported by the NonworkingTimes collection, so the NonworkingTimes collection can be enumerated using a sample like *for each nw in NonworkingTimes*

method NonworkingTimes.Remove (Handle as Variant)

Removes a specific member from the NonworkingTimes collection, giving its index, handle or reference.

Type	Description
Handle as Variant	A long expression that specifies the handle or the index of the NonworkingTime object to be removed. You can pass also the NonworkingTime object reference to be removed.

The Remove method removes a specific non-working time-zone. The Clear method removes all elements in the NonworkingTimes collection, or clears all non-working time-intervals. The ShowNonworkingTime property shows or hides the added non-working time-intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor. The Add method of the NonworkingTimes objects adds a new non-working time interval.

Pattern object

The Pattern object can be used to apply a pattern and a frame with different colors on an UI element. For instance, the Calendar.HighlightEvent.Pattern property indicates the pattern to be applied on the calendar panel for dates with events. The Event.BodyPattern property indicates the pattern to be shown on the event's body. The Pattern object supports the following properties:

Name	Description
Color	Specifies the pattern color.
FrameColor	Specifies the pattern's frame color.
Type	Retrieves or sets a value that indicates the pattern to fill the element.

property Pattern.Color as Color

Specifies the pattern color.

Type	Description
Color	A Color expression that specifies the color to show the pattern.

By default, the Color property is 0 (black). The Color property indicates the color to display the pattern. The Type property indicates the type of the pattern to be shown. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property.

property Pattern.FrameColor as Color

Specifies the pattern's frame color.

Type	Description
Color	A Color expression that specifies the color to show the frame.

By default, the FrameColor property is 0 (black). The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property. The Type property indicates the type of the pattern to be shown. The Color property indicates the color to display the pattern.

property Pattern.Type as PatternEnum

Retrieves or sets a value that indicates the pattern to fill the element.

Type	Description
PatternEnum	A PatternEnum expression that specifies the type of the pattern to fill the element.

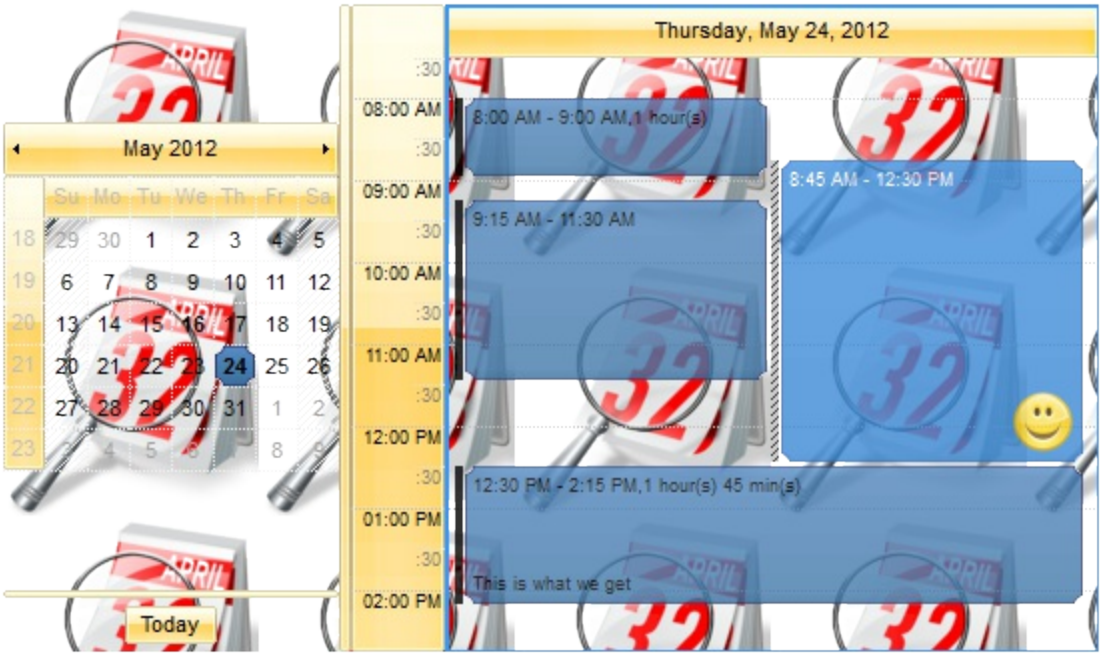
By default, the Type property is exPatternEmpty which indicates that no pattern is shown. The Type property indicates the pattern to display on the element. The Color property indicates the color to display the pattern. The FrameColor property indicates the color to show the frame, if the exPatternFrame flag is included in the Type property.

Schedule object

Tip The /COM object can be placed on a HTML page (with usage of the HTML object tag: <object classid="clsid:...">) using the class identifier: {9B09E13D-7A88-4299-9DBE-383380435377}. The object's program identifier is: "Exontrol.Schedule". The /COM object module is: "ExSchedule.dll"

The Calendar property returns the calendar panel of the schedule view. Use the OnResizeControl property on exCalendarAutoHide, to auto hide the calendar's panel.

The following screen shot shows the control with a picture on its background (tiled):



The Schedule object supports the following properties and methods:

Name	Description
AllowAllDayEventScroll	Gets or sets a value that specifies whether the all-day event header supports scrolling.
AllowCreateAllDayEvent	Specifies whether the user can create all day events.
AllowCreateEvent	Specifies keys combination that allows the user to create events in the schedule view.
AllowEditEvent	Specifies keys combination that allows the user to edit the event's caption in the schedule view.
AllowExchangePanels	Exchanges the panels when the user clicks the giving keys combination and drag the panel to a new position.
AllowMoveEvent	Specifies the combination of keys that allows the user to move the event.
AllowMoveEventToOtherGroup	Specifies if the event can ve moved from a group to another when dragging.

AllowMoveGroup	Specifies the combination of keys that allows the user to move the group.
AllowMoveMarkTime	Specifies the combination of keys that allows the user to move a mark time.
AllowMoveSchedule	Specifies the combination of keys that allows the user to move the schedule view.
AllowMoveTimeScale	Specifies the combination of keys to move the control's time scale.
AllowMultiDaysEvent	Specifies whether the user can create events that may start on a day and ends on other.
AllowRefineMoveKey	Specifies the combination of keys to refine the start and end of events when creating, moving or resizing the events.
AllowResizeEvent	Specifies the combination of keys that allows the user to resize the event.
AllowResizeGroup	Specifies the combination of keys that allows the user to resize the group.
AllowResizeSchedule	Specifies the combination of keys that allows the user to resize the schedule view.
AllowResizeTimeScale	Specifies the combination of keys that allows the user to resize the time scale.
AllowSelectCreateEvent	Specifies whether the newly created event gets selected or highlighted
AllowSelectEvent	Specifies the combination of keys that allows the user to select events in the schedule panel.
AllowSelectEventRect	Specifies the combination of keys that allows the user to select events in the schedule panel, by dragging a rectangle.
AllowToggleSchedule	Toggles the schedule view when user double clicks it.
AllowToggleSelectKey	Specifies the combination of keys to select multiple not-contiguously events.
AllowUndoRedo	Enables or disables the Undo/Redo feature.
AllowUpdateAllDayFlag	Indicates if the All-Day flag for the events being moved using drop and drop are updated once the user drops the selection.
AllowUpdateDisableZone	Indicates whether the user can updates the events in the disabled part of the schedule.

AnchorFromPoint	Retrieves the identifier of the anchor from point.
Appearance	Retrieves or sets the control's appearance.
ApplyGroupingColors	Specifies whether the schedule view shows the events using the colors of owner groups.
AttachTemplate	Attaches a script to the current object, including the events, from a string, file, a safe array of bytes.
BackColor	Specifies the control's background color.
Background	Returns or sets a value that indicates the background color for parts in the control.
BeginUpdate	Maintains performance when items are added to the control one at a time. This method prevents the control from painting until the EndUpdate method is called.
BodyEventBackColor	Specifies the default visual appearance of the events.
BodyEventForeColor	Specifies the default foreground color of the events.
BorderDateStyle	Specifies the style to display the border for the dates.
BorderGroupStyle	Specifies the style to display the border between groups within the date.
BorderHeight	Sets or retrieves a value that indicates the border height of the control.
BorderMonthStyle	Specifies the style to display the border for the months.
BorderSelStyle	Specifies the style to display the border for selected dates.
BorderTimeScaleStyle	Specifies the style to display the border for time scales.
BorderWidth	Sets or retrieves a value that indicates the border width of the control.
Calendar	Gets the schedule's calendar object.
CanRedo	Retrieves a value that indicates whether the surface can perform a Redo operation.
CanUndo	Retrieves a value that indicates whether the surface can perform an Undo operation.
ClearAll	Clears all control's collections, including the events.
ClipToSel	Specifies whether the schedule view displays the selection only.
Copy	Copies the control's content to the clipboard, in the EMF format.

CopyTo	Exports the control's view to an EMF file.
CreateEventLabel	Specifies the label to be shown while creating events.
CreateEventLabelAlign	Specifies the alignment of the label to be shown while creating events.
DataField	Automatically updates / synchronizes the known property of the event with the associated data field and reverse.
DataSource	Retrieves or sets a value that indicates the data source for object.
DateEvents	Returns a safe array of Event objects in a giving date.
DateTimeFromPoint	Retrieves the date/time from the cursor, in the schedule panel.
DayEndTime	Indicates the day end time.
DayStartTime	Indicates the day start time.
DayViewHeight	Indicates the height of the day's view in the schedule panel.
DayViewOffsetX	Indicates the horizontal scroll position of the schedule's view.
DayViewOffsetY	Indicates the vertical scroll position of the schedule's view.
DayViewWidth	Indicates the width of the day's view in the schedule panel.
DefaultEventLongLabel	Indicates the default long label for events.
DefaultEventPadding	Returns or sets a value that indicates the padding of the events in the control.
DefaultEventShortLabel	Indicates the default short label for events.
DefaultEventTooltip	Indicates the default tooltip for events.
Description	Changes descriptions for control objects.
DisplayGroupingButton	Gets or sets a value that indicates whether the grouping button is displayed in the date header.
EditContextMenuItems	Specifies the control's context menu, while editing the event.
Enabled	Enables or disables the control.
EndBlockUndoRedo	Ends recording the UI operations and adds the undo/redo operations as a block, so they all can be restored at once, if Undo method is performed.
	Resumes painting the control after painting is suspended

EndUpdate	by the BeginUpdate method.
EnsureVisible	Ensures that the specified date fits the client area of the schedule view.
EventFromPoint	Gets the Event object from the cursor, in the schedule panel.
EventParam	Retrieves or sets a value that indicates the current's event parameter.
Events	Gets the Events collection of the scheduler.
EventsFont	Retrieves or sets the font to display the events in the schedule view.
EventsTransparent	Specifies the percent of transparency to show the events in the schedule panel.
ExecuteTemplate	Executes a template and returns the result.
FitSelToView	Fits the selected dates to the current view.
Font	Retrieves or sets the control's font.
ForeColor	Specifies the control's foreground color.
FormatAnchor	Specifies the visual effect for anchor elements in HTML captions.
GroupFromPoint	Retrieves the Group object from the cursor, in the schedule panel.
GroupHeaderFromPoint	Retrieves the Group's header from the cursor, in the schedule panel.
GroupHighlightEvent	Highlights the date in the schedule panel using the HighlightEvent property of each Group found on day's events.
Groups	Retrieves the Groups collection of the scheduler.
GroupUndoRedoActions	Groups the next to current Undo/Redo Actions in a single block.
HeaderAllDayEventHeight	Specifies the height of the All-Day events being displayed on the control's All-Day header.
HeaderDayHeight	Indicates the height of the day's header.
HeaderDayLongLabel	Specifies the long label for header days.
HeaderDayShortLabel	Specifies the short label for header days.
HeaderGroupHeight	Indicates the height of the group's header.

HighlightDate	Highlights the specified date.
HTMLPicture	Adds or replaces a picture in HTML captions.
hWnd	Retrieves the control's window handle.
Images	Sets at runtime the control's image list. The Handle should be a handle to an Images List Control.
ImageSize	Retrieves or sets the size of icons the control displays..
Layout	Saves or loads the control's layout, such selection in calendar/schedule panels, scroll bars, grouping, and so on.
LoadXML	Loads an XML document from the specified location, using MSXML parser.
MarkTimeFromPoint	Gets the MarkTime object from the cursor, in the schedule panel.
MarkTimes	Gets the MarkTimes collection of the scheduler.
MarkZoneFromPoint	Retrieves the MarkZone from the cursor, in the schedule panel.
MarkZones	Retrieves the MarkZones collection of the scheduler.
NonworkingPatterns	Retrieves the NonworkingPatterns collection of the scheduler.
NonworkingTimeFromPoint	Retrieves the NonworkingTime from the cursor, in the schedule panel.
NonworkingTimes	Retrieves the NonworkingTimes collection of the scheduler, to specify different non-working time for different days.
OLEDrag	Causes a component to initiate an OLE drag/drop operation.
OLEDropMode	Returns or sets how a target component handles drop operations
OnResizeControl	Specifies which panel is resized when the control is resized.
PaneMinWidth	Specifies the minimum width for the left or right panel.
PaneWidth	Specifies the width for the left or right panel.
Picture	Retrieves or sets a graphic to be displayed in the control.
PictureDisplay	Retrieves or sets a value that indicates the way how the graphic is displayed on the control's background

PictureFromPoint	Retrieves the identifier of the picture from the point (Event.Pictures or Event.ExtraPictures).
Pictures	Gets the Pictures collection of the scheduler.
Redo	Redoes the next action in the surface's Redo queue.
RedoListAction	Lists the Redo actions that can be performed on the surface.
RedoRemoveAction	Removes the first redo actions that can be performed on the surface.
Refresh	Refreshes the control.
RemoveSelection	Removes the selected events.
ReplaceIcon	Adds a new icon, replaces an icon or clears the control's image list.
SaveXML	Saves the control's content as XML document to the specified location, using the MSXML parser.
ScrollBars	Returns or sets a value that determines whether the control has horizontal and/or vertical scroll bars.
ScrollButtonHeight	Specifies the height of the button in the vertical scrollbar.
ScrollButtonWidth	Specifies the width of the button in the horizontal scrollbar.
ScrollFont	Retrieves or sets the scrollbar's font.
ScrollHeight	Specifies the height of the horizontal scrollbar.
ScrollOrderParts	Specifies the order of the buttons in the scroll bar.
ScrollPartCaption	Specifies the caption being displayed on the specified scroll part.
ScrollPartCaptionAlignment	Specifies the alignment of the caption in the part of the scroll bar.
ScrollPartEnable	Indicates whether the specified scroll part is enabled or disabled.
ScrollPartVisible	Indicates whether the specified scroll part is visible or hidden.
ScrollThumbSize	Specifies the size of the thumb in the scrollbar.
ScrollToolTip	Specifies the tooltip being shown when the user moves the scroll box.
ScrollWidth	Specifies the width of the vertical scrollbar.
	Indicates the number of events being selected in the

SelCount	schedule panel.
SelectAll	Selects all events in the control.
SelectEventColor	Indicates the color to show the selected events.
SelectEventStyle	Specifies the style to display the selected event.
SelectEventTextColor	Indicates the color to show the text for selected events.
Selection	Returns or sets a safe array of selected events in the schedule panel.
SelEvent	Gets the event being selected giving its index in the selection.
ShowAllDayHeader	Specifies whether the control shows or hides the header for All-Day events.
ShowEventLabels	Indicates whether the Label or ExtraLabel of the events are being shown or hidden.
ShowEventPictures	Indicates whether the Pictures or ExtraPictures of the events are being shown or hidden.
ShowEvents	Indicates the type of the events which schedule displays.
ShowGroupingEvents	Specifies whether the schedule view shows grouped events.
ShowHighlightDate	Returns or sets a value that indicates whether the control shows the highlighted dates.
ShowHighlightEvent	Returns or sets a value that indicates whether the schedule panel highlights days that contain events.
ShowImageList	Specifies whether the control's image list window is visible or hidden.
ShowMarkTime	Indicates whether the schedule shows the mark times.
ShowMarkZone	Indicates how the schedule panel shows the mark zones.
ShowNonworkingTime	Returns or sets a value that indicates whether the schedule panel displays nonworking time.
ShowSelectEvent	Specifies whether the selected events are highlighted.
ShowStatusEvent	Gets or sets a value that specifies whether the event's status is visible or hidden.
ShowTimeScale	Specifies whether the control's time scale is shown on the schedule panel.
ShowToolTip	Shows the specified tooltip at given position.

ShowViewCompact	Indicates whether the schedule view is compact, so the first day of the month starts right after the last day of the previously month, or start to a new row.
SingleGroupingView	Indicates whether the schedule shows single or multiple groups of events at once.
StartBlockUndoRedo	Starts recording the UI operations as a block of undo/redo operations.
StatusEventColor	Indicates the default visual appearance for the event's status.
StatusEventSize	Indicates the size of the event's status.
Synchronize	Synchronizes the control' events with the records, while the control is bounded to a recordset, using the DataSource property.
Template	Specifies the control's template.
TemplateDef	Defines inside variables for the next Template/ExecuteTemplate call.
TemplatePut	Defines inside variables for the next Template/ExecuteTemplate call.
TimeFromPoint	Retrieves the time from the cursor, in the schedule panel.
TimeScaleFont	Retrieves or sets the font to display the time scales in the schedule view.
TimeScaleFromPoint	Retrieves the TimeScale object from the cursor, in the schedule panel.
TimeScales	Gets the schedule's time scales collection.
ToolTipDelay	Specifies the time in ms that passes before the ToolTip appears.
ToolTipFont	Retrieves or sets the tooltip's font.
ToolTipPopDelay	Specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control.
ToolTipWidth	Specifies a value that indicates the width of the tooltip window, in pixels.
Undo	Performs the last Undo operation.
UndoListAction	Lists the Undo actions that can be performed on the surface.
UndoRedoQueueLength	Gets or sets the maximum number of Undo/Redo actions that may be stored to the surface's queue.

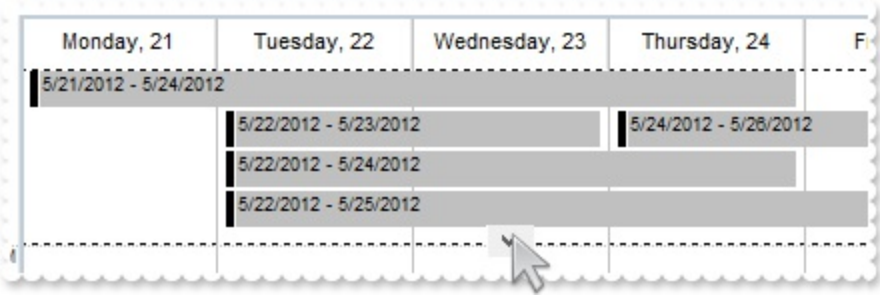
UndoRemoveAction	Removes the last undo actions that can be performed on the surface.
UpdateEventsLabel	Specifies the label to be shown while moving or resizing the events.
UpdateEventsLabelAlign	Specifies the alignment of the label to be shown while moving or resizing events.
UseVisualTheme	Specifies whether the control uses the current visual theme to display certain UI parts.
Version	Retrieves the control's version.
VerticalScrollWheel	Indicates the distance to scroll using the mouse wheel.
VisualAppearance	Retrieves the control's appearance.
VisualDesign	Invokes the control's VisualAppearance designer.

property Schedule.AllowAllDayEventScroll as AllDayEventScrollEnum

Gets or sets a value that specifies whether the all-day event header supports scrolling.

Type	Description
AllDayEventScrollEnum	An AllDayEventScrollEnum expression that specifies whether the all-day header supports scrolling.

By default, the AllowAllDayEventScroll property is exAllDayEventWheelScroll. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling. Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AllowCreateAllDayEvent property has effect only when the schedule displays no time scale. *At runtime, the user can create all-day events, if the schedule view displays no time scale. When the schedule view shows several dates (or it is resized to the minimum), so no time scale is available, the user can create all-day events by clicking a date and dragging the mouse to the day where the event should end.* The AddEvent event is fired once the user creates a new event. The AllDayEvent property indicates an all-day event. The AllowSelectCreateEvent property specifies whether the newly created event gets selected or highlighted.



property Schedule.AllowCreateAllDayEvent as Boolean

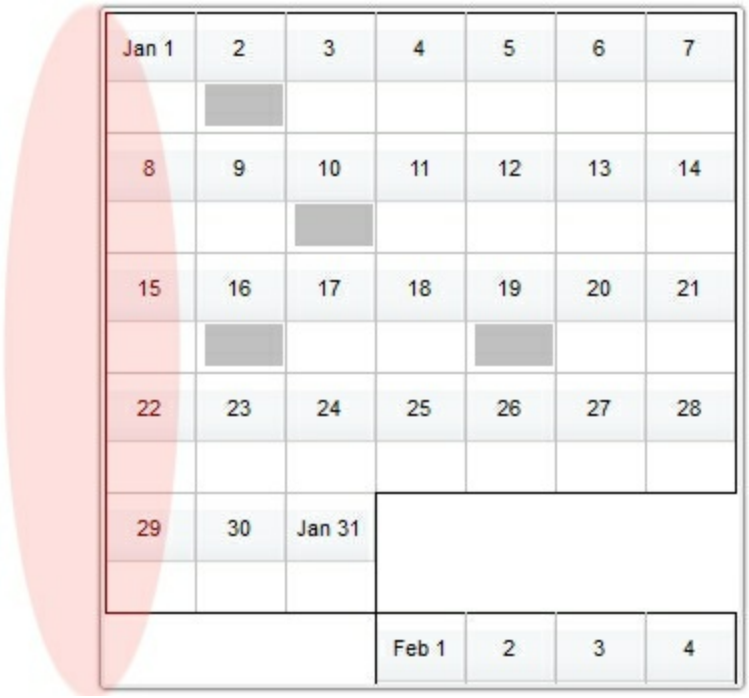
Specifies whether the user can create all day events.

Type	Description
Boolean	A Boolean expression that specifies whether the user can create all-day events at runtime.

By default, the AllowCreateAllDayEvent property is True. The AllowCreateAllDayEvent property has effect only when the schedule displays no time scale. *At runtime, the user can create all-day events, if the schedule view displays no time scale. When the schedule view shows several dates (or it is resized to the minimum), so no time scale is available, the user can create all-day events by clicking a date and dragging the mouse to the day where the event should end.* Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AddEvent event is fired once the user creates a new event. The UpdateEvent event is fired once the margins of the event is being changed. The Start and End properties of the Event indicates the margins of the event. The AllDayEvent property indicates an all-day event. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling. The AllowSelectCreateEvent property specifies whether the newly created event gets selected or highlighted.

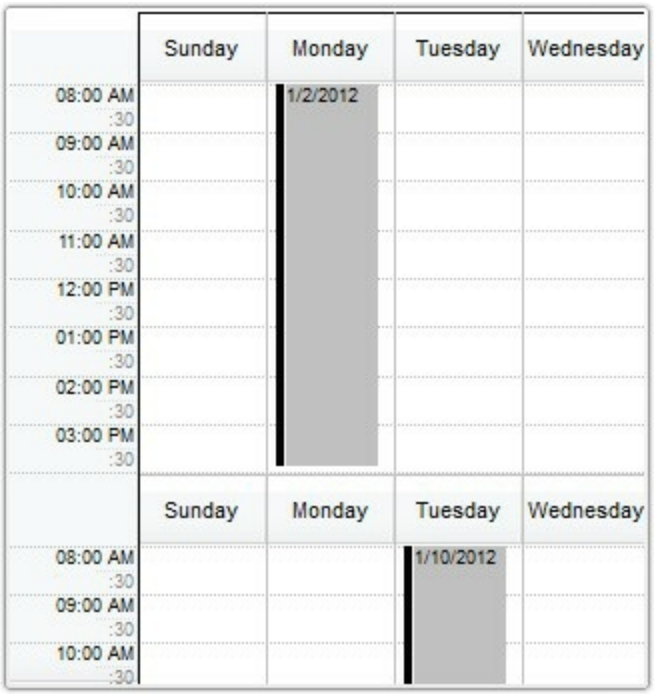
The AllowCreateEvent property specifies the keys combination that allows the user to create events in the schedule view. The AllowMultiDaysEvent property indicates whether the user can create events that may start on a day and ends on other. The CreateEventLabel property indicates the HTML format to be shown on the label when the user creates a new event. The CreateEventLabelAlign property aligns the label being shown when the user creates a new event.

The following screen shot shows the control with no time scale (the schedule view has been resized using the MIDDLE mouse button):



Newly created events have the [AllDayEvent](#) property on True, as the time scale is not available

The following screen shot shows the control with time scale (the schedule view has been resized using the MIDDLE mouse button):



Newly created events have the [AllDayEvent](#) property on False, as the time scale is shown

property Schedule.AllowCreateEvent as AllowKeysEnum

Specifies keys combination that allows the user to create events in the schedule view.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys combination so user can create new events at runtime.

By default, the AllowCreateEvent property is exLeftClick, which indicates that the user can press the left mouse button to start creating a new event. The AllowCreateEvent property on exDisallow indicates that user can not creates new events. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AddEvent event is fired once the user creates a new event. The AllowCreateAllDayEvent property specifies whether the user can create all day events, at runtime. The AllowMultiDaysEvent property indicates whether the user can create events that may start on a day and ends on other. *The AllowRefineMoveKey property specifies whether the margins of the events being updated are aligned to minor/major rulers of the control's time scale.*

The CreateEventLabel property indicates the HTML format to be shown on the label when the user creates a new event. The CreateEventLabelAlign property aligns the label being shown when the user creates a new event. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

The Background(exScheduleCreateEventBackColor) and Background(exScheduleCreateEventForeColor) specifies the visual appearance of the event being created.

property Schedule.AllowEditEvent as AllowKeysEnum

Specifies keys combination that allows the user to edit the event's caption in the schedule view.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys to start inline editing.

By default, the AllowEditEvent property is exLeftClick + exDblClick, which means that the user can double click an event so the inline editing starts. The AllowEditEvent property specifies the combination of keys that the user can use so the event gets inline editing. The AllowEditEvent property on exDisallow, specifies that the user can not use inline editing. The Editable property indicates the property of the event to be edited when user double clicks the event. The LayoutStartChanging(exScheduleEditEvent) event notifies your application once the inline editing starts. The LayoutEndChanging(exScheduleEditEvent) event notifies your application once the inline editing starts. *You can use the EventFromPoint(-1,-1) method during the LayoutStartChanging(exScheduleEditEvent) to store the event from the cursor to a global member, and when LayoutEndChanging(exScheduleEditEvent) occurs, you can use the previously stored member to identify the event being edited.*

You can specify an event being not editable, using the Editable property on exNoEditable, or you can set the AllowEditEvent property on exDisallow, to prevent editing any of the schedule's events.

The AllowEditEvent property uses the same keys combination as AllowToggleSchedule property, so if you double click an event, the inline editing is performed, else if clicking outside of the event the toggling the schedule view is performed.

property Schedule.AllowExchangePanels as AllowKeysEnum

Exchanges the panels when the user clicks the giving keys combination and drag the panel to a new position.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys the user can exchange the position of the calendar/schedule view.

By default, the AllowExchangePanels property is exLeftClick + exSHIFTKey + exCTRLKey. The AllowExchangePanels property specifies whether the user can drag and drop a panel (calendar panel or schedule panel) to a new position/alignment. For instance, the AllowExchangePanels allows the user to move the calendar panel to the right side of the control at runtime, if the user clicks the calendar panel while pressing the SHIFT + CTRL keys, and drag the mouse to the ride side of the schedule view. The OnResizeControl property is changed once the user drags a panel to a new position. The AllowExchangePanels property on exDisallow prevents exchanging the panels at runtime.

Also, you can use the OnResizeControl property to specify one of the followings:

- **auto hide** the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- **hide** completely the calendar section (exHideSplitter)
- specify the **alignment** of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or **partially** view of the calendar panel (exResizePanelRight)
- **disabling** the control's vertical split bar (so user can not resize the fixed panel) (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exDisableSplitter Or OnResizeControlEnum.exCalendarFit)

property Schedule.AllowMoveEvent as AllowKeysEnum

Specifies the combination of keys that allows the user to move the event.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies keys that allows the user to move the events from the cursor.

By default, the AllowMoveEvent property is exLeftClick, which indicates that the user can press the left mouse button inside an event or selection, to start moving one or more events. The AllowMoveEvent property on exDisallow indicates that user can not move the events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The Movable property of the Event indicates whether an event can be moved at runtime. The MinDate/MaxDate properties of the Event indicates the lower or upper margins where the event can be moved. The UpdateEvent event occurs once an event is resized or moved. The AllowMoveEventToOtherGroup property indicates whether an event can be moved from a group to another. *The AllowRefineMoveKey property specifies whether the margins of the events being updated are aligned to minor/major rulers of the control's time scale.*

The UpdateEventsLabel property indicates the HTML format to be shown on the label when the user moves the events. The UpdateEventsLabelAlign property aligns the label being shown when the user moves the event. The Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) specifies the visual appearance of the event being moved. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

property Schedule.AllowMoveEventToOtherGroup as Boolean

Specifies if the event can ve moved from a group to another when dragging.

Type	Description
Boolean	A Boolean expression that specifies whether the user can move an event from a group to another.

By default, the AllowMoveEventToOtherGroup property is True. The AllowMoveEventToOtherGroup property has effect only, if the control displays the events by groups (columns). The GroupID property of the Event specifies the identifier of the Group that hosts the event. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. When the user moves an event from a group to another, at runtime, the GroupID property may be changed, and the UpdateEvent event occurs. The AllowMoveEventToOtherGroup property on False, prevents moving events from a group to another, at runtime.

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects. Use the Add method of the Groups collection to add new groups to the control.
- The Groups collection contains visible elements (Visible on True)

property Schedule.AllowMoveGroup as AllowKeysEnum

Specifies the combination of keys that allows the user to move the group.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys to change the Group's position at runtime.

By default, The AllowMoveGroup property is exLeftClick, which means the user can change the Group's position by dragging the Group's Header to a new position. The Position property can be used to programmatically change the Group's position by code. You can enumerate the Group as being displayed using the ItemByPos property of Groups collection. The Visible property of the Group specifies whether the Group is visible in the schedule view, and un-checked, in the drop down grouping panel. For instance, the AllowMoveGroup on exDisallow indicates that the user can not change the position of the group at runtime. The AllowResizeGroup property specifies whether the user can resize a group at runtime. The LayoutStartChanging(exScheduleMoveGroup) event occurs once the user starts moving a group. The LayoutEndChanging(exScheduleMoveGroup) event occurs the user moves a group.

property Schedule.AllowMoveMarkTime as AllowKeysEnum

Specifies the combination of keys that allows the user to move a mark time.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the combination of keys the user can use so it can change the position/time of Movable timers.

By default, the AllowMoveMarkTime property is exLeftClick, which indicates that the user can move a timer by dragging it to a new position when clicking the left mouse button on a timer object. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The ShowMarkTime property indicates whether the schedule view displays timers. The MarkTimeFromPoint property indicates the timer from the cursor. The MarkTimes property gets a collection of MarkTime objects, also called timers. The MarkTime object indicates a line in the schedule view, at a specified time. The Add method of MarkTimes collection adds a new timer to the schedule view. The MarkTimes collection is accessible through the MarkTimes property of the control.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

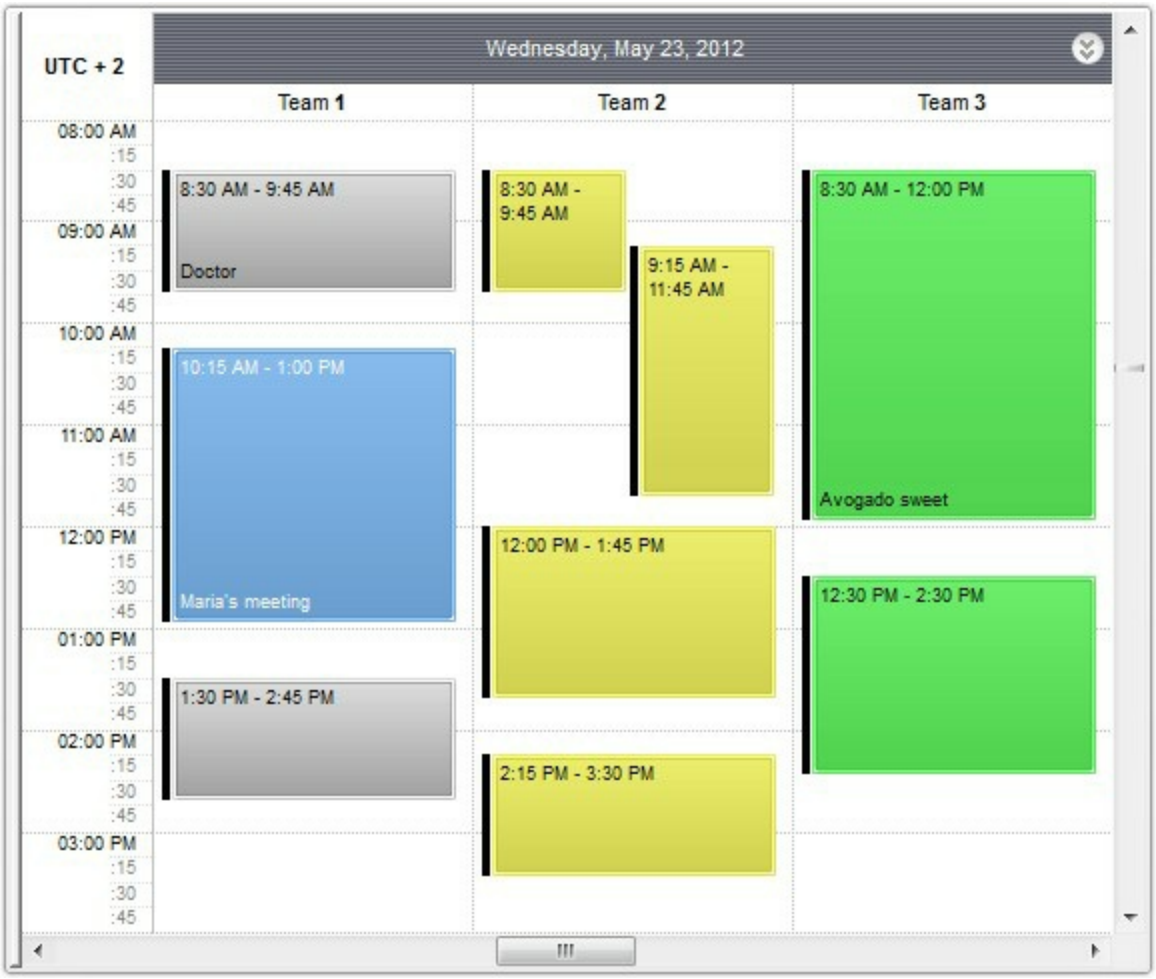
property Schedule.AllowMoveSchedule as AllowKeysEnum

Specifies the combination of keys that allows the user to move the schedule view.

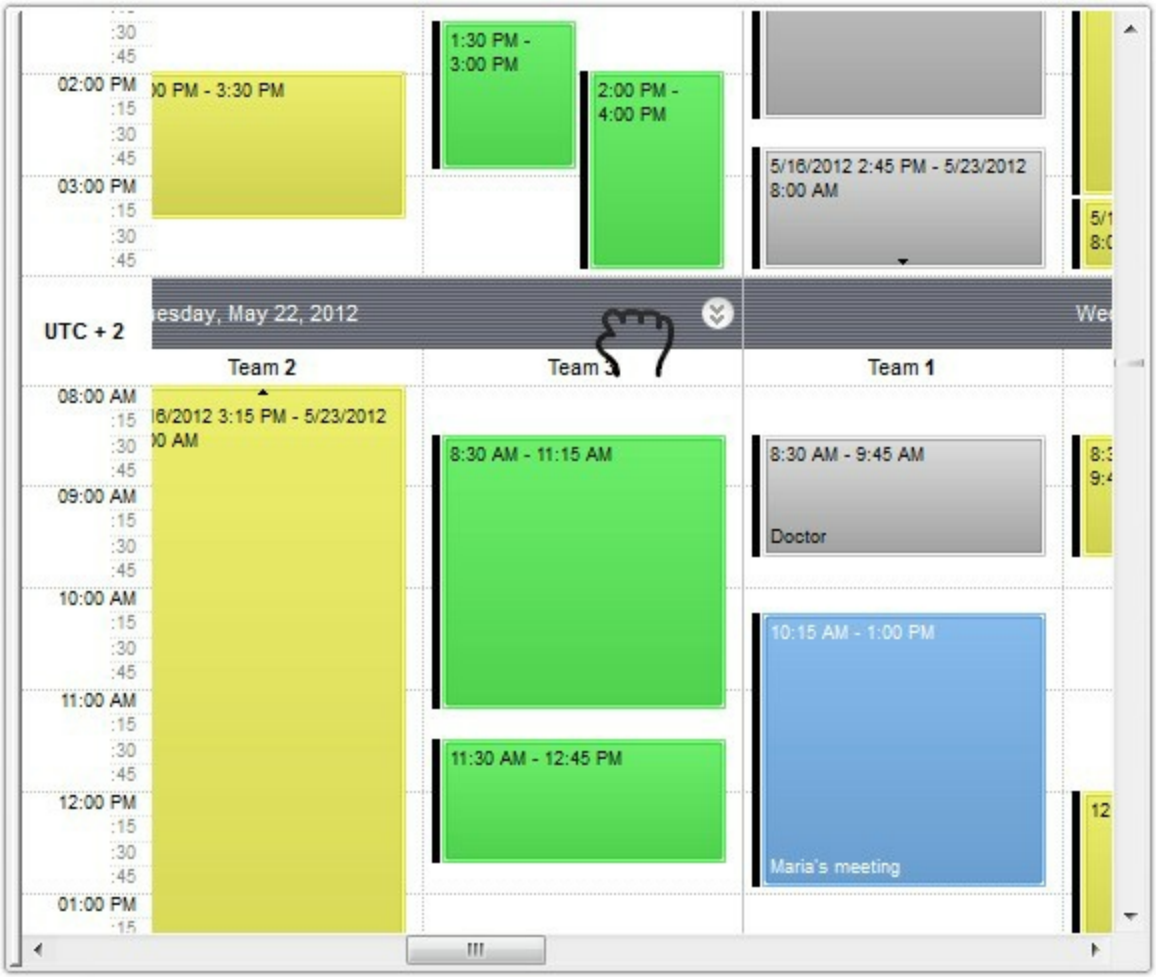
Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys combination so the user can navigate the entire calendar without selecting dates in the calendar panel.

By default, the AllowMoveSchedule property is exLeftClick + exSHIFTKey, which indicates that the user can navigate the entire scheduler by clicking the left mouse button and pressing the SHIFT key. The AllowMoveSchedule property allows the user to move or navigate the schedule view to a new position, without selecting a new date in the calendar panel. This options gives you the ability to go to neighbor view with just a click. The AllowResizeSchedule property allows you to magnify the schedule view to view more dates without selecting new dates in the calendar panel. The AllowExchangePanels property allows the user to move a panel from a side to another. The LayoutStartChanging(exScheduleMove) event occurs once the user starts navigating the schedule view to a new position. The LayoutEndChanging(exScheduleMove) event occurs once the user moved the schedule view to a new position. The FitSelToView method restores the view to fit the selected dates. The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only.

The following screen shot shows the schedule view at initial position:



The following screen shot shows the schedule view at a new position:



property Schedule.AllowMoveTimeScale as AllowKeysEnum

Specifies the combination of keys to move the control's time scale.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that indicates the keys the user can move at runtime the time scale from a side to another.

By default, the AllowMoveTimeScale property is exLeftClick + exSHIFTKey + exCTRLKey, which indicates that the user can move the position of the time scale, by dragging the mouse, if the user left clicking the mouse on the time scale and the SHIFT + CTRL keys are pressed. The AllowMoveTimeScale property indicates the keys the user can move at runtime the time scale from a side to another. The AlignLeft and Position properties may be changed if the user moves the time scale position to a new side, while the AllowMoveTimeScale property is not exDisallow (0). The AlignLeft property can be used to programmatically change the time scale alignment. The Position property indicates the position of the time scale as they are displayed.

The AllowMoveTimeScale property on exDisallow indicates that the user can not change the time scale position at runtime.

property Schedule.AllowMultiDaysEvent as Boolean

Specifies whether the user can create events that may start on a day and ends on other.

Type	Description
Boolean	A Boolean expression that specifies whether the user can create multiple-days event.

By default, the AllowMultiDaysEvent property is True. The AllowMultiDaysEvent property indicates whether the user can create events that may start on a day and ends on other. The AllowCreateAllDayEvent property specifies whether the user can create all day events, at runtime. The AddEvent event is fired once the user creates a new event. The UpdateEvent event is fired once the margins of the event is being changed. The Start and End properties of the Event indicates the margins of the event. The AllowMultiDaysEvent property on False, prevents creating events that starts in a day and ends on other.

The CreateEventLabel property indicates the HTML format to be shown on the label when the user creates a new event. The CreateEventLabelAlign property aligns the label being shown when the user creates a new event.

property Schedule.AllowRefineMoveKey as AllowKeysEnum

Specifies the combination of keys to refine the start and end of events when creating, moving or resizing the events.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys that allows the user to refine the creating, moving or resizing the events.

By default, the AllowRefineMoveKey property is exDisallow, which means that the property has no effect. The AllowRefineMoveKey property specifies whether the margins of the events being updated are aligned to minor/major rulers of the control's time scale. In other words, if the AllowRefineMoveKey property is exDisallow (by default), the margins of the events are always aligned to the minor/major rulers of the time scale when it is updated. If the AllowRefineMoveKey property is NOT exDisallow, the user can move, resize or create events at arbitrary times, not necessary aligned to the minor/major rulers of the time scale. The AllowCreateEvent property specifies the keys combination that allows the user to create events in the schedule view. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

For instance, you can use the AllowRefineMoveKey property on exLeftClick, so the margins of the events while updating are always arbitrary. Instead if you are using a combination such as exLeftClick + exCTRLKey the arbitrary margins are allowed for the updating events while the CTRL key is down, and aligned to the control's time scale(s) when no CTRL key is pressed.

property Schedule.AllowResizeEvent as AllowKeysEnum

Specifies the combination of keys that allows the user to resize the event.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies keys that allows the user to resize the events from the cursor.

By default, the AllowResizeEvent property is exLeftClick, which indicates that the user can press the left mouse button on the event's lower or upper margin, to start resizing one or more events (selection). The AllowResizeEvent property on exDisallow indicates that user can not resize the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The Resizable property of the Event indicates whether an event can be resized at runtime. The MinDate/MaxDate properties of the Event indicates the lower or upper margins where the event can be resized. The UpdateEvent event occurs once an event is resized or moved. *The AllowRefineMoveKey property specifies whether the margins of the events being updated are aligned to minor/major rulers of the control's time scale.*

The UpdateEventsLabel property indicates the HTML format to be shown on the label when the user resizes the events. The UpdateEventsLabelAlign property aligns the label being shown when the user resizes the event. The Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) specifies the visual appearance of the event being moved. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events.

property Schedule.AllowResizeGroup as AllowKeysEnum

Specifies the combination of keys that allows the user to resize the group.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys combination so the user can resize a group.

By default, the AllowResizeGroup property is True, which means that the user can resize a group by left clicking the area between two groups, and dragging to a new position. The AllowResizeGroup property on exDisallow, prevents resizing the groups at runtime. The AllowMoveGroup property specifies whether the user can move a group from one position to another. The LayoutStartChanging(exScheduleResizeGroup) event occurs once the user starts resizing a group. The LayoutEndChanging(exScheduleResizeGroup) event occurs the user resizes a group. The GroupHeaderFromPoint property indicates the group from the cursor, in the header part. You can use the Width property to change the width of the Group by code.

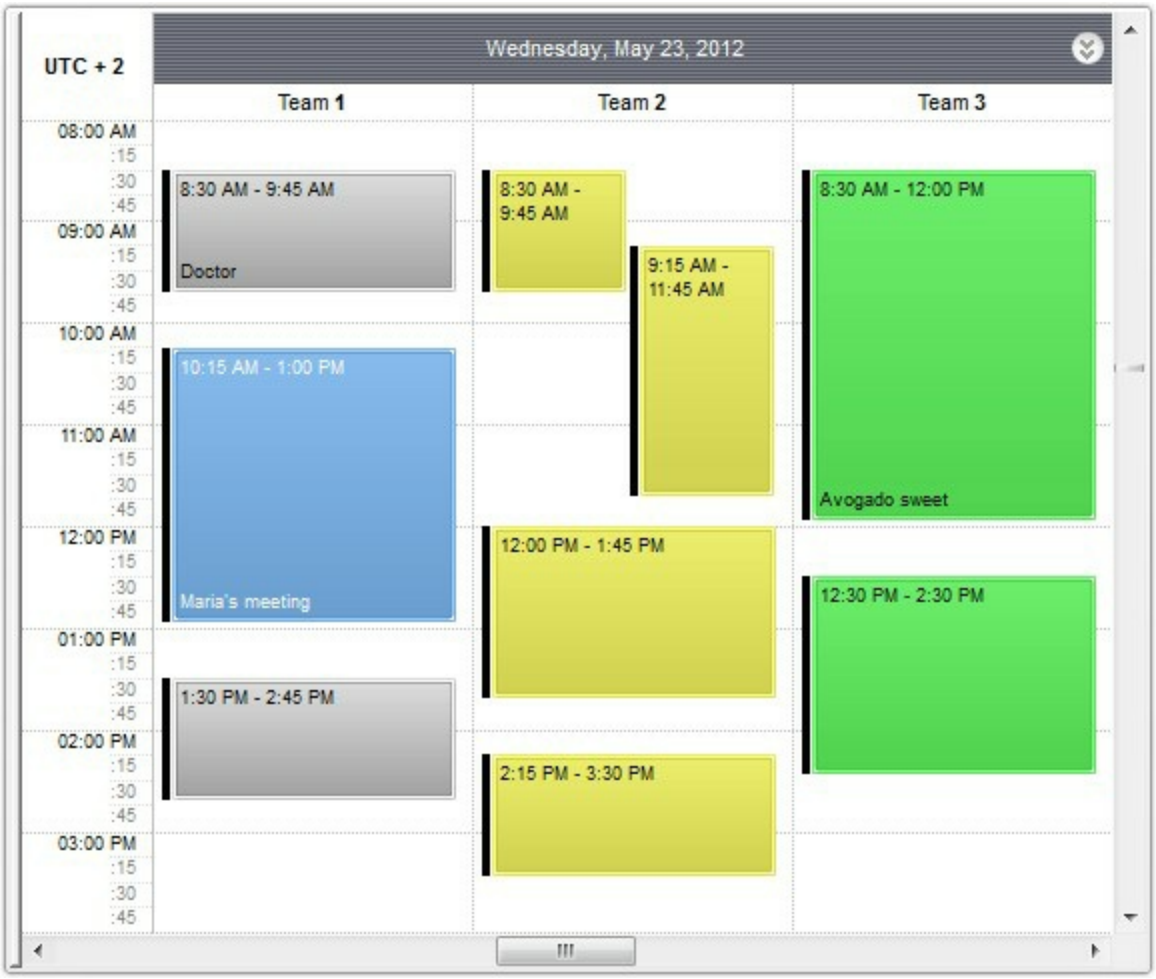
property Schedule.AllowResizeSchedule as AllowKeysEnum

Specifies the combination of keys that allows the user to resize the schedule view.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys combination so the user can magnify or shrink (zooming) the scheduler view.

By default, the AllowResizeSchedule property is exMiddleClick, which indicates that the user magnify or shrink (zooming) the scheduler view if dragging the mouse while the MIDDLE mouse button is pressed. The AllowResizeSchedule property allows the user to magnify or shrink (zooming) the scheduler view with a click. The AllowMoveSchedule property allows the user to move or navigate the schedule view to a new position, without selecting a new date in the calendar panel. The AllowExchangePanels property allows the user to move a panel from a side to another. The LayoutStartChanging(exScheduleResize) event occurs once the user starts resizing the schedule view. The LayoutEndChanging(exScheduleResize) event occurs once the user resized the schedule view. The FitSelToView method restores the view to fit the selected dates. The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only.

The following screen shot shows the schedule view at initial position:



The following screen shot shows the schedule view being shrink:

property Schedule.AllowResizeTimeScale as AllowKeysEnum

Specifies the combination of keys that allows the user to resize the time scale.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that indicates the keys the user can resize at runtime the time scale.

The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale. The Width property of the time scale indicates the width in pixels of the time scale. The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale. The Width property may be changed while the user resizes the time scale.

property Schedule.AllowSelectCreateEvent as SelectCreateEventEnum

Specifies whether the newly created event gets selected or highlighted

Type	Description
SelectCreateEventEnum	A SelectCreateEventEnum expression that specifies whether the control selects or highlights the newly created event.

By default, the AllowSelectCreateEvent property is exSelectCreateEventNone, which means that nothing happen if the user creates a new event. The AllowSelectCreateEvent property specifies whether the newly created event gets selected or highlighted. Use the ShowAllDayHeader property to show the schedule's All-Day header so all All-Day evens are shown on this header. The AllowCreateAllDayEvent property has effect only when the schedule displays no time scale. The AllDayEvent property indicates an all-day event. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The SelectEventColor / SelectEventTextColor indicates the background / foreground colors to be applied on the event's body when the control just highlights the event being created.

property Schedule.AllowSelectEvent as AllowKeysEnum

Specifies the combination of keys that allows the user to select events in the schedule panel.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys to allow the user to select events in the schedule view.

By default, the AllowSelectEvent property is exLeftClick, which means that the event gets selected as soon as the user clicks it (using the left mouse button). You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The LayoutStartChanging(exScheduleSelectionChange) event occurs once the user is about to change the selection (of events), in the schedule view. The LayoutEndChanging(exScheduleSelectionChange) event occurs once the user changed the selection (of events), in the schedule view. The Selectable property of the event indicates whether the event can be selected at runtime. The Selected property of the Event indicates whether the current event is selected or unselected. The SelectEventStyle property indicates the way the selected events are shown. The SelectEventColor property specifies the visual appearance of the selected event. The SelectEventTextColor property specifies the foreground color of the selected event. The AllowSelectEventRect property indicates whether the user can select multiple events by dragging a rectangle. The AllowToggleSelectKey property indicates the key to be used so the user can toggle a selected event.

The Selection property gets or sets a safe array of selected events. *The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects.*

The AllowSelectEvent property on exDisallow specifies that no selection is allowed in the schedule view, so no event can be selected. Use the Selectable property of the Event on False, to specify whether the event is selectable or not .

property Schedule.AllowSelectEventRect as AllowKeysEnum

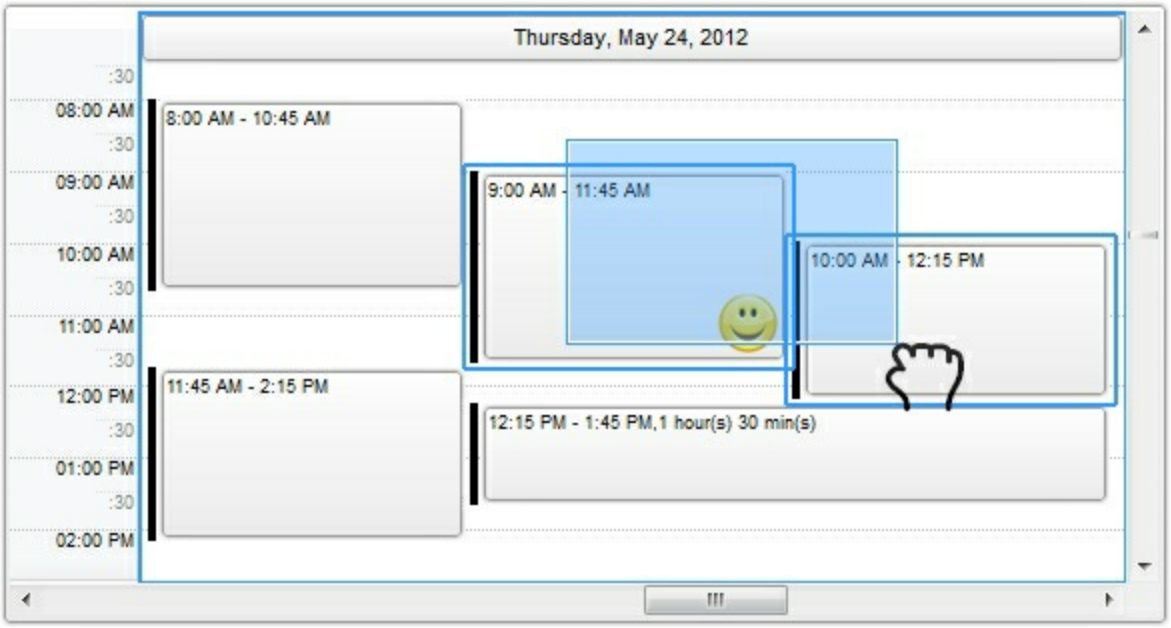
Specifies the combination of keys that allows the user to select events in the schedule panel, by dragging a rectangle.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys to allow the user to select events using a dragging rectangle, in the schedule view.

By default, the AllowSelectEventRect property is exLeftClick + exALTKey, which indicates that the user can select multiple events by dragging a rectangle if the user clicks and keeps the ALT key pressed. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The LayoutStartChanging(exScheduleSelectionChange) event occurs once the user is about to change the selection (of events), in the schedule view. The LayoutEndChanging(exScheduleSelectionChange) event occurs once the user changed the selection (of events), in the schedule view. The Selectable property of the event indicates whether the event can be selected at runtime. The Selected property of the Event indicates whether the current event is selected or unselected. The SelectEventStyle property indicates the way the selected events are shown. The SelectEventColor property specifies the visual appearance of the selected event. The SelectEventTextColor property specifies the foreground color of the selected event. The AllowToggleSelectKey property indicates the key to be used so the user can toggle a selected event.

You can do the same type of the selection in the calendar panel, by using the AllowSelectDateRect property.

The following screen shot shows the rectangular selection, in the schedule panel:



property Schedule.AllowToggleSchedule as AllowKeysEnum

Toggles the schedule view when user double clicks it.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that defines the keys to toggle the schedule view.

By default, the AllowToggleSchedule property is exLeftClick + exDblClick, which means a double click will toggle the schedule view. The AllowEditEvent property uses the same keys combination as AllowToggleSchedule property, so if you double click an event, the inline editing is performed, else if clicking outside of the event the toggling the schedule view is performed. By toggling the schedule view we mean that for instance, if you select the entire month to be viewed, a double click on a date will bring the date to be shown on the schedule view, and the next double click will restore the month view. You can specify an event being not editable, using the Editable property on exNoEditable, or you can set the AllowEditEvent property on exDisallow, to prevent editing any of the schedule's events.

property Schedule.AllowToggleSelectKey as AllowKeysEnum

Specifies the combination of keys to select multiple not-contiguously events.

Type	Description
AllowKeysEnum	An AllowKeysEnum expression that specifies the keys to allow the user to select/unselect an event, in the schedule view

By default, the AllowToggleSelectKey property is exCTRLKey, which indicates that the user can unselect/select an event by pressing the left mouse button and keeping the CTRL key down. The AllowToggleSelectKey property indicates the key to be used so the user can toggle a selected event. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. The AllowSelectEventRect property indicates whether the user can select multiple events by dragging a rectangle.

The LayoutEndChanging(exScheduleSelectionChange) event occurs once the user changed the selection (of events), in the schedule view. The Selectable property of the event indicates whether the event can be selected at runtime. The Selected property of the Event indicates whether the current event is selected or unselected. The SelectEventStyle property indicates the way the selected events are shown. The SelectEventColor property specifies the visual appearance of the selected event. The SelectEventTextColor property specifies the foreground color of the selected event.

For instance, you can set the AllowToggleSelectKey property on exDisallow which indicates that no toggle selection is allowed. If the AllowToggleSelectKey property on exLeftClick, the first click selects the event, the next click unselect the event, and so on.

property Schedule.AllowUndoRedo as Boolean

Enables or disables the Undo/Redo feature.

Type	Description
Boolean	A boolean expression that specifies whether the control supports Undo/Redofeature

By default, the AllowUndoRedo property is false, which indicates that the Undo/Redo feature us disabled. The Undo and Redo features let you remove or repeat single or multiple actions, but all actions must be undone or redone in the order you did or undid them you cant skip actions. For example, if you added three calendar-events and then decide you want to undo the first change you made, you must undo all three changes. To undo an action you need to press Ctrl+Z, while for to redo something you've undone, press Ctrl+Y. The CanUndo property retrieves a value that indicates whether the control may perform the last Undo operation. The CanRedo property retrieves a value that specifies whether the control can execute the next operation in the control's Redo queue. Call the Undo method to Undo the last control operation. The Redo redoes the next action in the control's redo queue. The UndoRedoQueueLength property gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue, or in other words how many operations the control's Undo/Redo manager may store.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked.

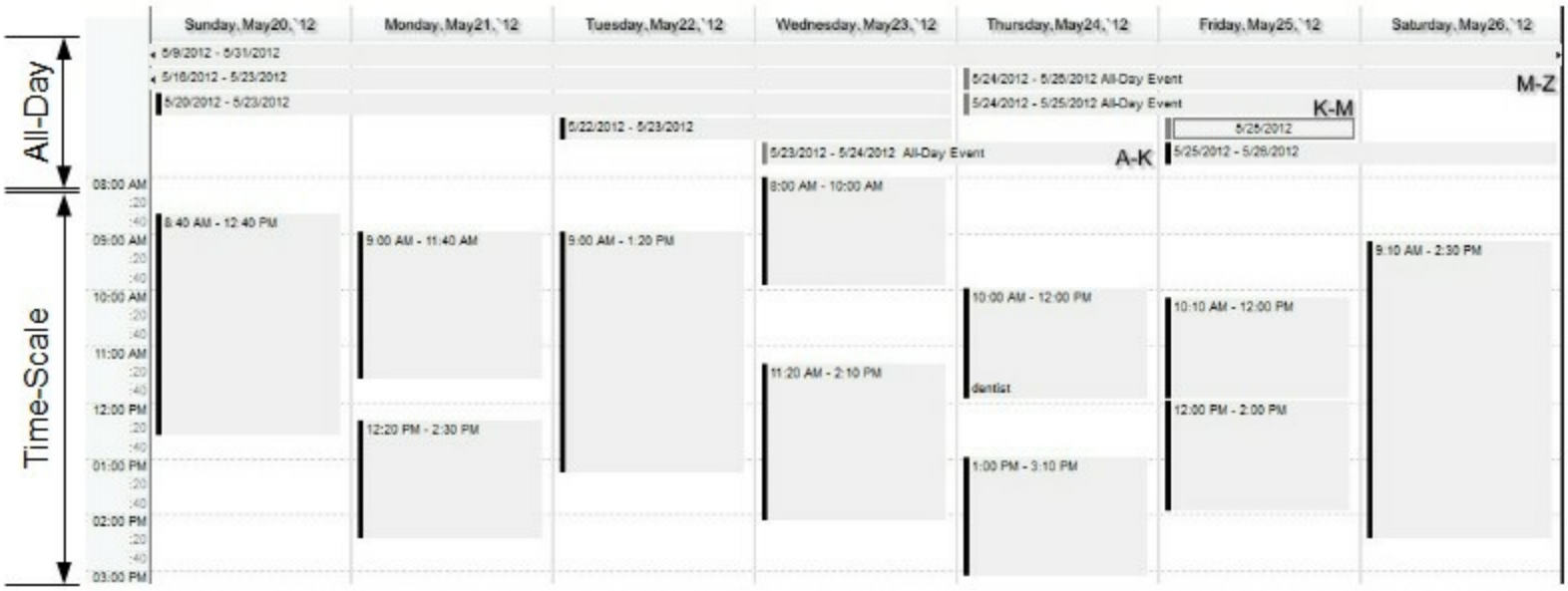
property Schedule.AllowUpdateAllDayFlag as Boolean

Indicates if the All-Day flag for the events being moved using drop and drop are updated once the user drops the selection.

Type	Description
Boolean	A Boolean expression that specifies whether the AllDayEvent property is changed when the user drags and drops an event from All-Day header to Time-Scale section of the schedule view, and reverse.

By default, the AllowUpdateAllDayFlag property is True, which means that the AllDayEvent property of the event being dragged is updated once the user drops the event to All-Day header or Time-Scale part of the schedule view. The AllowUpdateAllDayFlag property has effect only if the ShowAllDayHeader property is True. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling.

The following screen shot shows the All-Day events on the All-Day header (ShowAllDayHeader property is True):



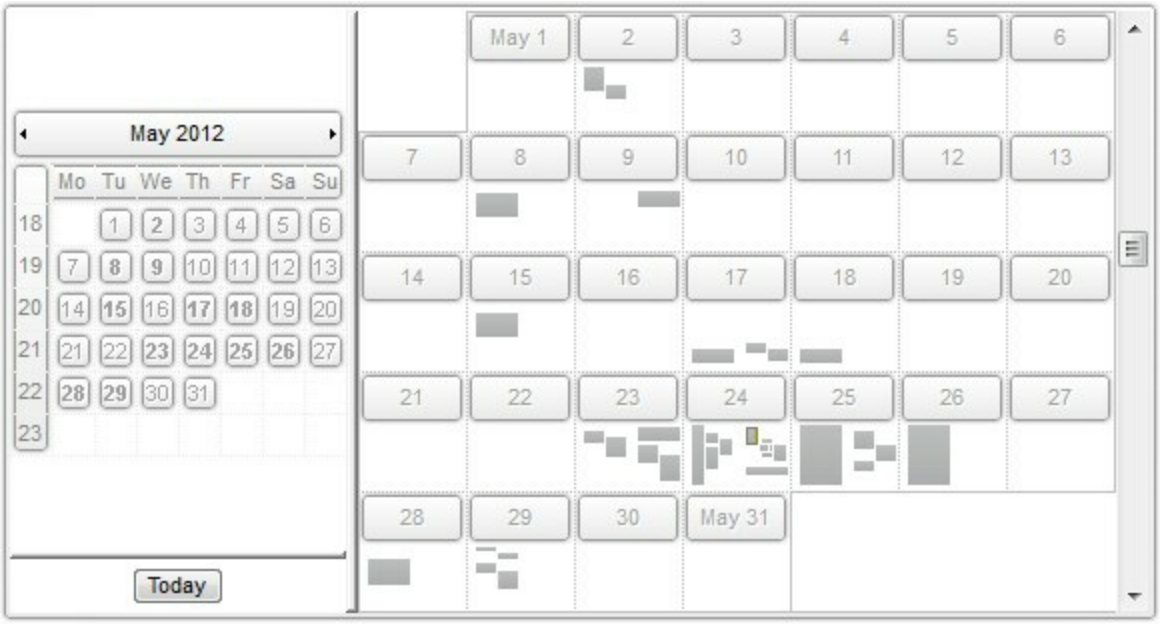
property Schedule.AllowUpdateDisableZone as Boolean

Indicates whether the user can updates the events in the disabled part of the schedule.

Type	Description
Boolean	A Boolean expression that specifies whether the

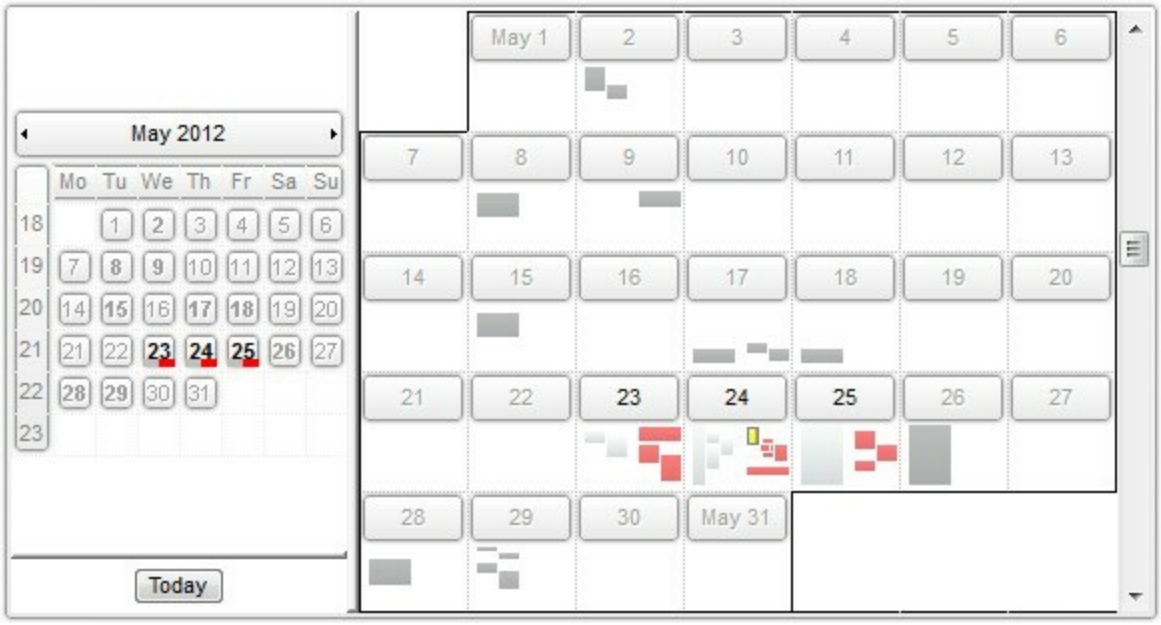
By default, the the AllowUpdateDisableZone property is False, so the user can not update or create new events in a disabled zone. The DisableZoneFormat property of the Calendar returns or sets an expression that determines the dates being disabled in the calendar/schedule panel. The AllowUpdateDisableZone property on True, lets user to update the disabled zones. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

The following screen shot shows all dates as disabled (the entire month is selected) :



DisableZoneFormat = "1"

A disable zone, shows as grayed as in the following screen shot (only dates: 23, 24, and 25 are enabled, and the rest are disabled, the entire month is selected):


May 2012
Mo Tu We Th Fr Sa Su
Today
May 1
May 31

property Schedule.AnchorFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as String

Retrieves the identifier of the anchor from point.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
String	A String expression that specifies the identifier (id) of the anchor element from the point, or empty string if there is no anchor element at the cursor

the AnchorFromPoint property to determine the identifier of the anchor from the point. Use the <a id;options> anchor elements to add hyperlinks to cell's caption. The control fires the AnchorClick event when the user clicks an anchor element. Use the ShowToolTip method to show the specified tooltip at given or cursor coordinates. The MouseMove event is generated continually as the mouse pointer moves across the control. For instance, if the user clicks the anchor <a1>anchor, the control fires the AnchorClick event, where the AnchorID parameter is 1, and the Options parameter is empty. Also, if the user clicks the anchor <a 1;yourextradata>anchor, the AnchorID parameter of the AnchorClick event is 1, and the Options parameter is "yourextradata".

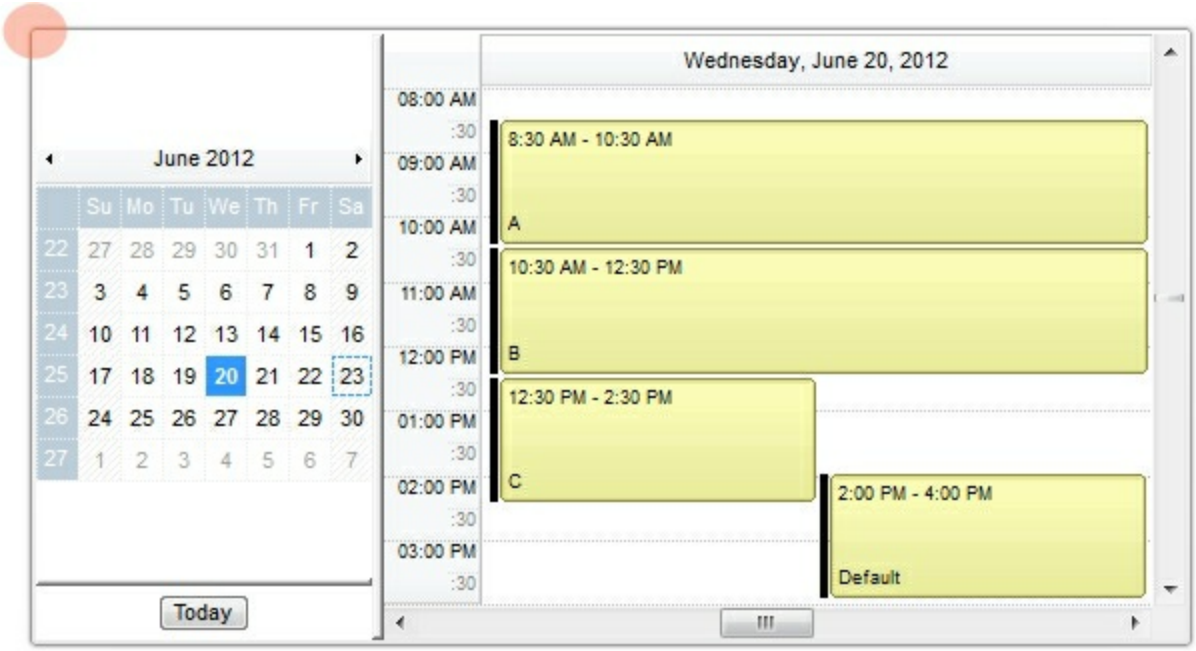
The LongLabel, ExtraLabel properties of the Event supports <a> elements.

property Schedule.Appearance as AppearanceEnum

Retrieves or sets the control's appearance.

Type	Description
AppearanceEnum	An AppearanceEnum expression that indicates the control's appearance, or a color expression whose last 7 bits in the high significant byte of the value indicates the index of the skin in the Appearance collection, being displayed as control's borders. For instance, if the Appearance = 0x1000000, indicates that the first skin object in the Appearance collection defines the control's border. ***The Client object in the skin, defines the client area of the control. The list/hierarchy/chart, scrollbars are always shown in the control's client area. The skin may contain transparent objects, and so you can define round corners. The hot.ebn file contains such of objects. Use the eXButton's Skin builder to view or change this file***

Use the Appearance property to specify the control's border. Use the Add method to add new skins to the control. Use the BackColor property to specify the control's background color. Use the Background(exToolTipAppearance) property indicates the visual appearance of the borders of the tooltips.



The following samples shows the control's borders using the hot.ebn file:

VBA (MS Access, Excell...)

```
With Schedule1
   .VisualAppearance.Add 1,"c:\exontrol\images\hot.ebn"
   .Appearance = 16777216
End With
```

VB6

```
With Schedule1
   .VisualAppearance.Add 1,"c:\exontrol\images\hot.ebn"
   .Appearance = &H1000000
End With
```

VB.NET

```
With Exschedule1
   .VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
   .Appearance = &H1000000
End With
```

VB.NET for /COM

```
With AxSchedule1
   .VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
   .Appearance = &H1000000
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->GetVisualAppearance()->Add(1,"c:\\exontrol\\images\\hot.ebn");
```

```
spSchedule1->PutAppearance(EXSCHEDULELib::AppearanceEnum(0x1000000));
```

C++ Builder

```
Schedule1->VisualAppearance->Add(1,TVariant("c:\\exontrol\\images\\hot.ebn"));
Schedule1->Appearance = Exschedulelib_tlb::AppearanceEnum(0x1000000);
```

C#

```
exschedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\hot.ebn");
exschedule1.Appearance = (exontrol.EXSCHEDULELib.AppearanceEnum)0x1000000;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\hot.ebn");
   Schedule1.Appearance = 16777216;
</SCRIPT>
```

C# for /COM

```
axSchedule1.VisualAppearance.Add(1,"c:\\exontrol\\images\\hot.ebn");
axSchedule1.Appearance = (EXSCHEDULELib.AppearanceEnum)0x1000000;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   ;

   super();
```

```
    exschedule1.VisualAppearance().Add(1,"c:\\exontrol\\images\\hot.ebn");
    exschedule1.Appearance(16777216);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
    VisualAppearance.Add(1,'c:\exontrol\images\hot.ebn');
    Appearance := EXSCHEDULELib.AppearanceEnum($1000000);
end
```

Delphi (standard)

```
with Schedule1 do
begin
    VisualAppearance.Add(1,'c:\exontrol\images\hot.ebn');
    Appearance := EXSCHEDULELib_TLB.AppearanceEnum($1000000);
end
```

VFP

```
with thisform.Schedule1
    .VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
    .Appearance = 16777216
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
oSchedule.Appearance = 16777216 /*0x1000000 | */
```

XBasic (Alpha Five)

```
Dim oSchedule as P
```

```
oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
oSchedule.Appearance = 16777216 '16777216 +
```

Visual Objects

```
oDCOCX_Exontrol1:VisualAppearance:Add(1,"c:\exontrol\images\hot.ebn")
oDCOCX_Exontrol1:Appearance := 0x1000000 |
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.VisualAppearance.Add(1,"c:\exontrol\images\hot.ebn")
oSchedule.Appearance = 16777216 /*16777216 /*0x1000000*/ | */
```

property Schedule.ApplyGroupingColors as Boolean

Specifies whether the schedule view shows the events using the colors of owner groups.

Type	Description
Boolean	A Boolean expression that specifies whether the events change the colors based on the owner groups.

By default, the ApplyGroupingColors property is True. Use the ApplyGroupingColors property to prevent showing the events with different colors specified by the groups' EventForeColor and EventBackColor properties. The ApplyGroupingColors property indicates whether the EventForeColor and EventBackColor, properties of the Group object are being applied to events. The DisplayGroupingButton property shows or hides the grouping button being displayed in the date's header. The ShowGroupingEvents property indicates whether the events are displayed on groups columns. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Add method of the Groups collection to add new groups to the control.

method Schedule.AttachTemplate (Template as Variant)

Attaches a script to the current object, including the events, from a string, file, a safe array of bytes.

Type	Description
Template as Variant	A string expression that specifies the Template to execute.

The AttachTemplate/x-script code is a simple way of calling control/object's properties, methods/events using strings. The AttachTemplate features allows you to attach a x-script code to the component. The AttachTemplate method executes x-script code (including events), from a string, file or a safe array of bytes. This feature allows you to run any x-script code for any configuration of the component /COM, /NET or /WPF. Exontrol owns the x-script implementation in its easiest form and it does not require any VB engine or whatever to get executed. The x-script code can be converted to several programming languages using the eXHelper tool.

The following sample opens the Windows Internet Explorer once the user clicks the control (/COM version):

```
AttachTemplate("handle Click(){ CreateObject(`internetexplorer.application`){ Visible =
True; Navigate(`https://www.exontrol.com`) } } ")
```

This script is equivalent with the following VB code:

```
Private Sub Schedule1_Click()
   With CreateObject("internetexplorer.application")
      .Visible = True
      .Navigate ("https://www.exontrol.com")
   End With
End Sub
```

The AttachTemplate/x-script syntax in BNF notation is defined like follows:

```
<x-script> := <lines>
<lines> := <line>[<eol> <lines>] | <block>
<block> := <call> [<eol>] { [<eol>] <lines> [<eol>] } [<eol>]
<eol> := ";" | "\r\n"
<line> := <dim> | <createobject> | <call> | <set> | <comment> | <handle>[<eol>]{[<eol>]
<lines>[<eol>]}[<eol>]
<dim> := "DIM" <variables>
<variables> := <variable> [, <variables>]
```

```
<variable> := "ME" | <identifier>
<createobject> := "CREATEOBJECT(`"<type>"`)"
<call> := <variable> | <property> | <variable>"."<property> | <createobject>"."<property>
<property> := [<property>"."]<identifier>["("<parameters>")"]
<set> := <call> "=" <value>
<property> := <identifier> | <identifier>"("[<parameters>]")"
<parameters> := <value> [","<parameters>]
<value> := <boolean> | <number> | <color> | <date> | <string> | <createobject> | <call>
<boolean> := "TRUE" | "FALSE"
<number> := "0X"<hexa> | ["-"]<integer>["."<integer>]
<digit10> := 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
<digit16> := <digit10> | A | B | C | D | E | F
<integer> := <digit10>[<integer>]
<hexa> := <digit16>[<hexa>]
<color> := "RGB("<integer>","<integer>","<integer>")"
<date> := "#"<integer>"/"<integer>"/"<integer>" "[<integer>":"<integer>":"<integer>"]"#"
<string> := ""<text>"" | "`"<text>"`"
<comment> := "'"<text>
<handle> := "handle " <event>
<event> := <identifier>"("[<eparameters>]")"
<eparameters> := <eparameter> [","<eparameters>]
<parameters> := <identifier>
```

where:

<identifier> indicates an identifier of the variable, property, method or event, and should start with a letter.
<type> indicates the type the CreateObject function creates, as a progID for /COM version or the assembly-qualified name of the type to create for /NET or /WPF version
<text> any string of characters

The Template or x-script is composed by lines of instructions. Instructions are separated by "\n\r" (newline characters) or ";" character.

The advantage of the AttachTemplate relative to Template / ExecuteTemplate is that the AttachTemplate can add handlers to the control events.

property Schedule.BackColor as Color

Specifies the control's background color.

Type	Description
Color	A Color expression that specifies the control's background color.

The BackColor property changes the control's background color as well as the calendar's background color, if the Background(exCalendarBackColor) is zero (by default). The Background(exCalendarBackColor) property changes the calendar's panel backcolor if not-zero. The Background(exCalendarForeColor) property changes the calendar's panel foreground color. The ForeColor property changes the control's foreground color. Use the Picture property of the control to show a picture on the control's background. The BodyEventBackColor property specifies the background color to show the body for all events. The EventBackColor property specifies the event's background color if it belongs to a group.

property Schedule.Background(Part as BackgroundPartEnum) as Color

Returns or sets a value that indicates the background color for parts in the control.

Type	Description
Part as BackgroundPartEnum	A BackgroundPartEnum expression that indicates a part in the control.
Color	A Color expression that indicates the background color for a specified part. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The Background property specifies a background color or a visual appearance for specific parts in the control. If the Background property is 0, the control draws the part as default. Use the Add method to add new skins to the control. Use the Remove method to remove a specific skin from the control. Use the Clear method to remove all skins in the control. Use the BeginUpdate and EndUpdate methods to maintain performance while init the control. Use the Refresh method to refresh the control.

The following screen shot shows the control's scroll bars with a different visual appearance:

The following samples changes the background color for selected dates in the calendar panel, so always is the same no matter if the control loses the focus.

VBA (MS Access, Excell...)

```
With Schedule1
   .Background(68) = .Background(19)
   .Background(69) = .Background(20)
End With
```

VB6

```
With Schedule1
   .Background(exCalendarSelBackColorUnFocus) =
.Background(exCalendarSelBackColor)
   .Background(exCalendarSelForeColorUnFocus) =
.Background(exCalendarSelForeColor)
End With
```

VB.NET

```
With Exschedule1

.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exCalendarSelBackC



.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exCalendarSelForeC

End With
```

VB.NET for /COM

```
With AxSchedule1

.set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelBackColorUnFc



.set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelForeColorUnFo

End With
```

C++

```
/*
```

```
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1-
>PutBackground(EXSCHEDULELib::exCalendarSelBackColorUnFocus,spSchedule1-
>GetBackground(EXSCHEDULELib::exCalendarSelBackColor));
spSchedule1-
>PutBackground(EXSCHEDULELib::exCalendarSelForeColorUnFocus,spSchedule1-
>GetBackground(EXSCHEDULELib::exCalendarSelForeColor));
```

C++ Builder

```
Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exCalendarSelBackColorUnFoc
 = Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exCalendarSelBackColor];
Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exCalendarSelForeColorUnFoc
 = Schedule1-
>Background[Exschedulelib_tlb::BackgroundPartEnum::exCalendarSelForeColor];
```

C#

```
exschedule1.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exCalenc

exschedule1.set_Background(exontrol.EXSCHEDULELib.BackgroundPartEnum.exCalenc
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.Background(68) = Schedule1.Background(19);
   Schedule1.Background(69) = Schedule1.Background(20);
</SCRIPT>
```

C# for /COM

```
axSchedule1.set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelBa

axSchedule1.set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelFo
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   ;

   super();


exschedule1.Background(68/*exCalendarSelBackColorUnFocus*/,exschedule1.Backgr


exschedule1.Background(69/*exCalendarSelForeColorUnFocus*/,exschedule1.Backgr

}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin

set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelBackColorUnFo
```

```
set_Background(EXSCHEDULELib.BackgroundPartEnum.exCalendarSelForeColorUnFo

end
```

Delphi (standard)

```
with Schedule1 do
begin
   Background[EXSCHEDULELib_TLB.exCalendarSelBackColorUnFocus] :=
Background[EXSCHEDULELib_TLB.exCalendarSelBackColor];
   Background[EXSCHEDULELib_TLB.exCalendarSelForeColorUnFocus] :=
Background[EXSCHEDULELib_TLB.exCalendarSelForeColor];
end
```

VFP

```
with thisform.Schedule1
   .Object.Background(68) = .Background(19)
   .Object.Background(69) = .Background(20)
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.Template = [Background(68) = Background(19)] //
oSchedule.Background(68) = oSchedule.Background(19)
oSchedule.Template = [Background(69) = Background(20)] //
oSchedule.Background(69) = oSchedule.Background(20)
```

XBasic (Alpha Five)

```
Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

```
oSchedule.Template = "Background(68) = Background(19)" '
oSchedule.Background(68) = oSchedule.Background(19)
oSchedule.Template = "Background(69) = Background(20)" '
oSchedule.Background(69) = oSchedule.Background(20)
```

Visual Objects

```
oDCOCX_Exontrol1:[Background,exCalendarSelBackColorUnFocus] :=
oDCOCX_Exontrol1:[Background,exCalendarSelBackColor]
oDCOCX_Exontrol1:[Background,exCalendarSelForeColorUnFocus] :=
oDCOCX_Exontrol1:[Background,exCalendarSelForeColor]
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.Background(68,oSchedule.Background(19))
oSchedule.Background(69,oSchedule.Background(20))
```

method Schedule.BeginUpdate ()

Maintains performance when items are added to the control one at a time. This method prevents the control from painting until the EndUpdate method is called.

Type	Description

This method prevents the control from painting until the EndUpdate method is called. The BeginUpdate and EndUpdate methods increases the speed of loading your events, by preventing painting the control when it suffers any change. Once that BeginUpdate method was called, you have to make sure that EndUpdate method will be called too. You can use the Refresh method to refresh the control's content.

property Schedule.BodyEventBackColor as Color

Specifies the default visual appearance of the events.

Type	Description
Color	A Color expression that specifies the background color to show the event's body. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

The BodyEventBackColor property specifies the background color to show the body for all events. The BodyBackColor property specifies the background color of the event's body. The EventBackColor property specifies the event's background color if it belongs to a group. The BodyForeColor property specifies the foreground color to show the labels on the event. The BodyPattern property gives access to the pattern to be shown on the event's body. The StatusColor property indicates the color show the event's status. The ShowEvents property specifies what events the control should show. The EventsTransparent property indicates the transparency to show the events on the schedule view.

property Schedule.BodyEventForeColor as Color

Specifies the default foreground color of the events.

Type	Description
Color	A Color expression that specifies the foreground color to show the event's body.

The BodyEventForeColor property specifies the foreground color to show the body for all events. The BodyForeColor property specifies the foreground color of the event's body. The EventForeColor property specifies the event's foreground color if it belongs to a group. The BodyBackColor property specifies the background color of the event's body. The EventBackColor property specifies the event's background color if it belongs to a group. The StatusColor property indicates the color show the event's status. The ShowEvents property specifies what events the control should show. The EventsTransparent property indicates the transparency to show the events on the schedule view.

property Schedule.BorderDateStyle as LinesStyleEnum

Specifies the style to display the border for the dates.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies whether the lines are shown between dates.

By default, the BorderDateStyle property specifies the lines to be shown between dates, in the schedule view. The Background property indicates the color to show the border lines. For instance, the Background(exScheduleBorderSelColor), Background(exScheduleBorderSelColorUnFocus) indicates the color to show the border around the selection dates in the schedule view.

The control supports the following border properties:

- BorderDateStyle property specifies the lines to be shown between dates
- BorderGroupStyle property indicates the lines between groups. This property has effect only, if the schedule view displaying groups.
- BorderMonthStyle property specifies the style of lines to show the margins of the month. The effect of this property can be seen when entire month is shown in the schedule view.
- BorderSelStyle property specifies the type of lines to be shown around the selected dates. *Use the BorderSelStyle property on exNoLines to show no lines for any selected date in the schedule view.*
- BorderTimeScaleStyle property specifies the lines to delimit the control's time scales.

All of these properties may be visible only on the schedule panel, not in the calendar panel.

property Schedule.BorderGroupStyle as LinesStyleEnum

Specifies the style to display the border between groups within the date.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies whether the lines are shown between groups.

The BorderGroupStyle property indicates the lines between groups, in the schedule view. This property has effect only, if the schedule view displaying groups. The Background property indicates the color to show the border lines. For instance, the Background(exScheduleBorderSelColor), Background(exScheduleBorderSelColorUnFocus) indicates the color to show the border around the selection dates in the schedule view.

The control supports the following border properties:

- BorderDateStyle property specifies the lines to be shown between dates
- BorderGroupStyle property indicates the lines between groups. This property has effect only, if the schedule view displaying groups.
- BorderMonthStyle property specifies the style of lines to show the margins of the month. The effect of this property can be seen when entire month is shown in the schedule view.
- BorderSelStyle property specifies the type of lines to be shown around the selected dates. *Use the BorderSelStyle property on exNoLines to show no lines for any selected date in the schedule view.*
- BorderTimeScaleStyle property specifies the lines to delimit the control's time scales.

All of these properties may be visible only on the schedule panel, not in the calendar panel.

property Schedule.BorderHeight as Long

Sets or retrieves a value that indicates the border height of the control.

Type	Description
Long	A long expression that specifies the height of the border being applied to the top and bottom side of the control.

By default, the BorderHeight property is 0. The BorderHeight property specifies the height of the border in pixels, being applied to the top and bottom side of the control. The BorderWidth property specifies the width of the border on the left and right side of the control. The borders delimit the margin of the control and the client area, where the calendar and the schedule panel is displayed.

property Schedule.BorderMonthStyle as LinesStyleEnum

Specifies the style to display the border for the months.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the style of lines to show the margins of the month.

By default, the BorderMonthStyle property specifies the style of lines to show the margins of the month, in the schedule view. The effect of this property can be seen when entire month is shown in the schedule view. The Background property indicates the color to show the border lines. For instance, the Background(exScheduleBorderSelColor), Background(exScheduleBorderSelColorUnFocus) indicates the color to show the border around the selection dates in the schedule view.

The control supports the following border properties:

- BorderDateStyle property specifies the lines to be shown between dates
- BorderGroupStyle property indicates the lines between groups. This property has effect only, if the schedule view displaying groups.
- BorderMonthStyle property specifies the style of lines to show the margins of the month.
- BorderSelStyle property specifies the type of lines to be shown around the selected dates. *Use the BorderSelStyle property on exNoLines to show no lines for any selected date in the schedule view.*
- BorderTimeScaleStyle property specifies the lines to delimit the control's time scales.

All of these properties may be visible only on the schedule panel, not in the calendar panel.

property Schedule.BorderSelStyle as LinesStyleEnum

Specifies the style to display the border for selected dates.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the type of lines to be shown around the selected dates.

By default, the BorderSelStyle property specifies the type of lines to be shown around the selected dates, in the schedule view. *Use the BorderSelStyle property on exNoLines to show no lines for any selected date in the schedule view.* The Background property indicates the color to show the border lines. For instance, the Background(exScheduleBorderSelColor), Background(exScheduleBorderSelColorUnFocus) indicates the color to show the border around the selection dates in the schedule view.

The control supports the following border properties:

- BorderDateStyle property specifies the lines to be shown between dates
- BorderGroupStyle property indicates the lines between groups. This property has effect only, if the schedule view displaying groups.
- BorderMonthStyle property specifies the style of lines to show the margins of the month. The effect of this property can be seen when entire month is shown in the schedule view.
- BorderSelStyle property specifies the type of lines to be shown around the selected dates.
- BorderTimeScaleStyle property specifies the lines to delimit the control's time scales.

All of these properties may be visible only on the schedule panel, not in the calendar panel.

property Schedule.BorderTimeScaleStyle as LinesStyleEnum

Specifies the style to display the border for time scales.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that specifies the lines to delimit the control's time scales.

By default, the BorderTimeScaleStyle property specifies the lines to delimit the control's time scales, in the schedule view. The Background property indicates the color to show the border lines. For instance, the Background(exScheduleBorderSelColor), Background(exScheduleBorderSelColorUnFocus) indicates the color to show the border around the selection dates in the schedule view.

The control supports the following border properties:

- BorderDateStyle property specifies the lines to be shown between dates
- BorderGroupStyle property indicates the lines between groups. This property has effect only, if the schedule view displaying groups.
- BorderMonthStyle property specifies the style of lines to show the margins of the month. The effect of this property can be seen when entire month is shown in the schedule view.
- BorderSelStyle property specifies the type of lines to be shown around the selected dates. *Use the BorderSelStyle property on exNoLines to show no lines for any selected date in the schedule view.*
- BorderTimeScaleStyle property specifies the lines to delimit the control's time scales.

All of these properties may be visible only on the schedule panel, not in the calendar panel.

property Schedule.BorderWidth as Long

Sets or retrieves a value that indicates the border width of the control.

Type	Description
Long	A long expression that specifies the width of the border being applied to the left and right side of the control.

By default, the BorderWidth property is 0. The BorderWidth property specifies the width of the border in pixels, being applied to the left and right side of the control. The BorderHeight property specifies the height of the border on the top and bottom side of the control. The borders delimit the margin of the control and the client area, where the calendar and the schedule panel is displayed.

property Schedule.Calendar as Calendar

Gets the schedule's calendar object.

Type	Description
Calendar	A Calendar object that holds information about the calendar panel of the control.

The Calendar property gives access to the calendar panel of the control. For instance, the FirstWeekDay property specifies the first day of the week. The SingleSel property indicates whether the user can select one or multiple dates. As an alternative, you can use the SelCount/SelDate property to retrieve the collection of selected dates in the calendar panel. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs.

Use the OnResizeControl property to specify one of the followings:

- auto hide the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- hide completely the calendar section (exHideSplitter)
- specify the alignment of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or partially view of the calendar panel (exResizePanelRight)

property Schedule.CanRedo as Boolean

Retrieves a value that indicates whether the control can perform a Redo operation.

Type	Description
Boolean	A boolean expression that specifies whether the control can perform a Redo operation

The CanRedo method indicates whether the control can perform a Redo operation. The AllowUndoRedo property enables or disables the Undo/Redo feature. The Redo redoes the next action in the control's redo queue. The Undo method undoes the last control operation. The UndoRedoQueueLength property gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue, or in other words how many operations the control's Undo/Redo manager may store.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins
- "**EndBlock**", specifies that a block of operations ends

The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked.

property Schedule.CanUndo as Boolean

Retrieves a value that indicates whether the control can perform an Undo operation.

Type	Description
Boolean	A boolean expression that specifies whether the control can perform an Undo operation

The CanUndo method indicates whether the control can perform an Undo operation. The AllowUndoRedo property enables or disables the Undo/Redo feature. The Undo method undoes the last control operation. The Redo redoes the next action in the control's redo queue. The UndoRedoQueueLength property gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue, or in other words how many operations the control's Undo/Redo manager may store.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins
- "**EndBlock**", specifies that a block of operations ends

The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked.

method Schedule.ClearAll ()

Clears all control's collections, including the events.

Type	Description

The ClearAll method clears all control's collection as listed bellow. Usually, you can call this method prior to a LoadXML method for a fresh and empty control.

The ClearAll method clears the following collections:

- TimeScales collection. The TimeScales collection can be accessed through the component's TimeScales property. This is a particular case, when not the entire collection is emptied, as the first element in the collection, is not removed when the ClearAll method is called. In other words, the default TimeScale object being displayed, is not removed, just any additional TimeScale objects. You can use the Clear method of the TimeScales collection to remove all TimeScales objects. As the default, TimeScale object is not being removed or deleted, the TimeZone or any other property that has been changed, will not be changed to its default value.
- Groups collection. The Groups collection can be accessed through the component's Groups property.
- NonworkingPatterns collection. The NonworkingPatterns collection can be accessed through the component's NonworkingPatterns property.
- NonworkingTimes collection. The NonworkingTimes collection can be accessed through the component's NonworkingTimes property.
- MarkZones collection. The MarkZones collection can be accessed through the component's MarkZones property.
- MarkTimes collection. The MarkTimes collection can be accessed through the component's MarkTimes property.
- ExPictures collection. The ExPictures collection can be accessed through the component's Pictures property.
- Images/Icons list. The Images list contains the icons of the component, and can be accessed through the Images method.
- Events collection. The Events collection can be accessed through the component's Events property.

property Schedule.ClipToSel as Boolean

Specifies whether the schedule view displays the selection only.

Type	Description
Boolean	A boolean expression that specifies whether the schedule view displays the selected dates only.

The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only. The FitSelToView method restores the view to fit the selected dates. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. The AllowResizeSchedule property allows you to magnify the schedule view to view more dates without selecting new dates in the calendar panel. The AllowMoveSchedule property allows the user to move or navigate the schedule view to a new position, without selecting a new date in the calendar panel.

Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs.

method Schedule.Copy ()

Copies the control's content to the clipboard, in the EMF format.

Type	Description

Use the Copy method to copy the control's content to the clipboard, in Enhanced Metafile (EMF) format. The Enhanced Metafile format is a 32-bit format that can contain both vector information and bitmap information. This format is an improvement over the Windows Metafile Format and contains extended features, such as the following:

Built-in scaling information
Built-in descriptions that are saved with the file
Improvements in color palettes and device independence

The EMF format is an extensible format, which means that a programmer can modify the original specification to add functionality or to meet specific needs. You can paste this format to Microsoft Word, Excel, Front Page, Microsoft Image Composer and any application that know to handle EMF formats

The CopyTo method copies the control's content to a file. The SaveXML method saves the control's data to a file.

property Schedule.CopyTo (File as String) as Variant

Exports the control's view to an EMF file.

Type	Description
File as String	A String expression that indicates the name of the file to be saved. If present, the CopyTo property retrieves True, if the operation succeeded, else False it is failed. If the File parameter is missing or empty, the CopyTo property retrieves an one dimension safe array of bytes that contains the EMF content. If the File parameter is not empty, the extension (characters after last dot) determines the graphical/ format of the file to be saved as follows: • ***.bmp *.dib *.rle**, saves the control's content in **BMP** format. • ***.jpg *.jpe *.jpeg *.jfif**, saves the control's content in **JPEG** format. • ***.gif**, , saves the control's content in **GIF** format. • ***.tif *.tiff**, saves the control's content in **TIFF** format. • ***.png**, saves the control's content in **PNG** format. • ***.pdf**, saves the control's content to PDF format. The File argument may carry up to 4 parameters separated by the | character in the following order: ***filename.pdf | paper size | margins | options***. In other words, you can specify the file name of the PDF document, the paper size, the margins and options to build the PDF document. By default, the paper size is 210 **mm** × 297 **mm** (A4 format) and the margins are 12.7 **mm** 12.7 **mm** 12.7 **mm** 12.7 **mm**. The units for the paper size and margins can be **pt** for PostScript Points, **mm** for Millimeters, **cm** for Centimeters, **in** for Inches and **px** for pixels. If PostScript Points are used if unit is missing. For instance, 8.27 in x 11.69 in, indicates the size of the paper in inches. Currently, the options can be **single**, which indicates that the control's content is exported to a single PDF page. For instance, the CopyTo("shot.pdf|33.11 in x 46.81 in|0 0 0 0|single") exports the control's content to an A0 single PDF page, with no margins. • ***.emf** or any other extension determines the control to

	save the control's content in **EMF** format. For instance, the CopyTo("c:\temp\snapshot.png") property saves the control's content in PNG format to snapshot.png file.
Variant	A boolean expression that indicates whether the File was successful saved, if the File parameter is not empty, or a one dimension safe array of bytes, if the File parameter is empty string.

The CopyTo method copies/exports the control's view to BMP, PNG, JPG, GIF, TIFF, PDF or EMF graphical files, including no scroll bars. Use the Copy method to copy the control's content to the clipboard.

- The **BMP** file format, also known as bitmap image file or device independent bitmap (DIB) file format or simply a bitmap, is a raster graphics image file format used to store bitmap digital images, independently of the display device (such as a graphics adapter)
- The **JPEG** file format (seen most often with the .jpg extension) is a commonly used method of lossy compression for digital images, particularly for those images produced by digital photography.
- The **GIF** (Graphics Interchange Format) is a bitmap image format that was introduced by CompuServe in 1987 and has since come into widespread usage on the World Wide Web due to its wide support and portability.
- The **TIFF** (Tagged Image File Format) is a computer file format for storing raster graphics images, popular among graphic artists, the publishing industry, and both amateur and professional photographers in general.
- The **PNG** (Portable Network Graphics) is a raster graphics file format that supports lossless data compression. PNG was created as an improved, non-patented replacement for Graphics Interchange Format (GIF), and is the most used lossless image compression format on the Internet
- The **PDF** (Portable Document Format) is a file format used to present documents in a manner independent of application software, hardware, and operating systems. Each PDF file encapsulates a complete description of a fixed-layout flat document, including the text, fonts, graphics, and other information needed to display it.
- The EMF (Enhanced Metafile Format) is a 32-bit format that can contain both vector information and bitmap information. This format is an improvement over the Windows Metafile Format and contains extended features, such as the following

  Built-in scaling information
  Built-in descriptions that are saved with the file
  Improvements in color palettes and device independence

The EMF format is an extensible format, which means that a programmer can modify the original specification to add functionality or to meet specific needs. You can paste this format to Microsoft Word, Excel, Front Page, Microsoft Image Composer and any application that know to handle EMF formats.

The following VB sample saves the control's content to a EMF file:

```
If (Control.CopyTo("c:\temp\test.emf")) Then
   MsgBox "test.emf file created, open it using the mspaint editor."
End If
```

The following VB sample prints the EMF content (as bytes, File parameter is empty string):

```
Dim i As Variant
For Each i In Control.CopyTo("")
   Debug.Print i
Next
```

property Schedule.CreateEventLabel as String

Specifies the label to be shown while creating events.

Type	Description
String	A String expression that defines the label to be displayed when the user creates new events. The CreateEventLabel supports extended HTML format as explained bellow.

By default, the CreateEventLabel property is: "<%=%256%>
<%=((1:=int(0:=(date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" which displays the margins of the event being created on the first line, while on the second line it displays the duration of the newly event. The CreateEventLabel property indicates the HTML format to be shown on the label when the user creates a new event. The CreateEventLabelAlign property aligns the label being shown when the user creates a new event. The AllowCreateEvent property indicates the combination of keys that allows the user to create new events in the control. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The Background(exScheduleCreateEventBackColor) and Background(exScheduleCreateEventForeColor) specifies the visual appearance of the event being created. The AddEvent event occurs once a new event is added to the Events collection. The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders.

Here's a few samples:

- "new", simple new text is shown.
- "<a *no*>title", displays a clickable text such as title, and AnchorClick can be used to determine whether the *no* anchor has been clicked.
- "<a><img>pic1:32</img>", displays a click able image, the AnchorClick can be used to determine whether the anchor has been clicked. We would recommend using the Pictures or ExtraPictures property to assign pictures to an event.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the

"repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid

- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line
- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the CreateEventLabel property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.

- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended

using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM,

04:00PM, 06:00PM and 10:00PM
    - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -

- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.

- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in

underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR

character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold

- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Schedule.CreateEventLabelAlign as ContentAlignmentEnum

Specifies the alignment of the label to be shown while creating events.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the label being shown when the user creates new events.

The CreateEventLabelAlign property aligns the label being shown when the user creates a new event. The CreateEventLabel property indicates the HTML format to be shown on the label when the user creates a new event. The UpdateEventsLabelAlign property aligns the label being shown when the user moves or resizes the events.

property Schedule.DataField(Property as EventKnownPropertyEnum) as Variant

Automatically updates / synchronizes the known property of the event with the associated data field and reverse.

Type	Description
Property as EventKnownPropertyEnum	A Property to be associated with a field in the record set
Variant	A String expression that specifies the name of the field to be associated with the Property. A Long expression that specifies the index of the field in the recordset.

By default, the DataField(exEventStartDateTime) property is "Start" and the DataField(exEventEndDateTime) is "End". Use the DataField property to associate the exEventStartDateTime and exEventEndDateTime or exEventDuration with the fields in your data source. The DataField property must be called before calling the DataSource property. The DataSource property binds a recordset to your control. Use the DataField property to associate a property of the event with a field in the database. This way when the property is changed it is updated in the associated field. The control fires the Error event if any error occurs when handling the data source. The Syncronize method ensures that each record has associated an event, and each event has associated a record.

The following samples shows how you can bound the control to a data source:

VBA

```
' Error event - Fired when an internal error occurs.
Private Sub Schedule1_Error(ByVal Error As Long,ByVal Description As String)
   With Schedule1
      Debug.Print( Description )
   End With
End Sub

With Schedule1
   Set rs = CreateObject("ADOR.Recordset")
   With rs
      .Open "Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3
   End With
   .BeginUpdate
```

```
    .Calendar.Selection = #11/11/2013#
    .DataField(1) = "Start"
    .DataField(2) = "End"
    .DataField(11) = "Extra"
    .DataSource = rs
    .EndUpdate
End With
```

VB6

```
' Error event - Fired when an internal error occurs.
Private Sub Schedule1_Error(ByVal Error As Long,ByVal Description As String)
    With Schedule1
        Debug.Print( Description )
    End With
End Sub

With Schedule1
    Set rs = CreateObject("ADOR.Recordset")
    With rs
        .Open "Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3
    End With
    .BeginUpdate
    .Calendar.Selection = #11/11/2013#
    .DataField(exEventStartDateTime) = "Start"
    .DataField(exEventEndDateTime) = "End"
    .DataField(exEventExtraLabel) = "Extra"
    .DataSource = rs
    .EndUpdate
End With
```

VB.NET

```
' Error event - Fired when an internal error occurs.
Private Sub Exschedule1_Error(ByVal sender As System.Object,ByVal Err As Integer,ByVal
Description As String) Handles Exschedule1.Error
    With Exschedule1
```

```
        Debug.Print( Description )
    End With
End Sub

Dim rs
With Exschedule1
    rs = New ADODB.Recordset()
    With rs
        .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
    End With
    .BeginUpdate()
    .Calendar.Selection = #11/11/2013#

.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,



.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,"



.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,"Ext

    .DataSource = rs
    .EndUpdate()
End With
```

VB.NET for /COM

```
' Error event - Fired when an internal error occurs.
Private Sub AxSchedule1_Error(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent) Handles AxSchedule1.Error
    With AxSchedule1
        Debug.Print( e.description )
    End With
End Sub

Dim rs
```

```
With AxSchedule1
   rs = CreateObject("ADOR.Recordset")
   With rs
      .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
   End With
   .BeginUpdate()
   .Calendar.Selection = #11/11/2013#

.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,"Start")
   .set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,"End")
   .set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,"Extra")
   .DataSource = rs
   .EndUpdate()
End With
```

C++

```
// Error event - Fired when an internal error occurs.
void OnErrorSchedule1(long Error,LPCTSTR Description)
{
   /*
      Copy and paste the following directives to your header file as
      it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'
      #import <ExSchedule.dll>
      using namespace EXSCHEDULELib;
   */
   EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
   OutputDebugStringW( L"Description" );
}

EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
/*
   Includes the definition for CreateObject function like follows:
```

```
   #include <comdef.h>
   IUnknownPtr CreateObject( BSTR Object )
   {
      IUnknownPtr spResult;
      spResult.CreateInstance( Object );
      return spResult;
   };

*/
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'ADODB' for the library: 'Microsoft ActiveX Data Objects 6.0
Library'

   #import <msado15.dll> rename("EOF","REOF")
*/
ADODB::_RecordsetPtr rs = ::CreateObject(L"ADOR.Recordset");
   rs->Open("Events",_bstr_t("Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",ADODB::adOpenSta

spSchedule1->BeginUpdate();
spSchedule1->GetCalendar()->PutSelection("11/11/2013");
spSchedule1->PutDataField(EXSCHEDULELib::exEventStartDateTime,"Start");
spSchedule1->PutDataField(EXSCHEDULELib::exEventEndDateTime,"End");
spSchedule1->PutDataField(EXSCHEDULELib::exEventExtraLabel,"Extra");
spSchedule1->PutDataSource(((ADODB::_RecordsetPtr)(rs)));
spSchedule1->EndUpdate();
```

C++ Builder

```
// Error event - Fired when an internal error occurs.
void __fastcall TForm1::Schedule1Error(TObject *Sender,long Error,BSTR Description)
{
   OutputDebugString( L"Description" );
}
```

```
/*
   Select the Component\Import Component...\Import a Type Library,
   to import the following Type Library:

      Microsoft ActiveX Data Objects 6.0 Library

   TypeLib: C:\Program Files\Common Files\System\ado\msado15.dll

   to define the namespace: Adodb_tlb
*/
//#include "ADODB_TLB.h"
Adodb_tlb::_RecordsetPtr rs = Variant::CreateObject(L"ADOR.Recordset");
   rs->Open(TVariant("Events"),TVariant(String("Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb"),Adodb_tlb::CursorT

Schedule1->BeginUpdate();
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2013,11,11).operator
double()));
Schedule1-
>DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventStartDateTime] =
TVariant("Start");
Schedule1-
>DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventEndDateTime] =
TVariant("End");
Schedule1->DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventExtraLabel]
= TVariant("Extra");
Schedule1->DataSource = (IDispatch*)rs;
Schedule1->EndUpdate();
```

C#

```
// Error event - Fired when an internal error occurs.
private void exschedule1_Error(object sender,int Err,string Description)
{
   System.Diagnostics.Debug.Print( Description.ToString() );
```

```
}
//this.exschedule1.Error += new
exontrol.EXSCHEDULELib.exg2antt.ErrorEventHandler(this.exschedule1_Error);

// Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
ADODB.Recordset rs = new ADODB.Recordset();
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",exontrol.ADODB.Cu

exschedule1.BeginUpdate();
exschedule1.Calendar.Selection =
Convert.ToDateTime("11/11/2013",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventSta

exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEn

exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEx

exschedule1.DataSource = (rs as ADODB.Recordset);
exschedule1.EndUpdate();
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="Error(Error,Description)" LANGUAGE="JScript">
   alert( Description );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377" id="Schedule1">
</OBJECT>

<SCRIPT LANGUAGE="JScript">
   var rs = new ActiveXObject("ADOR.Recordset");
      rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",3,3,null);
   Schedule1.BeginUpdate();
   Schedule1.Calendar.Selection = "11/11/2013";
```

```
   Schedule1.DataField(1) = "Start";
   Schedule1.DataField(2) = "End";
   Schedule1.DataField(11) = "Extra";
   Schedule1.DataSource = rs;
   Schedule1.EndUpdate();
</SCRIPT>
```

C# for /COM

```
// Error event - Fired when an internal error occurs.
private void axSchedule1_Error(object sender,
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent e)
{
   System.Diagnostics.Debug.Print( e.description.ToString() );
}
//this.axSchedule1.Error += new
AxEXSCHEDULELib._IScheduleEvents_ErrorEventHandler(this.axSchedule1_Error);

// Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
ADODB.Recordset rs = new ADODB.Recordset();
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",ADODB.CursorTypeI

axSchedule1.BeginUpdate();
axSchedule1.Calendar.Selection =
Convert.ToDateTime("11/11/2013",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTi

axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTir

axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,

axSchedule1.DataSource = (rs as ADODB.Recordset);
axSchedule1.EndUpdate();
```

X++ (Dynamics Ax 2009)

```
// Error event - Fired when an internal error occurs.
void onEvent_Error(int _Error,str _Description)
{
   ;
   print( _Description );
}

public void init()
{
   anytype rs;
   str var_s;
   ;

   super();

   // Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
   rs = COM::createFromObject(new ADODB.Recordset()); rs = rs;
      var_s = "Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb";

rs.Open("Events",COMVariant::createFromStr(var_s),3/*adOpenStatic*/,3/*adLockOptimistic

   exschedule1.BeginUpdate();

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("11/11/2013",213)

   exschedule1.DataField(1/*exEventStartDateTime*/,"Start");
   exschedule1.DataField(2/*exEventEndDateTime*/,"End");
   exschedule1.DataField(11/*exEventExtraLabel*/,"Extra");
   exschedule1.DataSource(rs);
   exschedule1.EndUpdate();
}
```

VFP

```
*** Error event - Fired when an internal error occurs. ***
LPARAMETERS Error,Description
```

```
   with thisform.Schedule1
      DEBUGOUT( Description )
   endwith

with thisform.Schedule1
   rs = CreateObject("ADOR.Recordset")
   with rs
      .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
   endwith
   .BeginUpdate
   .Calendar.Selection = {^2013-11-11}
   .Object.DataField(1) = "Start"
   .Object.DataField(2) = "End"
   .Object.DataField(11) = "Extra"
   .DataSource = rs
   .EndUpdate
endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   Error = class::nativeObject_Error
endwith
*/
// Fired when an internal error occurs.
function nativeObject_Error(Error,Description)
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(Description)
return

local oSchedule,rs

oSchedule = form.Activex1.nativeObject
rs = new OleAutoClient("ADOR.Recordset")
```

```
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = "11/11/2013"
oSchedule.Template = [DataField(1) = "Start"] // oSchedule.DataField(1) = "Start"
oSchedule.Template = [DataField(2) = "End"] // oSchedule.DataField(2) = "End"
oSchedule.Template = [DataField(11) = "Extra"] // oSchedule.DataField(11) = "Extra"
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

XBasic (Alpha Five)

```
' Fired when an internal error occurs.
function Error as v (Error as N,Description as C)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? Description
end function

Dim oSchedule as P
Dim rs as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
rs = OLE.Create("ADOR.Recordset")
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = {11/11/2013}
oSchedule.Template = "DataField(1) = \"Start\"" ' oSchedule.DataField(1) = "Start"
oSchedule.Template = "DataField(2) = \"End\"" ' oSchedule.DataField(2) = "End"
oSchedule.Template = "DataField(11) = \"Extra\"" ' oSchedule.DataField(11) = "Extra"
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

Delphi 8 (.NET only)

```
// Error event - Fired when an internal error occurs.
procedure TWinForm1.AxSchedule1_Error(sender: System.Object; e:
```

```
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent);
begin
   with AxSchedule1 do
   begin
      OutputDebugString( e.description );
   end
end;

with AxSchedule1 do
begin
   rs := (ComObj.CreateComObject(ComObj.ProgIDToClassID('ADOR.Recordset')) as
ADODB.Recordset);
   with rs do
   begin
      Open('Events','Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb',3,3,Nil);
   end;
   BeginUpdate();
   Calendar.Selection := '11/11/2013';

set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,'Start');
   set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,'End');
   set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,'Extra');
   DataSource := (rs as ADODB.Recordset);
   EndUpdate();
end
```

Delphi (standard)

```
// Error event - Fired when an internal error occurs.
procedure TForm1.Schedule1Error(ASender: TObject; Error : Integer;Description :
WideString);
begin
   with Schedule1 do
   begin
      OutputDebugString( Description );
   end
```

```
end;

with Schedule1 do
begin
   rs :=
(IUnknown(ComObj.CreateComObject(ComObj.ProgIDToClassID('ADOR.Recordset'))) as
ADODB_TLB.Recordset);
   with rs do
   begin
      Open('Events','Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb',3,3,Null);
   end;
   BeginUpdate();
   Calendar.Selection := '11/11/2013';
   DataField[EXSCHEDULELib_TLB.exEventStartDateTime] := 'Start';
   DataField[EXSCHEDULELib_TLB.exEventEndDateTime] := 'End';
   DataField[EXSCHEDULELib_TLB.exEventExtraLabel] := 'Extra';
   DataSource := (IUnknown(rs) as ADODB_TLB.Recordset);
   EndUpdate();
end
```

Visual Objects

```
METHOD OCX_Exontrol1Error(Error,Description) CLASS MainDialog
   // Error event - Fired when an internal error occurs.
   OutputDebugString(String2Psz( AsString(Description) ))
RETURN NIL

local rs as _Recordset

// Generate Source for 'Microsoft ActiveX Data Objects 6.0 Library' server from
Tools\Automation Server...
rs := _Recordset{"ADOR.Recordset"}
   rs:Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3,0)
oDCOCX_Exontrol1:BeginUpdate()
oDCOCX_Exontrol1:Calendar:Selection := SToD("20131111")
```

```
oDCOCX_Exontrol1:[DataField,exEventStartDateTime] := "Start"
oDCOCX_Exontrol1:[DataField,exEventEndDateTime] := "End"
oDCOCX_Exontrol1:[DataField,exEventExtraLabel] := "Extra"
oDCOCX_Exontrol1:DataSource := _Recordset{rs}
oDCOCX_Exontrol1:EndUpdate()
```

PowerBuilder

```
/*begin event Error(long Error,string Description) - Fired when an internal error occurs.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(Description) ))
*/
/*end event Error*/

OleObject oSchedule,rs

oSchedule = ole_1.Object
rs = CREATE OLEObject
rs.ConnectToNewObject("ADOR.Recordset")
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = 2013-11-11
oSchedule.DataField(1,"Start")
oSchedule.DataField(2,"End")
oSchedule.DataField(11,"Extra")
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

Visual DataFlex

```
// Fired when an internal error occurs.
Procedure OnComError Integer llError String llDescription
   Forward Send OnComError llError llDescription
   ShowIn llDescription
End_Procedure
```

```
Procedure OnCreate
   Forward Send OnCreate
   Variant rs
   Get Comcreateobject "ADOR.Recordset" to rs
      Send ComOpen "Events" "Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\Program Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb"
OLEadOpenStatic OLEadLockOptimistic Nothing
   Send ComBeginUpdate
   Variant voCalendar
   Get ComCalendar to voCalendar
   Handle hoCalendar
   Get Create (RefClass(cComCalendar)) to hoCalendar
   Set pvComObject of hoCalendar to voCalendar
      Set ComSelection of hoCalendar to "11/11/2013"
   Send Destroy to hoCalendar
   Set ComDataField OLEexEventStartDateTime to "Start"
   Set ComDataField OLEexEventEndDateTime to "End"
   Set ComDataField OLEexEventExtraLabel to "Extra"
   Set ComDataSource to rs
   Send ComEndUpdate
End_Procedure
```

Xbase++

```
PROCEDURE OnError(oSchedule,Error,Description)
   DevOut( Transform(Description,"") )
RETURN

#include "AppEvent.ch"
#include "ActiveX.ch"

PROCEDURE Main
   LOCAL oForm
   LOCAL nEvent := 0, mp1 := NIL, mp2 := NIL, oXbp := NIL
   LOCAL oSchedule
   LOCAL rs
```

```
   oForm := XbpDialog():new( AppDesktop() )
   oForm:drawingArea:clipChildren := .T.
   oForm:create( ,,{100,100}, {640,480},, .F. )
   oForm:close  := {|| PostAppEvent( xbeP_Quit )}

   oSchedule := XbpActiveXControl():new( oForm:drawingArea )
   oSchedule:CLSID  := "Exontrol.Schedule.1" /*{9B09E13D-7A88-4299-9DBE-
383380435377}*/
   oSchedule:create(,, {10,60},{610,370} )

      oSchedule:Error := {|Error,Description| OnError(oSchedule,Error,Description)} /*Fired
when an internal error occurs.*/

      rs := CreateObject("ADOR.Recordset")
         rs:Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3/*adOpenStatic*/,3/*ad

      oSchedule:BeginUpdate()
      oSchedule:Calendar():Selection := "11/11/2013"
      oSchedule:SetProperty("DataField",1/*exEventStartDateTime*/,"Start")
      oSchedule:SetProperty("DataField",2/*exEventEndDateTime*/,"End")
      oSchedule:SetProperty("DataField",11/*exEventExtraLabel*/,"Extra")
      oSchedule:DataSource := rs
      oSchedule:EndUpdate()

   oForm:Show()
   DO WHILE nEvent != xbeP_Quit
      nEvent := AppEvent( @mp1, @mp2, @oXbp )
      oXbp:handleEvent( nEvent, mp1, mp2 )
   ENDDO
RETURN
```

property Schedule.DataSource as Object

Retrieves or sets a value that indicates the data source for object.

Type	Description
Object	An Object that defines the control's data. Currently, the control accepts ADO.Recordset, ADODB.Recordset objects, DAO recordsets

The DataSource property binds the control to an ADO.Recordset, ADODB.Recordset objects, DAO recordsets. *Before calling the DataSource property, the DataField property must associate the start/end of the events to fields in the database.* In other words, the DataField(exEventStartDateTime) and DataField(exEventEndDateTime) or DataField(exEventDuration) must be associated with fields in the database. Use the DataField property to associate a property of the event with a field in the database. This way when the property is changed it is updated in the associated field. The control fires the Error event if any error occurs when handling the data source. The Syncronize method ensures that each record has associated an event, and each event has associated a record.

The following samples shows how you can bound the control to a data source:

VBA

```
' Error event - Fired when an internal error occurs.
Private Sub Schedule1_Error(ByVal Error As Long,ByVal Description As String)
   With Schedule1
      Debug.Print( Description )
   End With
End Sub

With Schedule1
   Set rs = CreateObject("ADOR.Recordset")
   With rs
      .Open "Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3
   End With
   .BeginUpdate
   .Calendar.Selection = #11/11/2013#
   .DataField(1) = "Start"
   .DataField(2) = "End"
```

```
    .DataField(11) = "Extra"
    .DataSource = rs
    .EndUpdate
End With
```

VB6

```
' Error event - Fired when an internal error occurs.
Private Sub Schedule1_Error(ByVal Error As Long,ByVal Description As String)
    With Schedule1
        Debug.Print( Description )
    End With
End Sub

With Schedule1
    Set rs = CreateObject("ADOR.Recordset")
    With rs
        .Open "Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3
    End With
    .BeginUpdate
    .Calendar.Selection = #11/11/2013#
    .DataField(exEventStartDateTime) = "Start"
    .DataField(exEventEndDateTime) = "End"
    .DataField(exEventExtraLabel) = "Extra"
    .DataSource = rs
    .EndUpdate
End With
```

VB.NET

```
' Error event - Fired when an internal error occurs.
Private Sub Exschedule1_Error(ByVal sender As System.Object,ByVal Err As Integer,ByVal
Description As String) Handles Exschedule1.Error
    With Exschedule1
        Debug.Print( Description )
    End With
End Sub
```

```
Dim rs
With Exschedule1
   rs = New ADODB.Recordset()
   With rs
      .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
   End With
   .BeginUpdate()
   .Calendar.Selection = #11/11/2013#

.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,



.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,"



.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,"Ext

   .DataSource = rs
   .EndUpdate()
End With
```

VB.NET for /COM

```
' Error event - Fired when an internal error occurs.
Private Sub AxSchedule1_Error(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent) Handles AxSchedule1.Error
   With AxSchedule1
      Debug.Print( e.description )
   End With
End Sub

Dim rs
With AxSchedule1
   rs = CreateObject("ADOR.Recordset")
   With rs
```

```
        .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
    End With
    .BeginUpdate()
    .Calendar.Selection = #11/11/2013#

.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,"Start")
    .set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,"End")
    .set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,"Extra")
    .DataSource = rs
    .EndUpdate()
End With
```

C++

```
// Error event - Fired when an internal error occurs.
void OnErrorSchedule1(long Error,LPCTSTR Description)
{
    /*
        Copy and paste the following directives to your header file as
        it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'
        #import <ExSchedule.dll>
        using namespace EXSCHEDULELib;
    */
    EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
    OutputDebugStringW( L"Description" );
}

EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
/*
    Includes the definition for CreateObject function like follows:

    #include <comdef.h>
    IUnknownPtr CreateObject( BSTR Object )
```

```
   {
      IUnknownPtr spResult;
      spResult.CreateInstance( Object );
      return spResult;
   };

*/
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'ADODB' for the library: 'Microsoft ActiveX Data Objects 6.0
Library'

   #import <msado15.dll> rename("EOF","REOF")
*/
ADODB::_RecordsetPtr rs = ::CreateObject(L"ADOR.Recordset");
   rs->Open("Events",_bstr_t("Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",ADODB::adOpenSta

spSchedule1->BeginUpdate();
spSchedule1->GetCalendar()->PutSelection("11/11/2013");
spSchedule1->PutDataField(EXSCHEDULELib::exEventStartDateTime,"Start");
spSchedule1->PutDataField(EXSCHEDULELib::exEventEndDateTime,"End");
spSchedule1->PutDataField(EXSCHEDULELib::exEventExtraLabel,"Extra");
spSchedule1->PutDataSource(((ADODB::_RecordsetPtr)(rs)));
spSchedule1->EndUpdate();
```

C++ Builder

```
// Error event - Fired when an internal error occurs.
void __fastcall TForm1::Schedule1Error(TObject *Sender,long Error,BSTR Description)
{
   OutputDebugString( L"Description" );
}

/*
   Select the Component\Import Component...\Import a Type Library,
```

```
   to import the following Type Library:

      Microsoft ActiveX Data Objects 6.0 Library

   TypeLib: C:\Program Files\Common Files\System\ado\msado15.dll

   to define the namespace: Adodb_tlb
*/
//#include "ADODB_TLB.h"
Adodb_tlb::_RecordsetPtr rs = Variant::CreateObject(L"ADOR.Recordset");
   rs->Open(TVariant("Events"),TVariant(String("Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb"),Adodb_tlb::CursorT

Schedule1->BeginUpdate();
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2013,11,11).operator
double()));
Schedule1-
>DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventStartDateTime] =
TVariant("Start");
Schedule1-
>DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventEndDateTime] =
TVariant("End");
Schedule1->DataField[Exschedulelib_tlb::EventKnownPropertyEnum::exEventExtraLabel]
= TVariant("Extra");
Schedule1->DataSource = (IDispatch*)rs;
Schedule1->EndUpdate();
```

C#

```
// Error event - Fired when an internal error occurs.
private void exschedule1_Error(object sender,int Err,string Description)
{
   System.Diagnostics.Debug.Print( Description.ToString() );
}
//this.exschedule1.Error += new
exontrol.EXSCHEDULELib.exg2antt.ErrorEventHandler(this.exschedule1_Error);
```

```
// Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
ADODB.Recordset rs = new ADODB.Recordset();
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",exontrol.ADODB.Cu

exschedule1.BeginUpdate();
exschedule1.Calendar.Selection =
Convert.ToDateTime("11/11/2013",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventSta

exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEn

exschedule1.set_DataField(exontrol.EXSCHEDULELib.EventKnownPropertyEnum.exEventEx

exschedule1.DataSource = (rs as ADODB.Recordset);
exschedule1.EndUpdate();
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="Error(Error,Description)" LANGUAGE="JScript">
   alert( Description );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377" id="Schedule1">
</OBJECT>

<SCRIPT LANGUAGE="JScript">
   var rs = new ActiveXObject("ADOR.Recordset");
      rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",3,3,null);
   Schedule1.BeginUpdate();
   Schedule1.Calendar.Selection = "11/11/2013";
   Schedule1.DataField(1) = "Start";
   Schedule1.DataField(2) = "End";
   Schedule1.DataField(11) = "Extra";
```

```
   Schedule1.DataSource = rs;
   Schedule1.EndUpdate();
</SCRIPT>
```

C# for /COM

```
// Error event - Fired when an internal error occurs.
private void axSchedule1_Error(object sender,
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent e)
{
   System.Diagnostics.Debug.Print( e.description.ToString() );
}
//this.axSchedule1.Error += new
AxEXSCHEDULELib._IScheduleEvents_ErrorEventHandler(this.axSchedule1_Error);

// Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
ADODB.Recordset rs = new ADODB.Recordset();
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb",ADODB.CursorTypeI

axSchedule1.BeginUpdate();
axSchedule1.Calendar.Selection =
Convert.ToDateTime("11/11/2013",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTi

axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTir

axSchedule1.set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,

axSchedule1.DataSource = (rs as ADODB.Recordset);
axSchedule1.EndUpdate();
```

X++ (Dynamics Ax 2009)

```
// Error event - Fired when an internal error occurs.
void onEvent_Error(int _Error,str _Description)
{
```

```
    ;
    print( _Description );
}

public void init()
{
    anytype rs;
    str var_s;
    ;

    super();

    // Add 'Microsoft ActiveX Data Objects 6.0 Library' reference to your project.
    rs = COM::createFromObject(new ADODB.Recordset()); rs = rs;
        var_s = "Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\\Program
Files\\Exontrol\\ExSchedule\\Sample\\Access2007\\datasource.accdb";

rs.Open("Events",COMVariant::createFromStr(var_s),3/*adOpenStatic*/,3/*adLockOptimistic

    exschedule1.BeginUpdate();

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("11/11/2013",213)

    exschedule1.DataField(1/*exEventStartDateTime*/,"Start");
    exschedule1.DataField(2/*exEventEndDateTime*/,"End");
    exschedule1.DataField(11/*exEventExtraLabel*/,"Extra");
    exschedule1.DataSource(rs);
    exschedule1.EndUpdate();
}
```

VFP

```
*** Error event - Fired when an internal error occurs. ***
LPARAMETERS Error,Description
    with thisform.Schedule1
        DEBUGOUT( Description )
    endwith
```

```
with thisform.Schedule1
   rs = CreateObject("ADOR.Recordset")
   with rs
      .Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
   endwith
   .BeginUpdate
   .Calendar.Selection = {^2013-11-11}
   .Object.DataField(1) = "Start"
   .Object.DataField(2) = "End"
   .Object.DataField(11) = "Extra"
   .DataSource = rs
   .EndUpdate
endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   Error = class::nativeObject_Error
endwith
*/
// Fired when an internal error occurs.
function nativeObject_Error(Error,Description)
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(Description)
return

local oSchedule,rs

oSchedule = form.Activex1.nativeObject
rs = new OleAutoClient("ADOR.Recordset")
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
```

```
oSchedule.Calendar.Selection = "11/11/2013"
oSchedule.Template = [DataField(1) = "Start"] // oSchedule.DataField(1) = "Start"
oSchedule.Template = [DataField(2) = "End"] // oSchedule.DataField(2) = "End"
oSchedule.Template = [DataField(11) = "Extra"] // oSchedule.DataField(11) = "Extra"
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

XBasic (Alpha Five)

```
' Fired when an internal error occurs.
function Error as v (Error as N,Description as C)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? Description
end function

Dim oSchedule as P
Dim rs as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
rs = OLE.Create("ADOR.Recordset")
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = {11/11/2013}
oSchedule.Template = "DataField(1) = \"Start\"" ' oSchedule.DataField(1) = "Start"
oSchedule.Template = "DataField(2) = \"End\"" ' oSchedule.DataField(2) = "End"
oSchedule.Template = "DataField(11) = \"Extra\"" ' oSchedule.DataField(11) = "Extra"
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

Delphi 8 (.NET only)

```
// Error event - Fired when an internal error occurs.
procedure TWinForm1.AxSchedule1_Error(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent);
begin
   with AxSchedule1 do
```

```
  begin
    OutputDebugString( e.description );
  end
end;

with AxSchedule1 do
begin
  rs := (ComObj.CreateComObject(ComObj.ProgIDToClassID('ADOR.Recordset')) as
ADODB.Recordset);
  with rs do
  begin
    Open('Events','Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb',3,3,Nil);
  end;
  BeginUpdate();
  Calendar.Selection := '11/11/2013';

set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventStartDateTime,'Start');
  set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventEndDateTime,'End');
  set_DataField(EXSCHEDULELib.EventKnownPropertyEnum.exEventExtraLabel,'Extra');
  DataSource := (rs as ADODB.Recordset);
  EndUpdate();
end
```

Delphi (standard)

```
// Error event - Fired when an internal error occurs.
procedure TForm1.Schedule1Error(ASender: TObject; Error : Integer;Description :
WideString);
begin
  with Schedule1 do
  begin
    OutputDebugString( Description );
  end
end;

with Schedule1 do
```

```
begin
   rs :=
(IUnknown(ComObj.CreateComObject(ComObj.ProgIDToClassID('ADOR.Recordset'))) as
ADODB_TLB.Recordset);
   with rs do
   begin
      Open('Events','Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb',3,3,Null);
   end;
   BeginUpdate();
   Calendar.Selection := '11/11/2013';
   DataField[EXSCHEDULELib_TLB.exEventStartDateTime] := 'Start';
   DataField[EXSCHEDULELib_TLB.exEventEndDateTime] := 'End';
   DataField[EXSCHEDULELib_TLB.exEventExtraLabel] := 'Extra';
   DataSource := (IUnknown(rs) as ADODB_TLB.Recordset);
   EndUpdate();
end
```

Visual Objects

```
METHOD OCX_Exontrol1Error(Error,Description) CLASS MainDialog
   // Error event - Fired when an internal error occurs.
   OutputDebugString(String2Psz( AsString(Description) ))
RETURN NIL

local rs as _Recordset

// Generate Source for 'Microsoft ActiveX Data Objects 6.0 Library' server from
Tools\Automation Server...
rs := _Recordset{"ADOR.Recordset"}
   rs:Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3,0)
oDCOCX_Exontrol1:BeginUpdate()
oDCOCX_Exontrol1:Calendar:Selection := SToD("20131111")
oDCOCX_Exontrol1:[DataField,exEventStartDateTime] := "Start"
oDCOCX_Exontrol1:[DataField,exEventEndDateTime] := "End"
oDCOCX_Exontrol1:[DataField,exEventExtraLabel] := "Extra"
```

```
oDCOCX_Exontrol1:DataSource := _Recordset{rs}
oDCOCX_Exontrol1:EndUpdate()
```

PowerBuilder

```
/*begin event Error(long Error,string Description) - Fired when an internal error occurs.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(Description) ))
*/
/*end event Error*/

OleObject oSchedule,rs

oSchedule = ole_1.Object
rs = CREATE OLEObject
rs.ConnectToNewObject("ADOR.Recordset")
   rs.Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3,3)
oSchedule.BeginUpdate()
oSchedule.Calendar.Selection = 2013-11-11
oSchedule.DataField(1,"Start")
oSchedule.DataField(2,"End")
oSchedule.DataField(11,"Extra")
oSchedule.DataSource = rs
oSchedule.EndUpdate()
```

Visual DataFlex

```
// Fired when an internal error occurs.
Procedure OnComError Integer llError String llDescription
   Forward Send OnComError llError llDescription
   ShowIn llDescription
End_Procedure

Procedure OnCreate
   Forward Send OnCreate
```

```
   Variant rs
   Get Comcreateobject "ADOR.Recordset" to rs
      Send ComOpen "Events" "Provider=Microsoft.ACE.OLEDB.12.0;Data
Source=C:\Program Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb"
OLEadOpenStatic OLEadLockOptimistic Nothing
   Send ComBeginUpdate
   Variant voCalendar
   Get ComCalendar to voCalendar
   Handle hoCalendar
   Get Create (RefClass(cComCalendar)) to hoCalendar
   Set pvComObject of hoCalendar to voCalendar
      Set ComSelection of hoCalendar to "11/11/2013"
   Send Destroy to hoCalendar
   Set ComDataField OLEexEventStartDateTime to "Start"
   Set ComDataField OLEexEventEndDateTime to "End"
   Set ComDataField OLEexEventExtraLabel to "Extra"
   Set ComDataSource to rs
   Send ComEndUpdate
End_Procedure
```

Xbase++

```
PROCEDURE OnError(oSchedule,Error,Description)
   DevOut( Transform(Description,"") )
RETURN

#include "AppEvent.ch"
#include "ActiveX.ch"

PROCEDURE Main
   LOCAL oForm
   LOCAL nEvent := 0, mp1 := NIL, mp2 := NIL, oXbp := NIL
   LOCAL oSchedule
   LOCAL rs

   oForm := XbpDialog():new( AppDesktop() )
   oForm:drawingArea:clipChildren := .T.
```

```
   oForm:create( ,,{100,100}, {640,480},, .F. )
   oForm:close  := {|| PostAppEvent( xbeP_Quit )}

   oSchedule := XbpActiveXControl():new( oForm:drawingArea )
   oSchedule:CLSID  := "Exontrol.Schedule.1" /*{9B09E13D-7A88-4299-9DBE-
383380435377}*/
   oSchedule:create(,, {10,60},{610,370} )

      oSchedule:Error := {|Error,Description| OnError(oSchedule,Error,Description)} /*Fired
when an internal error occurs.*/

      rs := CreateObject("ADOR.Recordset")
         rs:Open("Events","Provider=Microsoft.ACE.OLEDB.12.0;Data Source=C:\Program
Files\Exontrol\ExSchedule\Sample\Access2007\datasource.accdb",3/*adOpenStatic*/,3/*ad

      oSchedule:BeginUpdate()
      oSchedule:Calendar():Selection := "11/11/2013"
      oSchedule:SetProperty("DataField",1/*exEventStartDateTime*/,"Start")
      oSchedule:SetProperty("DataField",2/*exEventEndDateTime*/,"End")
      oSchedule:SetProperty("DataField",11/*exEventExtraLabel*/,"Extra")
      oSchedule:DataSource := rs
      oSchedule:EndUpdate()

   oForm:Show()
   DO WHILE nEvent != xbeP_Quit
      nEvent := AppEvent( @mp1, @mp2, @oXbp )
      oXbp:handleEvent( nEvent, mp1, mp2 )
   ENDDO
RETURN
```

property Schedule.DateEvents (Date as Variant) as Variant

Returns a safe array of Event objects in a giving date.

Type	Description
Date as Variant	A DATE expression that specifies the date/day to be queried for events
Variant	A Safe array of Event objects being shown in the specified date.

The DateEvents property returns a collection of events in the specified date. *The /NET and /WPF versions of the component provide the get_DateEvents function that retrieves a collection of Event objects, as List<Event>.* The Start/End properties of the Event object indicates the margins of the events. Once the user starts selecting a new date in the calendar panel, the control fires the LayoutStartChanging(exCalendarSelectionChange). Once a new date is selected, the LayoutEndChanging(exCalendarSelectionChange) event occurs. The SingleSel property indicates whether the user can select one or multiple dates. The Events property of the Calendar object gets the date that hosts appointments/events. *The VFP uses the TemplateDef and ExecuteTemplate methods to call the control's properties with parameters, as shown bellow at VFP section.*

The following sample shows how you can enumerate the events within the selected date, once the LayoutEndChanging(exCalendarSelectionChange) event occurs.

VB

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
  If Operation = exCalendarSelectionChange Then
    Dim d As Variant
    If (Schedule1.Calendar.SelCount = 1) Then
      For Each d In Schedule1.DateEvents(Schedule1.Calendar.SelDate(0))
        Debug.Print "Event: " & d.Start & " " & d.End
      Next
    End If
  End If
End Sub
```

VB/NET

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
```

```
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      If (Exschedule1.Calendar.SelCount > 0) Then
         Dim evs As List(Of exontrol.EXSCHEDULELib.Event) =
Exschedule1.get_DateEvents(Exschedule1.Calendar.get_SelDate(0))
         If Not evs Is Nothing Then
            For Each d As exontrol.EXSCHEDULELib.Event In evs
               Debug.Print("Event: " & d.Start & " " & d.End)
            Next
         End If
      End If
   End If
End Sub
```

or:

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange Then
      If (Exschedule1.Calendar.SelCount > 0) Then
         Dim evs As List(Of exontrol.EXSCHEDULELib.Event) =
Exschedule1.get_DateEvents(Exschedule1.Calendar.get_SelDate(0))
         If Not evs Is Nothing Then
            For Each d As exontrol.EXSCHEDULELib.Event In evs
               Debug.Print("Event: " & d.Start & " " & d.End)
            Next
         End If
      End If
   End If
End Sub
```

C#

```
private void exschedule1_LayoutEndChanging(object sender,
```

```
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exCalendarSelectionChange  )
      if ( exschedule1.Calendar.SelCount == 1 )
      {
         List<exontrol.EXSCHEDULELib.Event> evs =
exschedule1.get_DateEvents(exschedule1.Calendar.get_SelDate(0));
         if ( evs != null )
            foreach (exontrol.EXSCHEDULELib.Event d in evs)
               System.Diagnostics.Debug.Print("Event: " + d.Start.ToString() + " " +
d.Start.ToString());
      }
}
```

VFP

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  1 ' exCalendarSelectionChange
   If Operation = 1 Then
      IF ( thisform.Schedule1.Calendar.SelCount = 1 ) Then
         local e, evs as Object

         thisform.Schedule1.TemplateDef = "dim d"
         thisform.Schedule1.TemplateDef = thisform.Schedule1.Calendar.SelDate(0)
         evs = thisform.Schedule1.ExecuteTemplate("DateEvents(d)")
         For Each e In evs
            LOCAL ee as Object
            ee = thisform.Schedule1.Events(e)
            WAIT WINDOW TTOC(ee.Start) + " " + TTOC(ee.End)
         ENDFOR
      ENDif
   EndIf
```

C++

```
void LayoutEndChangingSchedule1(long Operation)
```

```
{
   if ( Operation == EXSCHEDULELib::exCalendarSelectionChange )
      if ( m_spSchedule->Calendar->SelCount == 1 )
      {
         _variant_t evs;
         if ( SUCCEEDED( m_spSchedule->get_DateEvents( _variant_t( m_spSchedule-
>Calendar->SelDate[0], VT_DATE ), &evs ) ) )
            if ( V_VT( &evs ) == ( VT_ARRAY | VT_VARIANT ) )
            {
               BYTE* p = NULL;
               long nCount = 0;
               if ( SUCCEEDED( SafeArrayGetUBound( V_ARRAY( &evs ), 1, &nCount ) ) )
               {
                  if ( SUCCEEDED( SafeArrayAccessData( V_ARRAY( &evs ), (LPVOID*)&p ) ) )
                  {
                     for ( long i = 0; i < nCount + 1; i++, p += sizeof(VARIANT) )
                     {
                        VARIANT* pValue = (VARIANT*)p;
                        if ( V_VT( pValue ) == VT_DISPATCH )
                        {
                           EXSCHEDULELib::IEventPtr spEvent = V_DISPATCH( pValue );
                           CString strMessage;
                           strMessage.Format( _T("Event: %f %f\r\n"), spEvent->Start, spEvent-
>End );
                           OutputDebugString( strMessage );
                        }
                     }
                     SafeArrayUnaccessData( V_ARRAY( &evs ) );
                  }
               }
            }
      }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

property Schedule.DateTimeFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Date

Retrieves the date/time from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
Date	A Date expression that indicates the date from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.*** The DateTimeFromPoint property gets the date including the time. You can use any function that gets the integer part of the date, to get the date only, not including the time, such as Fix, DateValue, ... in VB. For instance, the VB has a Fix method that gets the integer part of the number. *So, the Fix(DateTimeFromPoint(-1,-1)) gets the date from the cursor, not including the time as shown in the time scale.*

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.

- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

property Schedule.DayEndTime as String

Indicates the day end time.

Type	Description
String	A String expression that indicates the ending time of the day. For instance, the "08:00" indicates 08:00 AM, while the "16:00" indicates the 08:00 PM.

By default, the DayEndTime property is "16:00", which indicates that the day ends at 8:00 PM. The DayStartTime property specifies the time to start the day. The TimeZone property can be used to programmatically update the time zone. The MajorTimeRuler property indicates the time to increment the major rulers, while the MinorTimeRuler property specifies the time to increment the minor rulers. The DateTimeFromPoint/TimeFromPoint properties can be used to get the date/time from the cursor.

property Schedule.DayStartTime as String

Indicates the day start time.

Type	Description
String	A String expression that indicates the starting time of the day. For instance, the "08:00" indicates 08:00 AM, while the "16:00" indicates the 08:00 PM.

By default, the DayStartTime property is "08:00", which indicates that the day starts at 8:00 AM. The DayEndTime property specifies the time to end the day. The TimeZone property can be used to programmatically update the time zone. The MajorTimeRuler property indicates the time to increment the major rulers, while the MinorTimeRuler property specifies the time to increment the minor rulers. The DateTimeFromPoint/TimeFromPoint properties can be used to get the date/time from the cursor.

property Schedule.DayViewHeight as Long

Indicates the height of the day's view in the schedule panel.

Type	Description
Long	A Long expression that specifies the height of the date in the schedule view.

The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. If setting the DayViewHeight property on -1 (negative value), the date fits vertically the schedule view.

The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. The DayViewOffsetY property indicates the vertical scroll position of the schedule's view. You can use the DayViewWidth, DayViewHeight, DayViewOffsetX and DayViewOffsetY properties to save and restore the schedule view position. The EnsureVisible method ensures that giving date fits the schedule's view.

property Schedule.DayViewOffsetX as Long

Indicates the horizontal scroll position of the schedule's view.

Type	Description
Long	A Long expression that specifies the horizontal scroll position of the schedule's view

The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. If setting the DayViewOffsetX property on -1 (negative value), the schedule view scrolls to the end (horizontally).

The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. The DayViewOffsetY property indicates the vertical scroll position of the schedule's view. You can use the DayViewWidth, DayViewHeight, DayViewOffsetX and DayViewOffsetY properties to save and restore the schedule view position. The EnsureVisible method ensures that giving date fits the schedule's view.

property Schedule.DayViewOffsetY as Long

Indicates the vertical scroll position of the schedule's view.

Type	Description
Long	A Long expression that specifies the vertical scroll position of the schedule's view

The DayViewOffsetY property indicates the vertical scroll position of the schedule's view. If setting the DayViewOffsetY property on -1 (negative value), the schedule view scrolls to the end (vertically).

The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. You can use the DayViewWidth, DayViewHeight, DayViewOffsetX and DayViewOffsetY properties to save and restore the schedule view position. The EnsureVisible method ensures that giving date fits the schedule's view.

property Schedule.DayViewWidth as Long

Indicates the width of the day's view in the schedule panel.

Type	Description
Long	A Long expression that specifies the width of the date in the schedule view.

The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. If setting the DayViewWidth property on -1 (negative value), the date fits horizontally the schedule view.

The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. The DayViewOffsetY property indicates the vertical scroll position of the schedule's view. You can use the DayViewWidth, DayViewHeight, DayViewOffsetX and DayViewOffsetY properties to save and restore the schedule view position. The EnsureVisible method ensures that giving date fits the schedule's view.

property Schedule.DefaultEventLongLabel as String

Indicates the default long label for events.

Type	Description
String	A string expression that specifies the extended HTML label, to be displayed on the event's body.

By default, the DefaultEventLongLabel property is "<%=%256%>", which indicates that the events displays its margins in a short format. The DefaultEventLongLabel property indicates the default long label for events. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. For instance, the ShortLabel property is shown if the event's body is too small. The event displays the ExtraLabel, only if the LongLabel property is displayed. The AddEvent event occurs once a new event is added to the Events collection.

The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The DefaultEventShortLabel property defines the initial value for the event's ShortLabel property. The DefaultEventTooltip property defines the event's tooltip.

Here's a few samples:

- "new", simple new text is shown.
- "<a *no*>title", displays a clickable text such as title, and AnchorClick can be used to determine whether the *no* anchor has been clicked.
- "<a><img>pic1:32</img>", displays a click able image, the AnchorClick can be used to determine whether the anchor has been clicked. We would recommend using the Pictures or ExtraPictures property to assign pictures to an event.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + '

day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the Label property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE

type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2

- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string

- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 -

Monday,..., 6 - Saturday)

- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is

present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.

- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset>

HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}

- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Schedule.DefaultEventPadding(Edge as PaddingEdgeEnum) as Long

Returns or sets a value that indicates the padding of the events in the control.

Type	Description
Edge as PaddingEdgeEnum	A PaddingEdgeEnum expression that indicates the edge to be modified.
Long	A long expression that defines the padding.

The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The DefaultEventLongLabel property indicates the default long label for events. The DefaultEventShortLabel property defines the initial value for the event's ShortLabel property. The DefaultEventTooltip property defines the event's tooltip. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown. For instance, the ShortLabel property is shown if the event's body is too small. The event displays the ExtraLabel, only if the LongLabel property is displayed. The AddEvent event occurs once a new event is added to the Events collection.

property Schedule.DefaultEventShortLabel as String

Indicates the default short label for events.

Type	Description
String	A string expression that specifies the extended HTML label, to be displayed on the event's body. *The images, or any font HTML attribute is ignored.*

By default, the DefaultEventShortLabel property is "<%=%256%>", which means that the event's body displays the margins of events in short format . The DefaultEventShortLabel property defines the initial value for event's ShortLabel property. The ShortLabel property is shown if the event's body is too small. The LongLabel property is displayed only if it fits the event's body, else the ShortLabel property is shown.. The event displays the ExtraLabel, only if the LongLabel property is displayed. The AddEvent event occurs once a new event is added to the Events collection. The LabelAlign property specifies the alignment of the long label. *The DefaultEventShortLabel/ShortLabel property displays (ignores) NO images such as <img>, or font HTML attributes such as <b>, <i>, ...*

The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The DefaultEventLongLabel property defines the initial value for the event's LongLabel property. The DefaultEventTooltip property defines the event's tooltip.

Here's a few samples:

- "new", simple new text is shown.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 +

' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the ShortLabel property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE

type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

  "expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

  If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and

Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters

- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)

- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property Schedule.DefaultEventTooltip as String

Indicates the default tooltip for events.

Type	Description
String	A String expression that defines the extended HTML format to be displayed when the cursor hovers the appointments.

By default, the DefaultEventTooltip property is "*Start: <%=%1%>
End: <%=%2%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>*", which indicates that the tooltip of the event shows the start, end and the duration of the event. The DefaultEventTooltip property defines the event's tooltip, or the initial value for the event's ToolTip. The ShowToolTip method can be used during the MouseMove event to display a custom tooltip.

The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders. The DefaultEventShortLabel property defines the initial value for the event's ShortLabel property. The DefaultEventLongLabel property defines the initial value for the event's LongLabel property. Use the ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. Use the ToolTipFont property to change the tooltip's font.

Here's a few samples:

- "new", simple new text is shown.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.
- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.

- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the ToolTip property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive property.
- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE

type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in*

operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

  "expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

  If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

    - 0 - empty (not initialized)
    - 1 - null
    - 2 - short
    - 3 - long
    - 4 - float
    - 5 - double
    - 6 - currency
    - 7 - date
    - 8 - string
    - 9 - object
    - 10 - error
    - 11 - boolean
    - 12 - variant
    - 13 - any
    - 14 - decimal
    - 16 - char
    - 17 - byte
    - 18 - unsigned short
    - 19 - unsigned long
    - 20 - long on 64 bits
    - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string

- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*

- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-

line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.

- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or

blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Schedule.Description(Type as DescriptionTypeEnum) as String

Changes descriptions for control objects.

Type	Description
Type as DescriptionTypeEnum	A DescriptionTypeEnum expression that defines the UI part to change its caption.
String	A string expression that defines the new caption for the giving UI part.

The Description property defines the default caption to be displayed on giving UI part of the control. For instance, you can use the Description property to change the "All" caption being displayed on the groups filter.

The following samples translate "All" in the drop down filter of the groups to "Todos":

VBA (MS Access, Excell...)

```
With Schedule1
   .Description(0) = "(todos)"
   .DisplayGroupingButton = True
   .ShowGroupingEvents = True
   .Groups.Add 1,"Pro"
End With
```

VB6

```
With Schedule1
   .Description(exGroupBarAll) = "(todos)"
   .DisplayGroupingButton = True
   .ShowGroupingEvents = True
   .Groups.Add 1,"Pro"
End With
```

VB.NET

```
With Exschedule1
   .set_Description(exontrol.EXSCHEDULELib.DescriptionTypeEnum.exGroupBarAll,"
(todos)")
   .DisplayGroupingButton = True
   .ShowGroupingEvents = True
```

```
    .Groups.Add(1,"Pro")
End With
```

VB.NET for /COM

```
With AxSchedule1
    .set_Description(EXSCHEDULELib.DescriptionTypeEnum.exGroupBarAll,"(todos)")
    .DisplayGroupingButton = True
    .ShowGroupingEvents = True
    .Groups.Add(1,"Pro")
End With
```

C++

```
/*
    Copy and paste the following directives to your header file as
    it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

    #import <ExSchedule.dll>
    using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutDescription(EXSCHEDULELib::exGroupBarAll,L"(todos)");
spSchedule1->PutDisplayGroupingButton(VARIANT_TRUE);
spSchedule1->PutShowGroupingEvents(VARIANT_TRUE);
spSchedule1->GetGroups()->Add(1,L"Pro");
```

C++ Builder

```
Schedule1->Description[Exschedulelib_tlb::DescriptionTypeEnum::exGroupBarAll] =
L"(todos)";
Schedule1->DisplayGroupingButton = true;
Schedule1->ShowGroupingEvents = true;
Schedule1->Groups->Add(1,L"Pro");
```

C#

```
exschedule1.set_Description(exontrol.EXSCHEDULELib.DescriptionTypeEnum.exGroup
(todos)");
exschedule1.DisplayGroupingButton = true;
exschedule1.ShowGroupingEvents = true;
exschedule1.Groups.Add(1,"Pro");
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.Description(0) = "(todos)";
   Schedule1.DisplayGroupingButton = true;
   Schedule1.ShowGroupingEvents = true;
   Schedule1.Groups.Add(1,"Pro");
</SCRIPT>
```

C# for /COM

```
axSchedule1.set_Description(EXSCHEDULELib.DescriptionTypeEnum.exGroupBarAll,"
(todos)");
axSchedule1.DisplayGroupingButton = true;
axSchedule1.ShowGroupingEvents = true;
axSchedule1.Groups.Add(1,"Pro");
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   ;

   super();

   exschedule1.Description(0/*exGroupBarAll*/,"(todos)");
```

```
    exschedule1.DisplayGroupingButton(true);
    exschedule1.ShowGroupingEvents(true);
    exschedule1.Groups().Add(1,"Pro");
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
    set_Description(EXSCHEDULELib.DescriptionTypeEnum.exGroupBarAll,'(todos)');
    DisplayGroupingButton := True;
    ShowGroupingEvents := True;
    Groups.Add(1,'Pro');
end
```

Delphi (standard)

```
with Schedule1 do
begin
    Description[EXSCHEDULELib_TLB.exGroupBarAll] := '(todos)';
    DisplayGroupingButton := True;
    ShowGroupingEvents := True;
    Groups.Add(1,'Pro');
end
```

VFP

```
with thisform.Schedule1
    .Object.Description(0) = "(todos)"
    .DisplayGroupingButton = .T.
    .ShowGroupingEvents = .T.
    .Groups.Add(1,"Pro")
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
```

```
oSchedule.Template = [Description(0) = "(todos)"] // oSchedule.Description(0) = "(todos)"
oSchedule.DisplayGroupingButton = true
oSchedule.ShowGroupingEvents = true
oSchedule.Groups.Add(1,"Pro")
```

XBasic (Alpha Five)

```
Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.Template = "Description(0) = \"(todos)\"" ' oSchedule.Description(0) = "(todos)"
oSchedule.DisplayGroupingButton = .t.
oSchedule.ShowGroupingEvents = .t.
oSchedule.Groups.Add(1,"Pro")
```

Visual Objects

```

oDCOCX_Exontrol1:[Description,exGroupBarAll] := "(todos)"
oDCOCX_Exontrol1:DisplayGroupingButton := true
oDCOCX_Exontrol1:ShowGroupingEvents := true
oDCOCX_Exontrol1:Groups:Add(1,"Pro")
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.Description(0,"(todos)")
oSchedule.DisplayGroupingButton = true
oSchedule.ShowGroupingEvents = true
oSchedule.Groups.Add(1,"Pro")
```

property Schedule.DisplayGroupingButton as Boolean

Gets or sets a value that indicates whether the grouping button is displayed in the date header.

Type	Description
Boolean	A Boolean expression that specifies whether the date's header displays a grouping button.

By default, the DisplayGroupingButton property is False. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found. The ShowGroupingEvents property indicates whether the control displays events grouped by its GroupID property. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Add method of the Groups collection to add new groups to the control.

The grouping button is displayed if:

- DisplayGroupingButton property is True
- ShowGroupingEvents property is True

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

The following Background properties change the visual appearance of the drop down grouping panel:

- Background(exGroupingBackColor) / Background(exGroupingForeColor) changes the background and the foreground color of the panel.
- Background(exGroupingSelBackColor) / Background(exGroupingSelForeColor) changes the background and the foreground color of the selection in the panel.
- Background(exCheckBoxState0), Background(exCheckBoxState1),

Background(exCheckBoxState2) changes the visual appearance for the control's check boxes.

- Background(exRadioButtonState0), Background(exRadioButtonState1), changes the visual appearance for the control's radio buttons.

The Description(exGroupBarAll) property changes the "(All)" predefined string, being displayed on the top of the drop down grouping/filtering panel.

The following screen shot shows the drop down panel, if the SingleGroupingView property is False (by default):

The following screen shot shows the drop down panel, if the SingleGroupingView property is True:

property Schedule.EditContextMenuItems as String

Specifies the control's context menu, while editing the event.

Type	Description
String	A string expression that indicates the items to be shown on the edit's context menu.

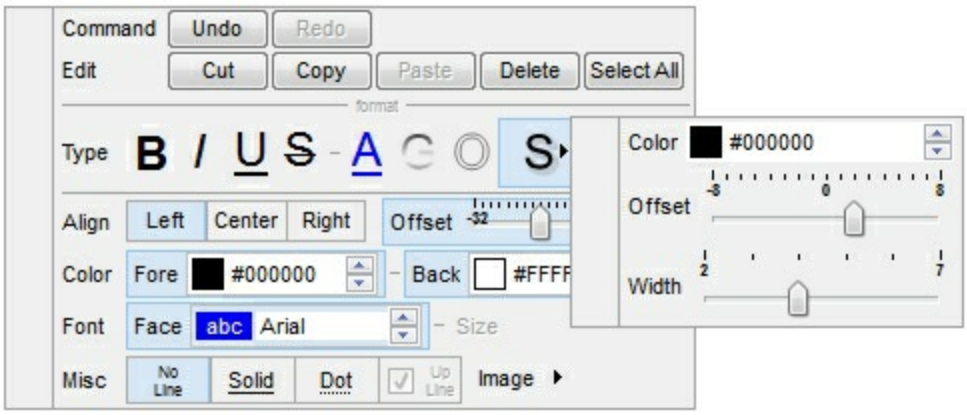
The edit's context menu is displayed if the user right clicks while editing the event. Use the EditContextMenuItems property to change the edit's context menu.

By default the EditContextMenuItems property is:

Command[id=57625][captionwidth=48][group=19](Undo[id=57643][align=1][button=-1][captionwidth=44],Redo[id=57644][align=1][button=-1]),Edit[id=57624][captionwidth=48][group=19](Cut[id=57635][align=1][button=-1],Copy[id=57634][align=1][button=-1],Paste[id=57637][align=1][button=-1],Delete[id=57632][align=1][button=-1],Select All[id=57642][align=1][button=-1]),format[sep][id=57623][height=13],Type[id=57622][show=1][captionwidth=28][group=19](**B[id=57648][typ=1][align=1][show=1],*I[id=57649][typ=1][align=1][show=1],U[id=57650][typ=1][align=1][show=1],S[id=57651][typ=1][align=1][show=1],[sep][id=57621],A[id=57760][typ=1][align=1][spchk=-1][show=1](ID[id=57761][edittype=1][editwidth=-172],Options[id=57762][edittype=1][editwidth=-72]),G[id=57715][typ=1][align=1][spchk=-1][show=1](Color[id=57717][edittype=518][border=0][editwidth=-72],Mode[id=57724][group=17](H[id=57725][typ=2][align=1][chk=1][show=1][grp=2],V[id=57726][typ=2][align=1][show=1][grp=2],FD[id=57727][typ=2][align=1][show=1][grp=2],BD[id=57728][typ=2][align=1][show=1][grp=2]),Blend Triangular Shape[id=57729][typ=1][show=-1]),O[id=57730][typ=1][align=1][spchk=-1][show=1](Color[id=57732][edittype=518][border=0][editwidth=-96],Width[id=57739][edittype=3][border=0][min=1][max=4][freq=1][editwidth=-72]),S[id=57743][typ=1][align=1][spchk=-1][show=1](Color[id=57745][edittype=518][border=0][editwidth=-72],Offset[id=57752][edittype=3][border=0][min=-8][max=+8][freq=1][editwidth=-128],Width[id=57756][edittype=3][border=0][min=2][max=+7][freq=1][editwidth=-128])),[sep][id=57620][height=4],Align[id=57619][show=1][captionwidth=24][height=26][group=19](Id[id=57618][group=19](Offset[id=57709][typ=1][chk][show=1][showdis][border=0][min=-32][max=+32][freq=4][editwidth=-96][height=24])),Color[id=57618][captionwidth=28]***

~~[height=26][group=3](Fore[id=57685][typ=1][show=1][showdis][editwidth=-96][height=24],[sep][id=57617],Back[id=57686][typ=1][show=1][showdis][editwidth=-96][height=24]),Font[id=57617][captionwidth=28][height=26][group=3](Face[id=57701][typ=1][show=1][showdis][height=24][editwidth=-116],[sep][id=57616],Size[id=57702][typ=1][show=1][showdis][height=24][editwidth=-82][min=4][max=72][freq=4]),Misc[id=57609][captionwidth=24][group=3](Image[id=57608](Size[id=57680][edittype=515][border=0][min=16][max=128][freq=16][editwidth=-128][ticklabel=value = %i ? ''+value : (value = vmax ? ''+value : (value = vmin ? ''+value : ''))],Insert[id=57679]()))~~

By default, the control's context menu shows as following:



Let's say we want to remove all that grouping, and shows as a regular context menu (just remove all the [group] from the EditContextMenuItems property, and you should get something like:

The EditContextMenuItems's syntax in BNF notation:

<EditContextMenuItems> ::= <ITEMS>
<ITEMS> ::= <ITEM>["("<ITEMS>")"][","<ITEMS>]
<ITEM> ::= <CAPTION>[<OPTIONS>]
<OPTIONS> ::= "["<OPTION>"]"["["<OPTIONS>"]"]
<OPTION> ::= <PROPERTY>["="<VALUE>]
<PROPERTY> ::= "img" | "himg" | "sep" | "id" | "typ" | "group" | "chk" | "button" | "align" |

"spchk" | "show" | "rad" | "dis" | "showdis" | "bld" | "itl" | "stk" | "und" | "bg" | "fg" | "edittype" | "edit" | "mask" | "border" | "editwidth" | "captionwidth" | "height" | "grp" | "tfi" | "ttp" | "min" | "max" | "tick" | "freq" | "ticklabel" | "small" | "large" | "spin" | "ettp" | "float"

where the <CAPTION> is the HTML caption to be shown on the context menu item. The <VALUE> indicates the value of giving property.

- img=<VALUE>, where <VALUE> is an integer expression, that indicates the index of the icon being displayed for the item.
- himg=<VALUE>, where <VALUE> indicates the key of the picture to be displayed for the item.
- sep, specifies an separator item
- id=<VALUE>, where <VALUE> is an integer expression, that indicates the identifier of the item.
- typ=<VALUE>, where <VALUE> could be one of the following:
  - **0** for regular items,
  - **1** for items that display a check/box (chk)
  - **2** to display radio buttons (rad)
- group=<VALUE>, where <VALUE> could be a bit-or combination (+) of the following values:
  - **0** (exNoGroupPopup), No grouping is performed on the sub-menu, so the sub-items are shown to a float popup,
  - **1** (exGroupPopup), Groups and displays the sub-menu items on the current item, arranged from left to right
  - **2** (exNoGroupPopupFrame), Prevents showing the frame around each grouping item.
  - **4** (exGroupPopupCenter), Shows the grouping popup aligned to the center of the current item.
  - **8** (exGroupPopupRight), Shows the grouping popup aligned to the right of the current item.
  - **16** (exGroupPopupEqualSize), Shows the items that make the group of the same size
- chk[=<VALUE>], where <VALUE> could be **0** for unchecked, or **not zero** for checked. The chk option makes the item to display a check box. If the <VALUE> is missing the item still displays an un-checked check box.
- button=<VALUE>, where <VALUE> could be **0** for regular or **not zero** to show the item as a button.
- align=<VALUE>, where <VALUE> could be one of the following:
  - **0** (left), to align the item's caption to the left
  - **1** (center), to center the item's caption
  - **2** (right), to align the item's caption to the right
- spchk=<VALUE>, where <VALUE> could be **0** for regular or **not zero** to specify whether the item's sub menu is shown only if the item is checked.

- show=<VALUE>, where <VALUE> could be **0** for regular or **not zero** to specify whether the checked item shows as selected
- rad=<VALUE>, where <VALUE> could be **0** for unchecked radio button or **not zero** to for checked radio button. Use the grp option to define the group of radio where this button should be associated, If no group of radio buttons is required, the grp could be ignored.
- dis, specifies a disabled item
- showdis=<VALUE>, where <VALUE> could be **0** for regular or **not zero** to specify whether the item shows as disabled, but it is still enabled
- bld, specifies that the item appears in bold
- itl, specifies that the item appears in italics
- stk, specifies that the item appears as strikeout
- und, specifies that the item is underlined
- bg=<VALUE>, specifies the item's background color, where <VALUE> could be a RGB expression (RGB(RR,GG,BB), where RR is the red value, the GG is the green value, and the BB is the blue value), or a long expression.
- fg=<VALUE>, specifies the item's foreground color, where <VALUE> could be a RGB expression (RGB(RR,GG,BB), where RR is the red value, the GG is the green value, and the BB is the blue value), or a long expression.
- edittype=<VALUE>, associates an edit field to the item, where <VALUE> could be one of the following values:
  - **0** (exItemDisableEdit), No editor is assigned to the current item.
  - **1** (exItemEditText), A text-box editor is assigned to the current item.
  - **2** (exItemEditMask), A masked text-box editor is assigned to the current item.
  - **3** (exItemEditSlider), A slider editor is assigned to the current item.
  - **4** (exItemEditProgress), A progress editor is assigned to the current item.
  - **5** (exItemEditScrollBar), A scrollbar editor is assigned to the current item.
  - **6** (exItemEditColor), A color editor is assigned to the current item.
  - **7** (exItemEditFont), A font editor is assigned to the current item.
  - **256** (exItemEditReadOnly), specifies that the item's editor is shown as disabled. This value could be combined with one of the values from 0 to 7, 512
  - **512** (exItemEditSpin), A spin editor is assigned to the current item. This value could be combined with one of the values from 0 to 7, 256
- edit=<VALUE>, specifies the caption to be shown in the item's edit field, where <VALUE> could be any string
- mask=<VALUE>, specifies the mask to be applied on a masked editor. This option is valid for exItemEditMask edit. Use the float option to allow masking floating point numbers. See Masking for more information about <VALUE> of the mask option. See Masking Float for more information about <VALUE> if the float option is used.
- border=<VALUE>, specifies the border to be shown on the item's edit field, where <VALUE> could be one of the following:
  - **0** (exEditBorderNone), No border is shown.

  - **-1** (exEditBorderInset), shows an inset border
  - **1** (exEditBorderSingle), shows a frame border
- editwidth=<VALUE>, specifies the width to show the edit field inside the item. where <VALUE> could be a long expression. A negative value indicates that the field goes to the end of the item
- captionwidth=<VALUE>, specifies the width to show the HTML caption of the item. where <VALUE> could be a long expression. A negative value indicates that no limitation is applied to the item's caption, so no truncate caption is shown
- height=<VALUE>, specifies the height to show the item, where <VALUE> could be a positive long expression
- grp=<VALUE>, defines the radio group. It should be used when you define more groups of radio buttons. A group of radio buttons means that only one item could be checked at one time. The rad option specifies that the item displays a radio button. Use the grp option to define the group of radio where this button should be associated, If no group of radio buttons is required, the grp could be ignored. The <VALUE> could be any long expression.
- ttp=<VALUE>, defines the item's tooltip. The <VALUE> could be any HTML string expression. The item's tooltip is shown when the user hovers the item.
- min=<VALUE>, defines the minimum value of the edit field. The <VALUE> could be any long expression, and specifies the minimum value for any slider, progress, scroll, spin, or range editor.
- max=<VALUE>, defines the maximum value of the edit field. The <VALUE> could be any long expression, and specifies the maximum value for any slider, progress, scroll, spin, or range editor.
- tick=<VALUE>, defines where the ticks of the slider edit appear. This option is valid for exItemEditSlider edit. The <VALUE> could be one of the following values:
  - **0** (exBottomRight), The ticks are displayed on the bottom/right side.
  - **1** (exTopLeft), The ticks are displayed on the top/left side.
  - **2** (exBoth), The ticks are displayed on the both side.
  - **3** (exNoTicks), No ticks are displayed.
- freq=<VALUE>, indicates the ratio of ticks on the slider edit. This option is valid for exItemEditSlider edit. The <VALUE> could be a positive long expression.
- ticklabel=<VALUE>, indicates the HTML label to be displayed on slider's ticks. This option is valid for exItemEditSlider edit. See Tick Label Expression for more information about <VALUE> of the ticklabel option.
- small=<VALUE>, indicates the amount by which the edit's position changes when the user presses the arrow key (left, right, or button). This option is valid for exItemEditSlider, exItemEditScrollBar edit. The <VALUE> could be a positive long expression.
- large=<VALUE>, indicates the amount by which the edit's position changes when the user presses the CTRL + arrow key (CTRL + left, CTRL + right). This option is valid for exItemEditSlider, exItemEditScrollBar edit. The <VALUE> could be a positive long expression.

- spin=<VALUE>, specifies the step to advance when user clicks the editor's spin.. This option is valid for exItemEditSpin edit. The <VALUE> could be a positive long expression.
- ettp=<VALUE>, specifies the HTML tooltip to be shown when the item's value is changed. This option is valid for exItemEditSlider/exItemEditScrollBar edit. The <VALUE> could be any string expression.
- float=<VALUE>, Specifies whether the mask field masks a floating point number. This option is valid for exItemEditMask edit. See Masking Float for more information about <VALUE> of mask option, if the float option is used. The <VALUE> could be **0** for standard masking field or **not zero** to specify that the field is masking a floating point.

ContextMenu - Masking

For instance, the following input-mask (ext-phone)

!(999) 000 0000;1;;select=1,empty,overtype,warning=invalid character,invalid=The value you entered isn't appropriate for the input mask '<%mask%>' specified for this field."

indicates the following:

- The pattern should contain 3 optional digits *999*, and 7 required digits *000 0000*, aligned to the right, *!*.
- The second part of the input mask indicates *1*, which means that all literals are included when the user leaves the field.
- The entire field is selected when it receives the focus, *select=1*
- The field supports *empty* value, so the user can leave the field with no content
- The field enters in *overtype* mode, and insert-type mode is not allowed when user pressed the Insert key
- If the user enters any invalid character, a *warning* tooltip with the message "*invalid character*" is displayed.
- If the user tries to leave the field, while the field is not validated (all 7 required digits completed), the *invalid* tooltip is shown with the message "*The value you entered isn't appropriate for the input mask '<%mask%>' specified for this field.*" The *<%mask%>* is replaced with the first part of the input mask *!(999) 000 0000*

The four parts of an input mask, or the Mask property supports up to four parts, separated by a semicolon (;). For instance, "`Time: `00:00:00;;0;overtype,warning=<fgcolor FF0000>invalid character,beep", indicates the pattern "00:00" with the prefix Time:, the masking character being the 0, instead _, the field enters in over-type mode, insert-type mode is not allowed, and the field beeps and displays a tooltip in red with the message invalid character when the user enters an invalid character.

Input masks are made up one mandatory part and three optional parts, and each part is

separated by a semicolon (;). If a part should use the semicolon (;) it must uses the \; instead

The purpose of each part is as follows:

1. The first part (pattern) is mandatory. It includes the mask characters or string (series of characters) along with placeholders and literal data such as, parentheses, periods, and hyphens.

   The following table lists the placeholder and literal characters for an input mask and explains how it controls data entry:

   - ***#**, a digit, +, - or space (entry not required).*
   - ***0**, a digit (0 through 9, entry required; plus [+] and minus [-] signs not allowed).*
   - ***9**, a digit or space (entry not required; plus and minus signs not allowed).*
   - ***x**, a lower case hexa character, [0-9],[a-f] (entry required)*
   - ***X**, an upper case hexa character, [0-9],[A-F] (entry required)*
   - ***A**, any letter, digit (entry required).*
   - ***a**, any letter, digit or space (entry optional).*
   - ***L**, any letter (entry require).*
   - ***?**, any letter or space (entry optional).*
   - ***&**, any character or a space (entry required).*
   - ***C**, any character or a space (entry optional).*
   - ***>**, any letter, converted to uppercase (entry required).*
   - ***<**, any letter, converted to lowercase (entry required).*
   - ****, any characters combinations***
   - ***{ min,max }** (Range), indicates a number range. The syntax {min,max} (Range), masks a number in the giving range. The min and max values should be positive integers. For instance the mask {0,255} masks any number between 0 and 255.*
   - ***[...]** (Alternative), masks any characters that are contained in the [] brackets. For instance, the [abcdA-D] mask any character: a,b,c,d,A,B,C,D*
   - *****, indicates the escape character*
   - ***t'**, (ALT + 175) causes the characters that follow to be converted to uppercase, until Ť(ALT + 174) is found.*
   - ***Ť**, (ALT + 174) causes the characters that follow to be converted to lowercase, until t'(ALT + 175) is found.*
   - ***!**, causes the input mask to fill from right to left instead of from left to right.*

   Characters enclosed in double quotation ("" or ``) marks will be displayed literally. If this part should display/use the semicolon (;) character is should be included between double quotation ("" or ``) characters or as \; (escape).

2. The second part is optional and refers to the embedded mask characters and how they are stored within the field. If the second part is set to 0 (default, exClipModeLiteralsNone), all characters are stored with the data, and if it is set to 1 (exClipModeLiteralsInclude), the literals are stored, not including the masking/placeholder characters, if 2 (exClipModeLiteralsExclude), just typed characters are stored, if 3(exClipModeLiteralsEscape), optional, required, editable and escaped entities are included. No double quoted text is included.
3. The third part of the input mask is also optional and indicates a single character or space that is used as a placeholder. By default, the field uses the underscore (_). If you want to use another character, enter it in the third part of your mask. Only the first character is considered. If this part should display/use the semicolon (;) character is should be \; (escape)
4. The forth part of the input, indicates a list of options that can be applied to input mask, separated by comma(,) character.

   The known options for the forth part are:

   - ***float****, indicates that the field is edited as a decimal number, integer. The first part of the input mask specifies the pattern to be used for grouping and decimal separators, and - if negative numbers are supported. If the first part is empty, the float is formatted as indicated by current regional settings. For instance, "##;;;float" specifies a 2 digit number in float format. The grouping, decimal, negative and digits options are valid if the float option is present.*

   - ***grouping****=value, Character used to separate groups of digits to the left of the decimal. Valid only if float is present. For instance ";;;float,grouping=" indicates that no grouping is applied to the decimal number (LOCALE_STHOUSAND)*
   - ***decimal****=value, Character used for the decimal separator. Valid only if float is present. For instance ";;;float,grouping= ,decimal=\," indicates that the decimal number uses the space for grouping digits to the left, while for decimal separator the comma character is used (LOCALE_SDECIMAL)*
   - ***negative****=value, indicates whether the decimal number supports negative numbers. The value should be 0 or 1. 1 means negative numbers are allowed. Else 0 or missing, the negative numbers are not accepted. Valid only if float is present.*
   - ***digits****=value, indicates the max number of fractional digits placed after the decimal separator. Valid only if float is present. For instance, ";;;float,digits=4" indicates a max 4 digits after decimal separator (LOCALE_IDIGITS)*
   - ***password****[=value], displays a black circle for any shown character. For instance,*

*";;;password", specifies that the field to be displayed as a password. If the value parameter is present, the first character in the value indicates the password character to be used. By default, the * password character is used for non-TrueType fonts, else the black circle character is used. For instance, ";;;password=*", specifies that the field to be displayed as a password, and use the * for password character. If the value parameter is missing, the default password character is used.*

- ***right**, aligns the characters to the right. For instance, "(999) 999-9999;;;right" displays and masks a telephone number aligned to the right. **readonly**, the editor is locked, user can not update the content, the caret is available, so user can copy the text, excepts the password fields.*
- ***inserttype**, indicates that the field enters in insert-type mode, if this is the first option found. If the forth part includes also the overtype option, it indicates that the user can toggle the insert/over-type mode using the Insert key. For instance, the "##:##;;0;inserttype,overtype", indicates that the field enter in insert-type mode, and over-type mode is allowed. The "##:##;;0;inserttype", indicates that the field enter in insert-type mode, and over-type mode is not allowed.*
- ***overtype**, indicates that the field enters in over-type mode, if this is the first option found. If the forth part includes also the inserttype option, it indicates that the user can toggle the insert/over-type mode using the Insert key. For instance, the "##:##;;0;overtype,inserttype", indicates that the field enter in over-type mode, and insert-type mode is allowed. The "##:##;;0;overtype", indicates that the field enter in over-type mode, and insert-type mode is not allowed.*
- ***nocontext**, indicates that the field provides no context menu when user right clicks the field. For instance, ";;;password,nocontext" displays a password field, where the user can not invoke the default context menu, usually when a right click occurs.*
- ***beep**, indicates whether a beep is played once the user enters an invalid character. For instance, "00:00;;;beep" plays a beep once the user types in invalid character, in this case any character that's not a digit.*
- ***warning**=value, indicates the html message to be shown when the user enters an invalid character. For instance, "00:00:00;;;warning=invalid character" displays a "invalid character" tooltip once the user types in invalid character, in this case any character that's not a digit. The <%mask%> keyword in value, substitute the current mask of the field, while the <%value%> keyword substitutes the current value (including the literals). If this option should display/use the semicolon (;) character is should be \; (escape)*
- ***invalid**=value, indicates the html message to be displayed when the user enters an inappropriate value for the field. If the value is missing or empty, the option has no effect, so no validation is performed. If the value is a not-empty value, the validation is performed. If the value is single space, no message is displayed*

and the field is keep opened while the value is inappropriate. For instance, "!(999) 000 0000;;;invalid=The value you entered isn't appropriate for the input mask '<%mask%>' specified for this field." displays the "The value you entered isn't appropriate for the input mask '...' specified for this field." tooltip once the user leaves the field and it is not-valid (for instance, the field includes entities required and uncompleted). The <%mask%> keyword in value, substitute the current mask of the field, while the <%value%> keyword substitutes the current value (including the literals). If this option should display/use the semicolon (;) character is should be \; (escape). This option can be combined with empty, validateas.

- ***validateas**=value, specifies the additional validation is done for the current field. If value is missing or 0 (exValidateAsNone), the option has no effect. The validateas option has effect only if the invalid option specifies a not-empty value. Currently, the value can be 1 (exValidateAsDate), which indicates that the field is validated as a date. For instance, having the mask "!00/00/0000;;0;empty,validateas=1,invalid=Invalid date!,warning=Invalid character!,select=4,overtype", indicates that the field is validate as date (validateas=1).*
- ***empty**, indicates whether the field supports empty values. This option can be used with invalid flag, which indicates that the user can leave the field if it is empty. If empty flag is present, the field displays nothing if no entity is completed (empty). Once the user starts typing characters the current mask is displayed. For instance, having the mask "!(999) 000 0000;;;empty,select=4,overtype,invalid=invalid phone number,beep", it specifies an empty or valid phone to be entered.*
- ***select**=value, indicates what to select from the field when it got the focus. The value could be 0 (nothing, exSelectNoGotFocus), 1 (select all, exSelectAllGotFocus), 2 (select the first empty and editable entity of the field, exSelectEditableGotFocus), 3 (moves the cursor to the beginning of the first empty and editable entity of the field, exMoveEditableGotFocus), 4 (select the first empty, required and editable entity of the field, exSelectRequiredEditableGotFocus), 5 (moves the cursor to the beginning of the first empty, required and editable entity of the field, exMoveRequiredEditableGotFocus). For modes 2 and 4 the entire field is selected if no matching entity is found. For instance, "`Time:`XX:XX;;;select=1" indicates that the entire field (including the Time: prefix) is selected once it get the focus. The "`Time:`XX:XX;;;select=3", moves the cursor to first X, if empty, the second if empty, and so on*

Experimental:
***multiline**, specifies that the field supports multiple lines.*

***rich**, specifies that the field displays a rich type editor. By default, the standard edit field is shown*
***disabled**, shows as disabled the field.*

ContextMenu - Masking Float

The [mask=<VALUE>] property may indicate the followings, if the [float=-1] is present

- **negative number**: if the first character in the mask is - (minus) the control supports negative numbers. Pressing the - key will toggle the sign of the number. The + sign is never displayed.
- **decimal symbol**: the last character that's different than # (digit), or 0 (zero) indicates the decimal symbol. If it is not present the control mask a floating point number without decimals.
- **thousand symbol**: the thousand symbol is the last character that's not a # (digit), 0 (zero) or it is not the decimal symbol as explained earlier, if present.
- the maximum **number of decimals** in the number (the # or 0 character after the decimal symbol)
- the maximum number of digits in the integer part (the number of # or 0 character before decimal symbol)
- the **0** character indicates **a leading-zero**. The count of 0 (zero) characters before decimal character indicates the leading-zero for integer part of the control, while the count of 0 (zero) characters after the decimal separator indicates the leading-zero for decimal part of the control. For instance, the Mask on "-###,###,##0.00", while the control's Text property is 1, the control displays 1.00, if 1.1 if displays 1.10, and if empty, the 0.00 is displayed.

If the <VALUE> property is empty, the control takes the settings for the regional options like: Decimal Symbol , No. of digits after decimal, Digit grouping symbol.

Here are few samples:

The <VALUE>"**-###.###.##0,00**" filter floating point numbers a number for German settings ("," is the decimal sign, "." is the thousands separator). This format displays leading-zeros.

The <VALUE>"**-###.###.###,##**" filter floating point numbers a number for German settings ("," is the decimal sign, "." is the thousands separator)

The <VALUE>"**-###,###,###.##**" filter floating point numbers a number for English settings ("." is the decimal sign, "," is the thousands separator)

The <VALUE>"**####**" indicates a max-4 digit number (positive) without a decimal symbol and without digit grouping

The <VALUE>"**-##.#**" filters a floating point number from the -99.9 to 99.9 ("." is the decimal sign, no thousands separator)

The <VALUE>"**#,###.##**" filters a floating point number from the 0 to 9,999.99 with digit grouping ("." is the decimal sign, "," is the thousands separator).

ContextMenu - Tick Label Expression

For instance:

- "value", shows the values for each tick.
- " (value=current ? '<font ;12><fgcolor=FF0000>' : '') + value", shows the current slider's position with a different color and font.
- "value = current ? value : ''", shows the value for the current tick only.
- "(value = current ? '<b><font ;10>' : '') + (value array 'ab bc cd de ef fg gh hi ij jk kl' split ' ')" displays different captions for slider's values.

The The <VALUE> of [ticklabel] option is a formatted expression which result may include the HTML tags.

The The <VALUE> of [ticklabel] option indicates a formatting expression that may use the following predefined keywords:

- **value** gets the slider's position to be displayed
- **current** gets the current slider's value.
- **vmin** gets the slider's minimum value.
- **vmax** gets the slider's maximum value.
- **smin** gets the slider's selection minimum value.
- **smax** gets the slider's selection maximum value.

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified

dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites

- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the

field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1
    - 2 - Negative sign, space, number; for example, - 1.1
    - 3 - Number, negative sign; for example, 1.1-
    - 4 - Number, space, negative sign; for example, 1.1 -
  - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.

- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The The <VALUE> of [ticklabel] option can display labels using the following built-in HTML tags:

- **** displays the text in **bold**.
- **** displays the text in *italics*.
- **<u></u>** <u>underlines</u> the text.
- **<s></s>** ~~Strike~~-through text
- **** displays portions of text with a different font and/or different size. For instance, the bit draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, bit displays the bit text using the current font, but with a different size.
- **<fgcolor=RRGGBB></fgcolor>** displays text with a specified foreground color. The RR, GG or BB should be hexa values and indicates red, green and blue values.
- **<bgcolor=RRGGBB></bgcolor>** displays text with a specified background color. The RR, GG or BB should be hexa values and indicates red, green and blue values.
- **
** a forced line-break
- **<solidline>** The next line shows a solid-line on top/bottom side. If has no effect for a single line caption.
- **<dotline>** The next line shows a dot-line on top/bottom side. If has no effect for a single line caption.
- **<upline>** The next line shows a solid/dot-line on top side. If has no effect for a single line caption.
- **<r>** Right aligns the text

- **<c>** Centers the text
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number** (the character with specified code), For instance, the &#8364 displays the EUR character, in UNICODE configuration. The **&** ampersand is only recognized as markup when it is followed by a known letter or a # character and a digit. For instance if you want to display bold in HTML caption you can use bold

property Schedule.Enabled as Boolean

Enables or disables the control.

Type	Description
Boolean	A Boolean expression that specifies whether the control is enabled or disabled.

By default, the Enabled property is True. Use the Enabled property to disable the control. The DisableZoneFormat property of the Calendar returns or sets an expression that determines the dates being disabled in the calendar/schedule panel. The AllowUpdateDisableZone property on True, lets user to update the disabled zones. The AllowCreateEvent property indicates the combination of the keys to let user creates new events. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events.

method Schedule.EndBlockUndoRedo ()

Ends recording the UI operations and adds the undo/redo operations as a block, so they all can be restored at once, if Undo method is performed.

Type	Description

You can use the StartBlockUndoRedo / EndBlockUndoRedo methods to group multiple Undo/Redo operations into a single-block. The GroupUndoRedoActions groups the next to current Undo/Redo Actions in a single block. A block may hold multiple Undo/Redo actions. The AllowUndoRedo property enables or disables the Undo/Redo feature. Use the GroupUndoRedoActions method to group two or more entries in the Undo/Redo queue in a single block, so when a next Undo/Redo operation is performed, multiple actions may occur. For instance, moving several calendar-events in the same time (multiple calendar-events selection) is already recorded as a single block. Use the UndoRedoQueueLength property to specify the number of entries that Undo/Redo queue may store.

A block starts with StartBlock and ends with EndBlock when listed by UndoListAction/RedoListAction property as in the following sample:

```
StartBlock
MoveEvent;B
MoveEvent;A
EndBlock
```

method Schedule.EndUpdate ()

Resumes painting the control after painting is suspended by the BeginUpdate method.

Type	Description

The BeginUpdate and EndUpdate methods increases the speed of loading your events, by preventing painting the control when it suffers any change. Once that BeginUpdate method was called, you have to make sure that EndUpdate method will be called too. You can use the Refresh method to refresh the control's content.

method Schedule.EnsureVisible (Date as Variant)

Ensures that the specified date fits the client area of the schedule view.

Type	Description
Date as Variant	A DATE expression that specifies the date to be shown in the schedule view.

The EnsureVisible method ensures that giving date fits the schedule's view. The EnsureVisible method does not select a date, and it scrolls the schedule view so it ensures that the panel shows the specified date. You can use the OnSelectDate property to specifiy the action to perform once the user clicks or selects a date in the calendar panel. The DayViewWidth property specifies the width, in pixels, of the date in the schedule panel. The DayViewOffsetX property indicates the horizontal scroll position of the schedule's view. The DayViewHeight property specifies the height, in pixels, of the date in the schedule panel. The DayViewOffsetY property indicates the vertical scroll position of the schedule's view.

property Schedule.EventFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Event

Gets the Event object from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates. -1 indicates the current cursor position.
Y as OLE_YPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates. -1 indicates the current cursor position.
Event	An Event object from the position or Nothing, if not event found.

The EventFromPoint method gets the Event object from the giving position. The **EventFromPoint(-1,-1)** gives the Event object from the current mouse position. The EventFromPoint method gets nothing, if no event is found at specified location. The /NET or /WPF version provides the *EventFromPoint property and get_EventFromPoint(x,y) method* that gives the Event from the current mouse position, or from the giving (x,y) position.

The following VB sample displays the event from the cursor, if any:

```
Private Sub Schedule1_Click()
  Dim e As EXSCHEDULELibCtl.Event
  With Schedule1
    Set e = .EventFromPoint(-1, -1)
    If Not e Is Nothing Then
      MsgBox e.Start & " " & e.End
    End If
  End With
End Sub
```

In VBA/MSAccess, you need to replace the EXSCHEDULELibCtl with EXSCHEDULELib, else you will be prompted for a compiler error: "Can't find project or library".

For instance, you can use the (get_)EventFromPoint(-1,-1) method during the LayoutStartChanging(exScheduleEditEvent) to store the Event object from the cursor to a global member, and when the LayoutEndChanging(exScheduleEditEvent) occurs, you can

use the previously stored member to identify the Event being edited like in the following snippet of code:

```
Private evEdit As Object
```

```
Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleEditEvent) Then
      Set evEdit = Schedule1.EventFromPoint(-1, -1)
   End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleEditEvent) Then
      If Not evEdit Is Nothing Then
         Debug.Print "Event: " & evEdit.Handle & " has been edited, and the new caption is:
" & evEdit.ExtraLabel
      End If
   End If
End Sub
```

Most of the UI parts of the control can be accessed through the mouse position as listed:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

property Schedule.EventParam(Parameter as Long) as Variant

Retrieves or sets a value that indicates the current's event parameter.

Type	Description
Parameter as Long	A long expression that indicates the index of the parameter being requested ie 0 means the first parameter, 1 means the second, and so on. If -1 is used the EventParam property retrieves the number of parameters. Accessing an not-existing parameter produces an OLE error, such as invalid pointer (E_POINTER)
Variant	A VARIANT expression that specifies the parameter's value.

The EventParam method is provided to allow changing the event's parameters passed by reference, even if your environment does not support changing it (uniPaas 1.5 (formerly known as eDeveloper), DBase, and so on). For instance, Unipaas event-handling logic cannot update ActiveX control variables by updating the received arguments. The EventParam(0) retrieves the value of the first parameter of the event, while the EventParam(1) = 0, changes the value of the second parameter to 0 (the operation is successfully, only if the parameter is passed by reference). The EventParam(-1) retrieves the number of the parameters of the current event.

Let's take the event "event KeyDown (**KeyCode** as Integer, ByVal Shift as Integer)", where the KeyCode parameter is passed by reference. For instance, put the KeyCode parameter on 0, and the arrow keys are disabled while the control has the focus.

In most languages you will type something like:

```
Private Sub Control1_KeyDown(KeyCode As Integer, Shift As Integer)
   KeyCode = 0
End Sub
```

In case your environment does not support events with parameters by reference, you can use a code like follows:

```
Private Sub Control1_KeyDown(KeyCode As Integer, Shift As Integer)
   Control1.EventParam(0) = 0
End Sub
```

In other words, the EventParam property provides the parameters of the current event for reading or writing access, even if your environment does not allow changing parameters by

reference.

Calling the EventParam property outside of an event produces an OLE error, such as pointer invalid, as its scope was designed to be used only during events.

property Schedule.Events as Events

Gets the Events collection of the scheduler.

Type	Description
Events	An Events collection that holds the events or appointments of the control.

The Add method adds programmatically a new event/appointment to the control. The AddEvent event occurs once a new event is added to the Events collection. The RemoveEvent event occurs once an event is removed. The UpdateEvent event occurs once the margins of the event are updated. The LayoutStartCreating(exScheduleCreateEvent) event occurs once a new event is creating using the mouse. The LayoutEndCreating(exScheduleCreateEvent) event occurs once the event has been created at runtime using the mouse.

The AllowCreateEvent property indicates the combination of keys that user can use to create a new event at runtime. The CreateEventLabel property specifies the label to be shown when the user creates a new event. The CreateEventLabelAlign property indicates the alignment of the label while user creates new events. The Background(exScheduleCreateEventBackColor) and Background(exScheduleCreateEventForeColor) properties indicate the visual aspect of the label being shown to create new events.

property Schedule.EventsFont as IFontDisp

Retrieves or sets the font to display the events in the schedule view.

Type	Description
IFontDisp	A Font object used to paint the captions/labels in the control.

The EventsFont property indicates the font to display the labels and captions on events. The ForeColor property indicates the foreground color to show the captions or labels.

The control supports the following Font properties:

- Font property, that specifies the control's font, including the Calendar's font
- EventsFont property, indicates the font to show the captions and labels on Event/Appointment objects
- TimeScaleFont property, specifies the font to display the labels on the control's time scales
- ToolTipFont property specifies the font to display the tooltip being shown when the cursor is hovering an part of the control.

property Schedule.EventsTransparent as Long

Specifies the percent of transparency to show the events in the schedule panel.

Type	Description
Long	A long expression between 0 (opaque) and 100 (transparent) which indicates the percent of transparency to show the events in the schedule panel. For instance, the EventsTransparent property on 50 indicates that the events are shown using a semi-transparent color.

By default, the EventsTransparent property is 0. The EventsTransparent property indicates the transparency to show the events on the schedule view. The ShowEventPictures property specifies whether the labels are shown on the event's body. The ShowEventLabels property specifies whether the labels are shown on the event's body. The ShowEvents property specifies what events the control should show.

method Schedule.ExecuteTemplate (Template as String)

Executes a template and returns the result.

Type	Description
Template as String	A Template string being executed

Return	Description
Variant	A String expression that indicates the result after executing the Template.

Use the ExecuteTemplate property to returns the result of executing a template file. Use the Template property to execute a template without returning any result. Use the ExecuteTemplate property to execute code by passing instructions as a string (template string).

Most of our UI components provide a Template page that's accessible in design mode. No matter what programming language you are using, you can have a quick view of the component's features using the WYSWYG Template editor.

- Place the control to your form or dialog.
- Locate the Properties item, in the control's context menu, in design mode. If your environment doesn't provide a Properties item in the control's context menu, please try to locate in the Properties browser.
- Click it, and locate the Template page.
- Click the Help button. In the left side, you will see the component, in the right side, you will see a x-script code that calls methods and properties of the control.

The control's Template page helps user to initialize the control's look and feel in design mode, using the x-script language that's easy and powerful. The Template page displays the control on the left side of the page. On the right side of the Template page, a simple editor is displayed where user writes the initialization code. The control's look and feel is automatically updated as soon as the user types new instructions. The Template script is saved to the container persistence (when Apply button is pressed), and it is executed when the control is initialized at runtime. Any component that provides a WYSWYG Template page, provides a Template property. The Template property executes code from a string (template string).

The Template script is composed by lines of instructions. Instructions are separated by "\n\r" (newline) characters.

An instruction can be one of the following:

- **Dim** list of variables *Declares the variables. Multiple variables are separated by*

commas. (Sample: Dim h, h1, h2)

- variable **=** property(list of arguments) *Assigns the result of the property to a variable. The "variable" is the name of a declared variable. The "property" is the property name of the object in the context. The "list or arguments" may include variables or values separated by commas. (Sample: h = InsertItem(0,"New Child"))*
- property**(** list of arguments **)** = value *Changes the property. The value can be a variable, a string, a number, a boolean value or a RGB value.*
- method**(** list of arguments **)** *Invokes the method. The "list or arguments" may include variables or values separated by commas.*
- **{** *Beginning the object's context. The properties or methods called between { and } are related to the last object returned by the property prior to { declaration.*
- **}** *Ending the object's context*
- object**.** property(list of arguments)**.**property(list of arguments)…. *The .(dot) character splits the object from its property. For instance, the Columns.Add("Column1").HeaderBackColor = RGB(255,0,0), adds a new column and changes the column's header back color.*

The Template supports the following general functions:

- **RGB(**R,G,B**)** *property retrieves an RGB value, where the R, G, B are byte values that indicates the R G B values for the color being specified. For instance, the following code changes the control's background color to red: BackColor = RGB(255,0,0)*
- **CreateObject(**progID**)** *property creates and retrieves a single uninitialized object of the class associated with a specified program identifier.*

method Schedule.FitSelToView ()

Fits the selected dates to the current view.

Type	Description

The FitSelToView method restores the view to fit the selected dates. Use the Selection/SelectDate property to change programmatically the dates being selected in the calendar, including the dates to be shown in the schedule view. You can use the Selection/SelCount/SelDate property to retrieve the selected dates. The ClipToSel property indicates whether the control clips the schedule panel to view the selected dates only.

The following sample shows how you can ensure that the schedule view fits the selected dates, when exCalendarAutoHide option is used on OnResizeControl property

```
Private Sub LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exLayoutCalendarAutoHide) Then
      Schedule1.FitSelToView
   End If
End Sub
```

The sample calls the FitSelToView method once the control shows or hides the calendar panel.

property Schedule.Font as IFontDisp

Retrieves or sets the control's font.

Type	Description
IFontDisp	A Font object used to paint the captions/labels in the control.

Use the Font property to change the control's font. The ForeColor property indicates the foreground color to show the captions or labels.

The control supports the following Font properties:

- Font property, that specifies the control's font, including the Calendar's font
- EventsFont property, indicates the font to show the captions and labels on Event/Appointment objects
- TimeScaleFont property, specifies the font to display the labels on the control's time scales
- ToolTipFont property specifies the font to display the tooltip being shown when the cursor is hovering an part of the control.

property Schedule.ForeColor as Color

Specifies the control's foreground color.

Type	Description
Color	A Color expression that specifies the control's foreground.

The Background(exCalendarForeColor) property changes the calendar's panel foreground color. If this option is not set, the control's ForeColor property indicates the calendar's foreground color. The BackColor property specifies the control's background color. Use the Picture property of the control to show a picture on the control's background. The Font property indicates the font to show captions in the control. The Font property indicates the font to show captions in the control. The EventsFont property indicates the font to show captions in the events/appointments. The BodyEventForeColor property specifies the foreground color to show the body for all events. The EventForeColor property specifies the event's foreground color if it belongs to a group.

property Schedule.FormatAnchor(New as Boolean) as String

Specifies the visual effect for anchor elements in HTML captions.

Type	Description
New as Boolean	A Boolean expression that indicates whether to specify the anchors never clicked or anchors being clicked.
String	A String expression that indicates the HTML format to apply to anchor elements.

By default, the FormatAnchor(True) property is "<u><fgcolor=0000FF>#" that indicates that the anchor elements (that were never clicked) are underlined and shown in light blue. Also, the FormatAnchor(False) property is "<u><fgcolor=000080>#" that indicates that the anchor elements are underlined and shown in dark blue. The visual effect is applied to the anchor elements, if the FormatAnchor property is not empty. For instance, if you want to do not show with a new effect the clicked anchor elements, you can use the FormatAnchor(False) = "", that means that the clicked or not-clicked anchors are shown with the same effect that's specified by FormatAnchor(True). An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link. The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the AnchorClick event to notify that the user clicks an anchor element. This event is fired only if prior clicking the control it shows the hand cursor. The AnchorClick event carries the identifier of the anchor, as well as application options that you can specify in the anchor element. The hand cursor is shown when the user hovers the mouse on the anchor elements.

The control fires the AnchorClick event once the user clicks an anchor element. You can use the AnchorFromPoint property to retrieve the identifier of the anchor element from the cursor.

property Schedule.GroupFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Group

Retrieves the Group object from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
Group	A Group object from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no

object is found.

property Schedule.GroupHeaderFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Group

Retrieves the Group's header from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
Group	A Group object from the cursor. The GroupHeaderFromPoint property returns an object only if it hovers the group's header.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.

- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

property Schedule.GroupHighlightEvent as Boolean

Highlights the date in the schedule panel using the HighlightEvent property of each Group found on day's events.

Type	Description
Boolean	A Boolean expression that specifies whether the dates in the schedule panel using the ScheduleHighlightEvent property of each Group found on day's events

By default, the GroupHighlightEvent property is False. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to (True). The ShowHighlightEvent property specifies whether the calendar panel highlights the events in the calendar panel. The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel. The GroupID property indicates the identifier of the event's group.

property Schedule.Groups as Groups

Retrieves the Groups collection of the scheduler.

Type	Description
Groups	A Groups object that holds the Group objects.

The Groups collection holds the groups in the control. Use the Add method of the Groups collection to add new groups to the control. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found. The ShowGroupingEvents property indicates whether the control displays events grouped by its GroupID property. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime.

The control displays groups if:

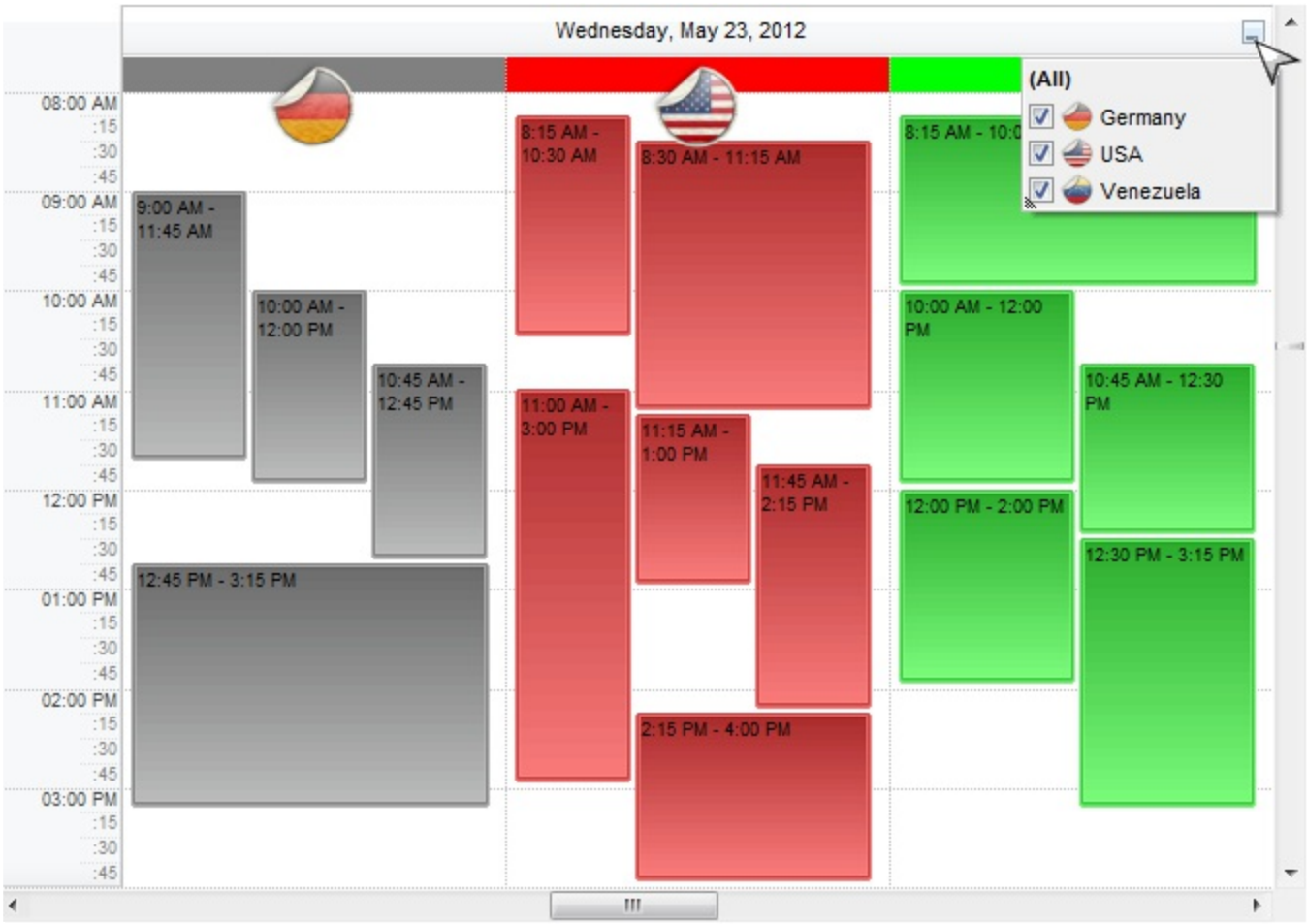
- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

The following Background properties change the visual appearance of the drop down grouping panel:

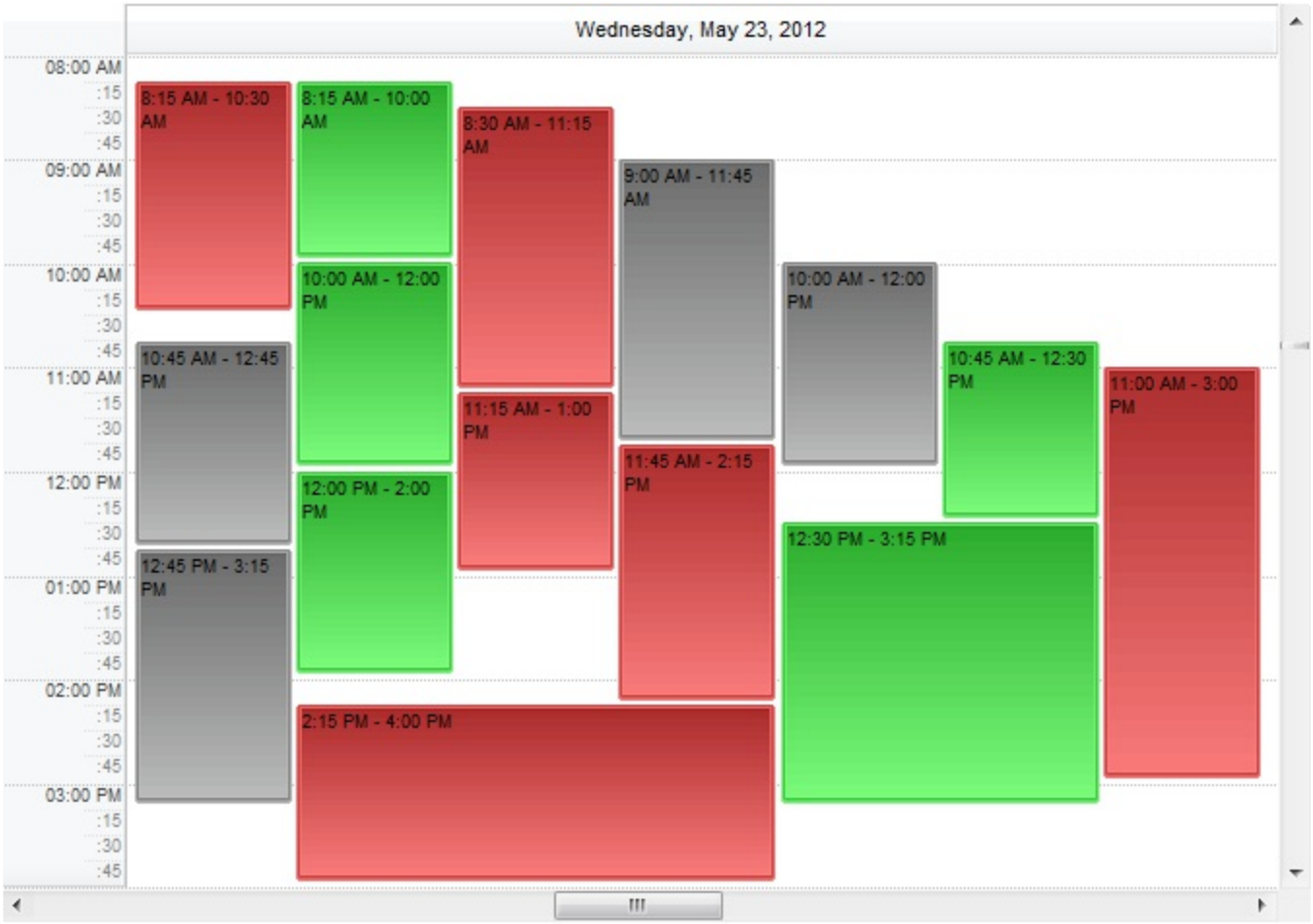
- Background(exGroupingBackColor) / Background(exGroupingForeColor) changes the background and the foreground color of the panel.
- Background(exGroupingSelBackColor) / Background(exGroupingSelForeColor) changes the background and the foreground color of the selection in the panel.
- Background(exCheckBoxState0), Background(exCheckBoxState1), Background(exCheckBoxState2) changes the visual appearance for the control's check boxes.
- Background(exRadioButtonState0), Background(exRadioButtonState1), changes the visual appearance for the control's radio buttons.

The Description(exGroupBarAll) property changes the "(All)" predefined string, being displayed on the top of the drop down grouping/filtering panel.

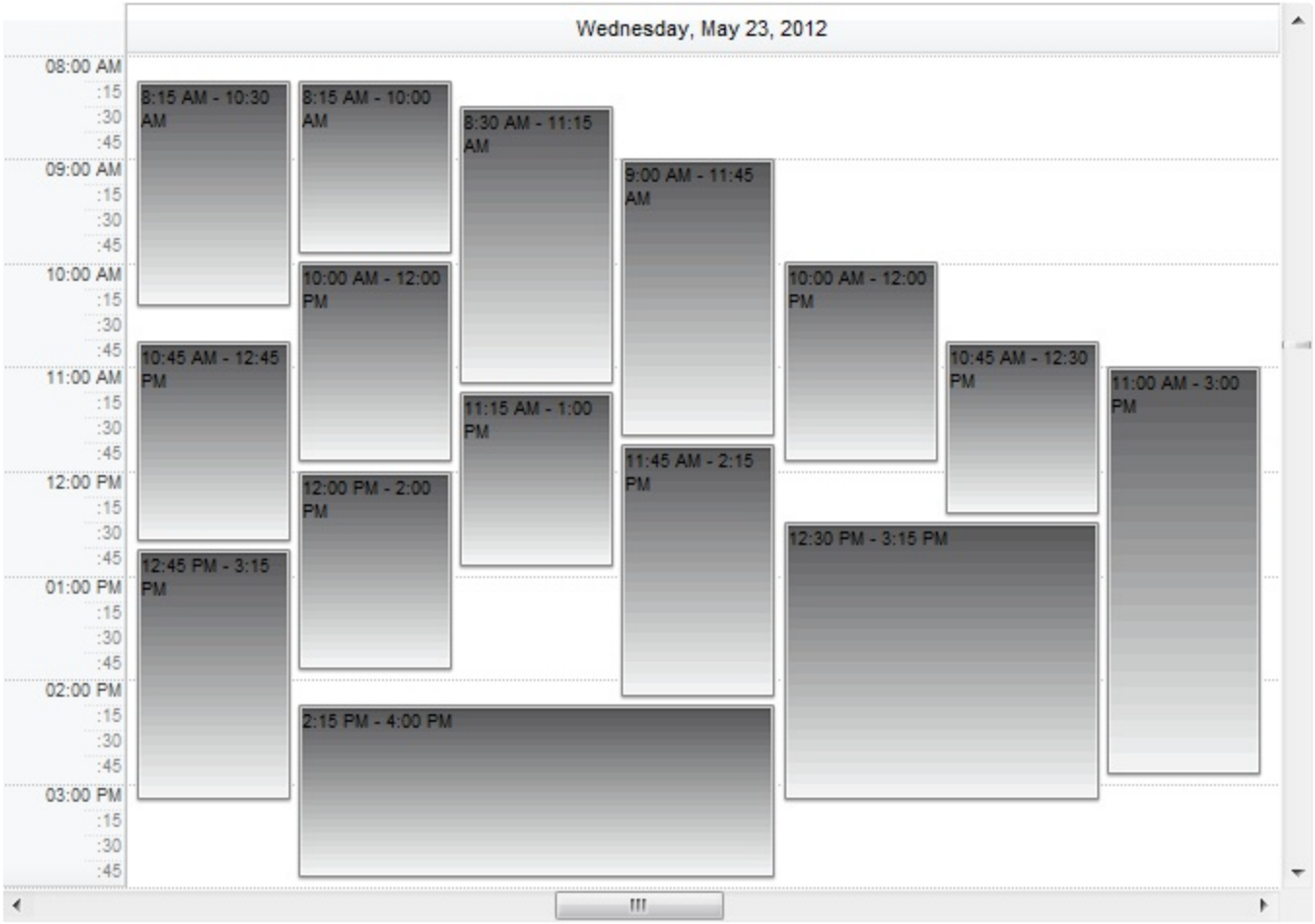
The following screen shot shows the events with grouping colors applied, including the grouping panel:



The following screen shot shows the events with grouping colors applied, but with no grouping button/panel:



The following screen shot shows the events with no grouping colors apply:



method Schedule.GroupUndoRedoActions (Count as Long)

Groups the next to current Undo/Redo Actions in a single block.

Type	Description
Count as Long	A Long expression that specifies the number of entries being grouped in a single block of actions, in the Undo/Redo queue.

The GroupUndoRedoActions groups the next to current Undo/Redo Actions in a single block. A block may hold multiple Undo/Redo actions. The AllowUndoRedo property enables or disables the Undo/Redo feature. Use the GroupUndoRedoActions method to group two or more entries in the Undo/Redo queue in a single block, so when a next Undo/Redo operation is performed, multiple actions may occur. You can use the StartBlockUndoRedo / EndBlockUndoRedo methods to group multiple Undo/Redo operations into a single-block. For instance, moving several calendar-events in the same time (multiple calendar-events selection) is already recorded as a single block. Use the UndoRedoQueueLength property to specify the number of entries that Undo/Redo queue may store.

A block starts with StartBlock and ends with EndBlock when listed by UndoListAction/RedoListAction property as in the following sample:

```
StartBlock
MoveEvent;B
MoveEvent;A
EndBlock
```

property Schedule.HeaderAllDayEventHeight as Double

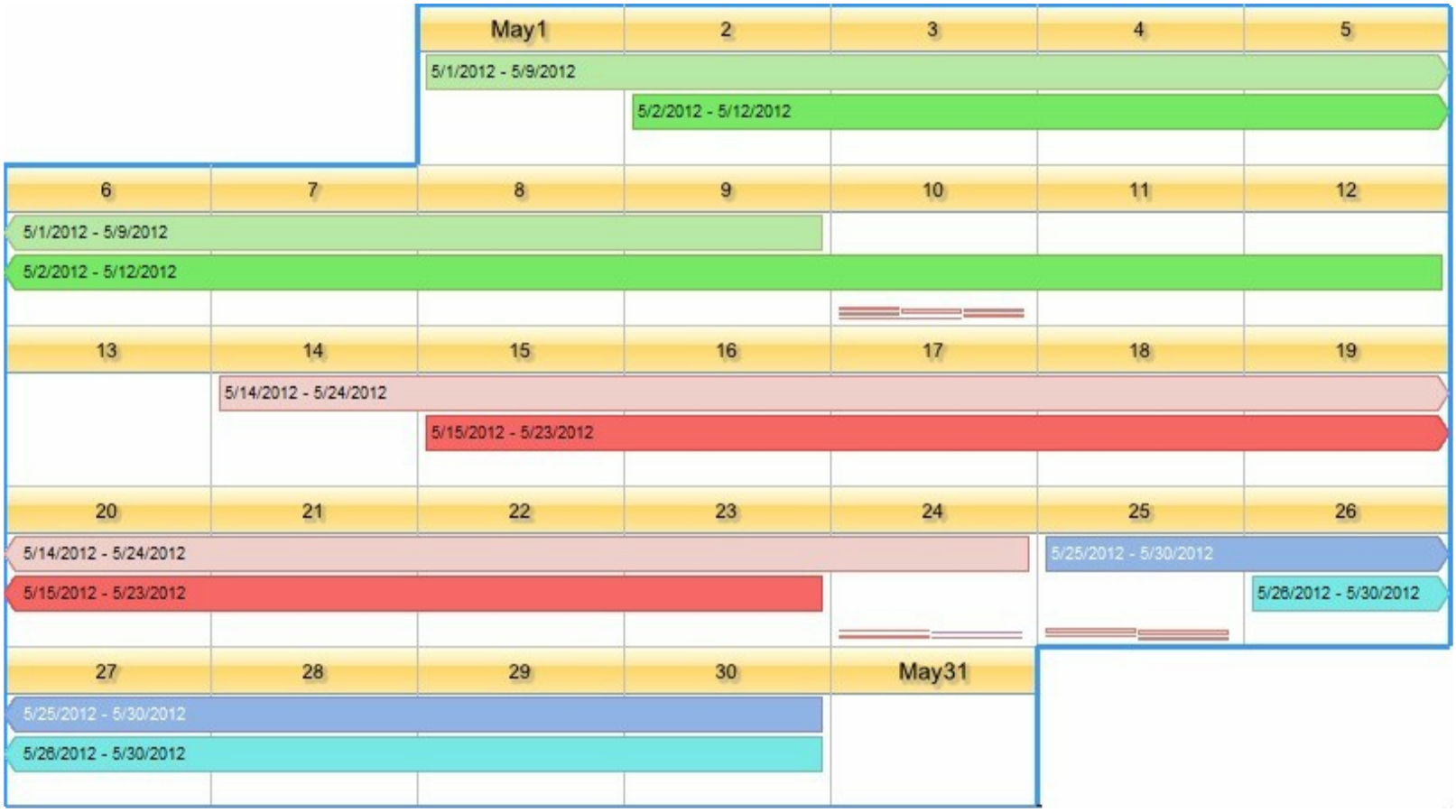
Specifies the height of the All-Day events being displayed on the control's All-Day header.

Type	Description
Double	A double expression that indicates the height of the event to be shown in All-Day header. A positive value is multiplied with the font's height, while a negative value indicates a fixed height. For instance, 1 indicates that's the event's height is indicated by the control's font, while -20 indicates that the event's height is 20 pixels.

By default, the HeaderAllDayEventHeight property is 1, which indicates that the height of the event in the All-Day header is the same as the font's height. The HeaderAllDayEventHeight property specifies the height of the events to be displayed in the All-Day header. Use the ShowAllDayHeader property to show the All-Day header, so all All-Day events are displayed on this header instead in the time scale section of the schedule view. The AllDayEvent property indicates whether the event is an All-Day event. Use the Background(exScheduleEventContinuePrevWeek)/Background(exScheduleEventContinueNe property to specify an EBN object to be shown on the start/end of the week, if the event continues on multiple days.

The following screen shot shows the events in the All-Day header with the following EBN files:

- / gtask.ebn, specifies the visual appearance for the event's body
- / gprev.ebn, indicates the arrow to be shown on the start of the week, if the event continues on previously week.
- / gnext.ebn, indicates the arrow to be shown on the end of the week, if the event continues on the next week.



The following screen shot shows the events in the All-Day header with no EBN files:

The following template x-script (exhelper), shows how to assign EBN appearance to events, including the next, prev signs:

```
BeginUpdate
OnResizeControl = 2048
ShowAllDayHeader = True
Calendar
{
   SelectDate(#5/8/2012#) = True
   Select(3)
   SelectDate(#5/15/2012#) = False
   Select(19)
}
VisualAppearance.Add(1,"E:\Exontrol\ExG2antt\sample\EBN\gtask.ebn")
VisualAppearance.Add(2,"E:\Exontrol\ExG2antt\sample\EBN\gnext.ebn")
VisualAppearance.Add(3,"E:\Exontrol\ExG2antt\sample\EBN\gprev.ebn")
BodyEventBackColor = 0x1000000
Background(86) = 0x2000000
Background(85) = 0x3000000
HeaderAllDayEventHeight = -20
Events.Add(#5/8/2012#,#5/17/2012#).AllDayEvent = True
EndUpdate()
```

property Schedule.HeaderDayHeight as Double

Indicates the height of the day's header.

Type	Description
Double	A double expression that indicates the height of the header to be shown the date's labels, in the schedule view. A positive value is multiplied with the font's height, while a negative value indicates a fixed height.

By default, the HeaderDayHeight property is 1.5. The HeaderDayHeight property determines the height of the header by multiplying the value with the height of the current font, if the value is positive, else if the value is negative it indicates a fixed height. The Font property indicates the control's font. Use the HeaderDayHeight property to programmatically extend the header's height. The HeaderDayHeight property on 0, indicates that no header is shown for dates. The HeaderDayShortLabel property indicates the labels to be displayed on the date's header when the schedule vies is minimized so no time scale is shown, while the HeaderDayLongLabel property indicates the labels to be shown on date's header when the schedule view displays time scales.

The HeaderGroupHeight property indicates the height of the header that displays groups in the control.

property Schedule.HeaderDayLongLabel as String

Specifies the long label for header days.

Type	Description
String	A String expression that defines alternative HTML labels to be shown on the date's header.

By default, the HeaderDayLongLabel property is "<|><%dddd%>, <%mmmm%> <%d%>, <%yyyy%><|><%dddd%>,<%mmmm%> <%d%>,<%yyyy%><|><%dddd%>, <%mmmm%> <%d%>,`<%yy%><|><%dddd%>, <%mmmm%> <%d%><|><%dddd%>, <%m3%> <%d%><|><%dddd%>, <%d%><|><%dddd%><|><%d3%><|><%d2%><|> <%d1%>". The HeaderDayLongLabel property defines the alternate HTML labels being shown on date's header, when the time scale is visible. The HeaderDayShortLabel property defines the HTML label to show on date's header when no time scale is available (the schedule view has been shrink until the time scale is hidden). The HeaderDayHeight property indicates the height of the day's header. The HeaderDayLabel property specifies the HTML date-format to be shown on the calendar's header.

The following screen shot shows the header's schedule view if using "*<|><sha><%dddd%>, <%mmmm%> <%d%>, <fgcolor=FF0000><%loc_yyyy%><|><sha><%dddd%>, <%mmmm%> <%d%>,<fgcolor=FF0000><%loc_yyyy%><|><sha><%dddd%>, <%mmmm%> <%d%>,`<fgcolor=FF0000><%loc_yy%><|><sha><%dddd%>, <%mmmm%> <%d%><|><sha><%dddd%>, <%m3%> <%d%><|><sha><%dddd%>, <%d%><|><sha><%dddd%><|><sha><%d3%><|><sha><%d2%><|><sha><%d1%>*"

The following screen shot shows the header's schedule view if using "*<|><%dddd%>, <%mmmm%> <%d%>, <fgcolor=FF0000><%loc_yyyy%><|><%dddd%>,<%mmmm%> <%d%>,<fgcolor=FF0000><%loc_yyyy%><|><%dddd%>, <%mmmm%> <%d%>,`<fgcolor=FF0000><%loc_yy%><|><%dddd%>, <%mmmm%> <%d%><|> <%dddd%>, <%m3%> <%d%><|><%dddd%>, <%d%><|><%dddd%><|><%d3%><|> <%d2%><|><%d1%>*" (default)

The format of the HeaderDayLongLabel property is "**ALT1[<|>ALT2<|>...]**" where

- ALT defines a HTML label that supports a lot of predefined built-in tags.

For instance, HeaderDayLongLabel could be

- "<%d3%>", always displays a 3-letters from the week day.
- "<|><%d1%><|><%d2%><|><%d3%><|><%dddd%>", may display nothing, 1, 2, 3 letters, or the full week day.
- "<|><%d1%><|><%d2%><|><%d3%><|><%dddd%><|><%d3%>, <%m3%> <%d%>, '<%yy%><|><%dddd%>, <%mmmm%> <%d%>, <%yyyy%>" indicates a list of 7 alternate HTML labels that the control uses when it displays the date header.

When the user resizes the schedule view, the control searches for the best fit, and the date header displays the proper HTML label, based on its width, so no ... (three dots) is shown in the labels as much as possible.

The HeaderDayLongLabel property supports the following built-in tags:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).
- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d1**%> - Indicates day of week as a one-letter abbreviation using the current user settings.
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d2**%> - Indicates day of week as a two-letters abbreviation using the current user settings.
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d3**%> equivalent with <%**loc_ddd**%>
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.

- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**loc_m1**%> - Indicates month as a one-letter abbreviation using the current user settings.
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**loc_m2**%> - Indicates month as a two-letters abbreviation using the current user settings.
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)
- <%**loc_m3**%> - equivalent with <%**loc_mmm**%>
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).

- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_d1**%> - Indicates day of week as a one-letter abbreviation using the current user settings.
- <%**loc_d2**%> - Indicates day of week as a two-letters abbreviation using the current user settings.

- <%**loc_d3**%> equivalent with <%**loc_ddd**%>
- <%**loc_ddd**%> - Indicates day of week as a three-letters abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_m1**%> - Indicates month as a one-letter abbreviation using the current user settings.
- <%**loc_m2**%> - Indicates month as a two-letters abbreviation using the current user settings.
- <%**loc_m3**%> - equivalent with <%**loc_mmm**%>
- <%**loc_mmm**%> - Indicates month as a three-letters abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.
- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed.

The HeaderDayLongLabel property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** <u>underlines</u> the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a

piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.

- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

  outline anti-aliasing

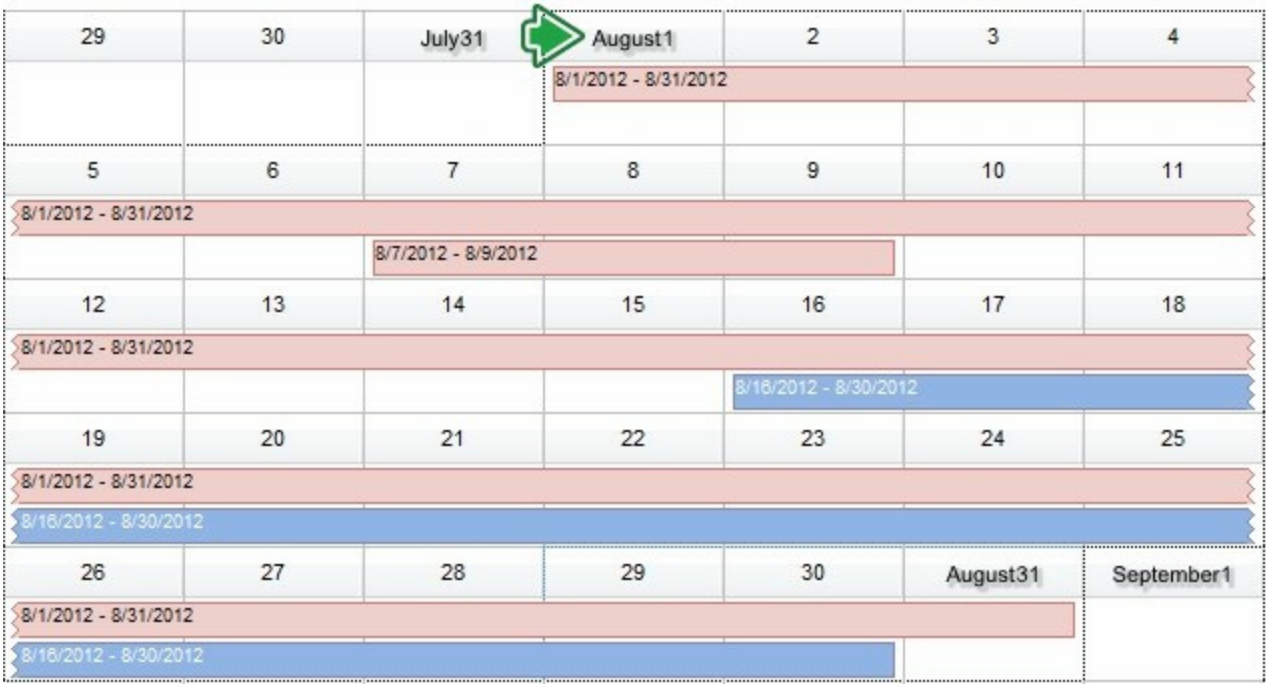
property Schedule.HeaderDayShortLabel as String

Specifies the short label for header days.

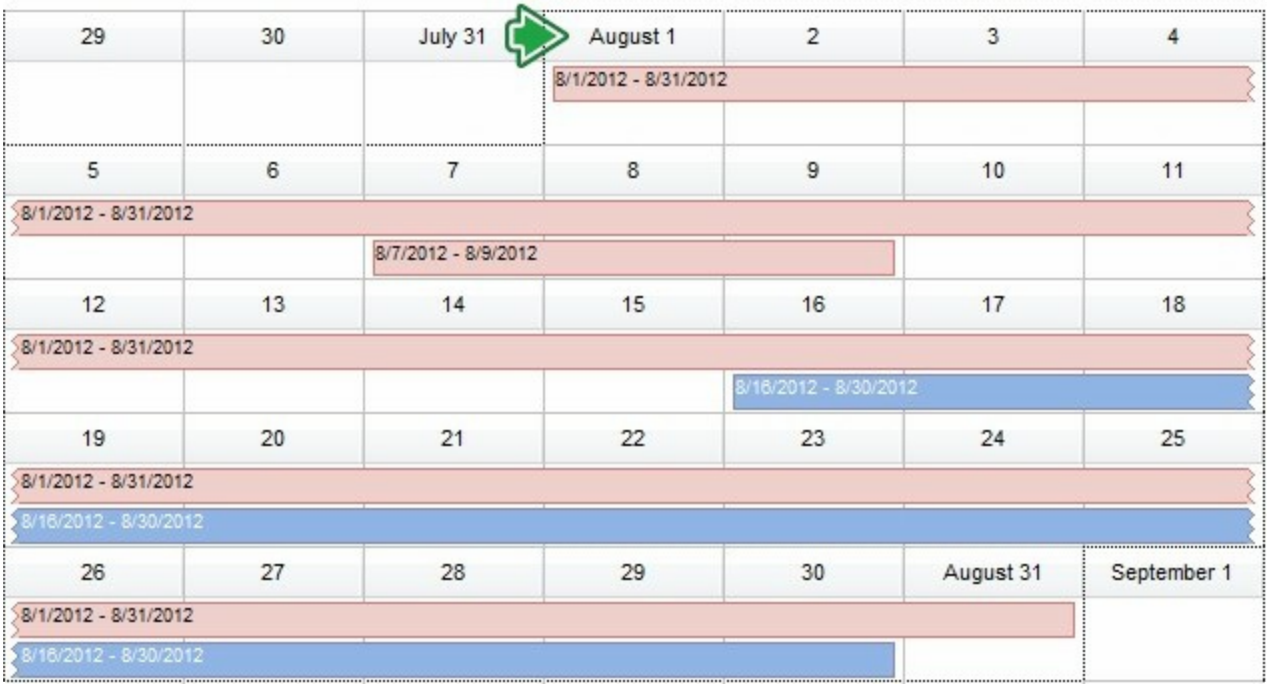
Type	Description
String	A String expression that indicates the alternate labels + an expression that can be used to show a specific HTML label on certain conditions.

By default, the HeaderDayShortLabel property is "<%mmmm%> <%d%><|><%m3%> <%d%><|><%d%>**<=>**(((day(value) = 1) or (month(value+1) != month(value))) ? -1 : 2)". The HeaderDayShortLabel property defines the HTML label to show on date's header when no time scale is available (the schedule view has been shrink until the time scale is hidden). The HeaderDayLongLabel property defines the alternate HTML labels being shown on date's header, when the time scale is visible. The HeaderDayHeight property indicates the height of the day's header. The HeaderDayLabel property specifies the HTML date-format to be shown on the calendar's header.

The following screen shot shows the short header's schedule view if using "*<sha> <%mmmm%> <%d%><|><%m3%> <%d%><|><%d%><=>(((day(value) = 1) or (month(value+1) != month(value))) ? -1 : 2)*"



The following screen shot shows the short header's schedule view if using ""*<%mmmm%> <%d%><|><%m3%> <%d%><|><%d%><=>(((day(value) = 1) or (month(value+1) != month(value))) ? -1 : 2)*" " (default)



The first part of the HeaderDayShortLabel's format is similar with the HeaderDayLongLabel's format, and it indicates a list of alternate labels separated by the <|>, while the last part of the format indicates an expression that determines whether a specified HTML label is being displayed on a certain condition.

In conclusion, the format of the HeaderDayShortLabel property is: "**ALT1[<|>ALT2<|>...] [<=>EXPR]**"

- ALT defines a HTML label that supports a lot of predefined built-in tags.
- EXPR defines an expression to specify which HTML label to be shown when a condition is met. The **EXPR** supports the **value** keyword that specifies the date being queried. The EXPR supports the following operators and functions.

For instance, HeaderDayLongLabel could be

- "<%d%>", always displays day's number.
- "<%m3%> <%d%>", always displays the three-letters month, followed by the day's number.
- "<%mmmm%> <%d%><|><%m3%> <%d%><|><%d%>**<=>**(((day(value) = 1) or (month(value+1) != month(value))) ? -1 : 2)", displays the name of the month and the day number for the first and last days of the month, and in rest just the day number.

When the user resizes the schedule view, the control searches for the best fit, and the date header displays the proper HTML label, based on its width, so no ... (three dots) is shown in the labels as much as possible.

The HeaderDayLongLabel property supports the following built-in tags:

- <%**d**%> - Day of the month in one or two numeric digits, as needed (1 to 31).

- <%**dd**%> - Day of the month in two numeric digits (01 to 31).
- <%**d1**%> - First letter of the weekday (S to S). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d1**%> - Indicates day of week as a one-letter abbreviation using the current user settings.
- <%**d2**%> - First two letters of the weekday (Su to Sa). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d2**%> - Indicates day of week as a two-letters abbreviation using the current user settings.
- <%**d3**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week)
- <%**loc_d3**%> equivalent with <%**loc_ddd**%>
- <%**ddd**%> - First three letters of the weekday (Sun to Sat). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_ddd**%> that indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_ddd**%> - Indicates the day of week as a three-letter abbreviation using the current user regional and language settings.
- <%**dddd**%> - Full name of the weekday (Sunday to Saturday). (Use the WeekDays property to specify the name of the days in the week). You can use the <%**loc_dddd**%> that indicates day of week as its full name using the current user regional and language settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user regional and language settings.
- <%**i**%> - Displays the number instead the date. For instance, you can display numbers as 1000, 1001, 1002, 1003, instead dates. (the valid range is from -647,434 to 2,958,465)
- <%**w**%> - Day of the week (1 to 7).
- <%**ww**%> - Week of the year (1 to 53).
- <%**m**%> - Month of the year in one or two numeric digits, as needed (1 to 12).
- <%**mr**%> - Month of the year in Roman numerals, as needed (I to XII).
- <%**mm**%> - Month of the year in two numeric digits (01 to 12).
- <%**m1**%> - First letter of the month (J to D). (Use the MonthNames property to specify the name of the months in the year)
- <%**loc_m1**%> - Indicates month as a one-letter abbreviation using the current user settings.
- <%**m2**%> - First two letters of the month (Ja to De). (Use the MonthNames property to specify the name of the months in the year)
- <%**loc_m2**%> - Indicates month as a two-letters abbreviation using the current user settings.
- <%**m3**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year)

- <%**loc_m3**%> - equivalent with <%**loc_mmm**%>
- <%**mmm**%> - First three letters of the month (Jan to Dec). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmm**%> that indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**loc_mmm**%> - Indicates month as a three-letter abbreviation using the current user regional and language settings.
- <%**mmmm**%> - Full name of the month (January to December). (Use the MonthNames property to specify the name of the months in the year). You can use the <%**loc_mmmm**%> that indicates month as its full name using the current user regional and language settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user regional and language settings.
- <%**q**%> - Date displayed as the quarter of the year (1 to 4).
- <%**y**%> - Number of the day of the year (1 to 366).
- <%**yy**%> - Last two digits of the year (01 to 99).
- <%**yyyy**%> - Full year (0100 to 9999).
- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.

- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:)
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed

The following tags are displayed based on the user's Regional and Language Options:

- <%**loc_sdate**%> - Indicates the date in the short format using the current user settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user settings.
- <%**loc_d1**%> - Indicates day of week as a one-letter abbreviation using the current user settings.
- <%**loc_d2**%> - Indicates day of week as a two-letters abbreviation using the current user settings.
- <%**loc_d3**%> equivalent with <%**loc_ddd**%>
- <%**loc_ddd**%> - Indicates day of week as a three-letters abbreviation using the current user settings.
- <%**loc_dddd**%> - Indicates day of week as its full name using the current user settings.
- <%**loc_m1**%> - Indicates month as a one-letter abbreviation using the current user settings.
- <%**loc_m2**%> - Indicates month as a two-letters abbreviation using the current user settings.
- <%**loc_m3**%> - equivalent with <%**loc_mmm**%>
- <%**loc_mmm**%> - Indicates month as a three-letters abbreviation using the current user settings.
- <%**loc_mmmm**%> - Indicates month as its full name using the current user settings.
- <%**loc_gg**%> - Indicates period/era using the current user settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user settings.

- <%**loc_time**%> - Indicates the time using the current user settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user settings.
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user settings.
- <%**loc_tsep**%> - Indicates the time separator using the current user settings.
- <%**loc_y**%> - Represents the Year only by the last digit, using current regional settings.
- <%**loc_yy**%> - Represents the Year only by the last two digits, using current regional settings. A leading zero is added for single-digit years.
- <%**loc_yyyy**%> - Represents the Year by a full four or five digits, depending on the calendar used. Thai Buddhist and Korean calendars have five-digit years. The "yyyy" pattern shows five digits for these two calendars, and four digits for all other supported calendars. Calendars that have single-digit or two-digit years, such as for the Japanese Emperor era, are represented differently. A single-digit year is represented with a leading zero, for example, "03". A two-digit year is represented with two digits, for example, "13". No additional leading zeros are displayed

The HeaderDayLongLabel property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu

" that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being

inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.

- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the

following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

The EXPR supports the following operators and methods:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

"expression ? true_part : false_part"

, while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

"expression array (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

"expression in (c1,c2,c3,...cn)"

, where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression = 44) or (expression = 13)"*. The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements

could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
  - #4/1/2009#, from hours 06:00 AM to 12:00 PM
  - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
  - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)
- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel.

If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

- *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
- *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
- Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
- *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
- *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
  - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
  - 1 - Negative sign, number; for example, -1.1
  - 2 - Negative sign, space, number; for example, - 1.1
  - 3 - Number, negative sign; for example, 1.1-
  - 4 - Number, space, negative sign; for example, 1.1 -
- *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string

- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in "MM/DD/YYYY HH:MM:SS" format.
- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

property Schedule.HeaderGroupHeight as Double

Indicates the height of the group's header.

Type	Description
Double	A double expression that indicates the height of the header to be shown for groups, in the schedule view. A positive value is multiplied with the font's height, while a negative value indicates a fixed height.

By default, the HeaderGroupHeight property is 1, which indicates that the height of the group's header is the same as the font's height. The HeaderGroupHeight property determines the height of the header by multiplying the value with the height of the current font, if the value is positive, else if the value is negative it indicates a fixed height. The Font property indicates the control's font. Use the HeaderGroupHeight property to programmatically extend the header's height. The HeaderGroupHeight property on 0, indicates that no header is shown for groups. The Caption/Title property of the Group is displayed on the group's header.

The HeaderDayHeight property indicates the height of the header that displays dates in the schedule view.

property Schedule.HighlightDate(Date as Date) as Variant

Highlights the specified date.

Type	Description
Date as Date	A DATE expression that specifies the date to be highlighted
Variant	A long expression that specifies the color to be applied (RGB color), a string expression that specifies the list of colors to be applied, a uni-dimensional safe array of long expression that specifies the colors to be applied.

By default, the HighlightDate property returns an empty value, which indicates that no color is applied to the date. The highlight can be applied to the date shown in the calendar panel, or in the date header being shown on the schedule panel. Use the ShowHighlightDate property to specify whether the highlighted dates are shown on calendar or/and schedule panels. The HighlightDate property highlights/un-highlights the specified date with the giving color(s).

The following VB6 samples shows how you can set the HighlightDate property:

- *Schedule1.HighlightDate(#11/12/2013#) = 255*
- *Schedule1.HighlightDate(#11/12/2013#) = RGB(255, 0, 0)*
- *Schedule1.HighlightDate(#11/12/2013#) = "255,65535"*
- *Schedule1.HighlightDate(#11/12/2013#) = Array(RGB(255, 0, 0),RGB(255,255,0))*

The HighlightEvent property highlights dates in the calendar panel, when it contains events. The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

property Schedule.HTMLPicture(Key as String) as Variant

Adds or replaces a picture in HTML captions.

Type	Description
Key as String	A String expression that indicates the key of the picture being added or replaced. If the Key property is Empty string, the entire collection of pictures is cleared.
Variant	The HTMLPicture specifies the picture being associated to a key. It can be one of the followings: • a string expression that indicates the path to the picture file, being loaded. • a string expression that indicates the base64 encoded string that holds a picture object, Use the eximages tool to save your picture as base64 encoded format. • A Picture object that indicates the picture being added or replaced. (A Picture object implements IPicture interface), If empty, the picture being associated to a key is removed. If the key already exists the new picture is replaced. If the key is not empty, and it doesn't not exist a new picture is added

The HTMLPicture property handles a collection of custom size picture being displayed in the HTML captions, using the <img> tags. By default, the HTMLPicture collection is empty. Use the HTMLPicture property to add new pictures to be used in HTML captions. For instance, the HTMLPicture("pic1") = "c:\winnt\zapotec.bmp", loads the zapotec picture and associates the pic1 key to it. Any "<img>pic1</img>" sequence in HTML captions, displays the pic1 picture. On return, the HTMLPicture property retrieves a Picture object (this implements the IPictureDisp interface)

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties.

In order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Pictures and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

property Schedule.hWnd as Long

Retrieves the control's window handle.

Type	Description
Long	A long expression that indicates the control's window handle.

Use the hWnd property to get the control's main window handle. Use the Calendar.hWnd property to get the handle of the calendar panel. The Microsoft Windows operating environment identifies each form and control in an application by assigning it a handle, or hWnd. The hWnd property is used with Windows API calls. Many Windows operating environment functions require the hWnd of the active window as an argument. Use the Parent property to move the calendar panel to other place.

method Schedule.Images (Handle as Variant)

Sets at runtime the control's image list. The Handle should be a handle to an Images List Control.

Type	Description
Handle as Variant	The Handle parameter can be: • A string expression that specifies the ICO file to add. The ICO file format is an image file format for computer icons in Microsoft Windows. ICO files contain one or more small images at multiple sizes and color depths, such that they may be scaled appropriately. For instance, Images("c:\temp\copy.ico") method adds the sync.ico file to the control's Images collection *(string, loads the icon using its path)* • A string expression that indicates the BASE64 encoded string that holds the icons list. Use the Exontrol's ExImages tool to save/load your icons as BASE64 encoded format. In this case the string may begin with "gBJJ..." *(string, loads icons using base64 encoded string)* • A reference to a Microsoft ImageList control (mscomctl.ocx, MSComctlLib.ImageList type) that holds the icons to add *(object, loads icons from a Microsoft ImageList control)* • A reference to a Picture (IPictureDisp implementation) that holds the icon to add. For instance, the VB's LoadPicture (Function LoadPicture([FileName], [Size], [ColorDepth], [X], [Y]) As IPictureDisp) or LoadResPicture (Function LoadResPicture(id, restype As Integer) As IPictureDisp) returns a picture object (object, loads icon from a Picture object) • A long expression that identifies a handle to an Image List Control (the Handle should be of HIMAGELIST type). On 64-bit platforms, the Handle parameter must be a Variant of LongLong / LONG_PTR data type (signed 64-bit (8-byte) integers), saved under llVal field, as VT_I8 type. The LONGLONG / LONG_PTR is __int64, a 64-bit integer. For instance, in C++ you can use as Images(COleVariant((LONG_PTR)hImageList)) or Images(COleVariant(

(LONGLONG)hImageList)), where hImageList is of HIMAGELIST type. The GetSafeHandle() method of the CImageList gets the HIMAGELIST handle (long, loads icon from HIMAGELIST type)

The user can add images at design time, by drag and drop files to control's images holder. The ImageSize property defines the size (width/height) of the icons within the control's Images collection. The ShowImageList property available for the /COM shows or hides the control's images holder at design mode. Use the ReplaceIcon method to add, remove or clear icons in the control's images collection.

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties.

In order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Pictures and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

property Schedule.ImageSize as Long

Retrieves or sets the size of icons the control displays..

Type	Description
Long	A long expression that defines the size of icons the control displays.

By default, the ImageSize property is 16 (pixels). The ImageSize property specifies the size of icons being loaded using the Images method. The control's Images collection is cleared if the ImageSize property is changed, so it is recommended to set the ImageSize property before calling the Images method. The ImageSize property defines the size (width/height) of the icons within the control's Images collection. For instance, if the ICO file to load includes different types the one closest with the size specified by ImageSize property is loaded by Images method. The ImageSize property does NOT change the height for the control's font.

property Schedule.Layout as String

Saves or loads the control's layout, such as positions of the columns, scroll position, filtering values.

Type	Description
String	A String expression that specifies the control's layout.

You can use the Layout property to store the control's layout and to restore the layout later. For instance, you can save the control's Layout property to a file when the application is closing, and you can restore the control's layout when the application is loaded. The Layout property saves almost all of the control's properties that user can change at runtime (like changing the event's position by drag and drop). The Layout property does NOT save the control's data, so the Layout property should be called once you loaded the data from your database, xml or any other alternative. Once the data is loaded, you can call the Layout property to restore the View as it was saved. Before closing the application, you can call the Layout property and save the content to a file for reading next time the application is opened.

The Layout property saves/loads the following information:

- OnResizeControl property, that specifies how the panels are arranged, sized and so on.
- The selection in the calendar panel (selected date)
- The date begin browsed in the calendar panel, Date property
- The alignment, position and width for each time scale
- The alignment, position and width for each time group
- The selection in the schedule panel (selected events)
- The schedule view scrolling position

These properties are serialized as a string.

method Schedule.LoadXML (Source as Variant)

Loads an XML document from the specified location, using MSXML parser.

Type	Description
Source as Variant	An indicator of the object that specifies the source for the XML document. The object can represent a file name, a URL, an IStream, a SAFEARRAY, or an IXMLDOMDocument.

Return	Description
Boolean	A boolean expression that specifies whether the XML document is loaded without errors. If an error occurs, the method retrieves a description of the error occurred.

The LoadXML method uses the MSXML (MSXML.DOMDocument, XML DOM Document) parser to load XML documents, previously saved using the SaveXML method. Before calling the LoadXML you may call the ClearAll method to empty the control's content. The LoadXML method fires AddEvent event for each loaded event. It is good to know, that the LoadXML method does not clear the Events collection, and this is happen to allow you load multiple XML files, so it can add new events each time.

The XML format looks like follows:

```
- <Content Author Component Version> <DateFormat Separator Short Long
/> <TimeFormat Separator Format AM PM /> <NumberFormat Decimal /> -
<Calendar WeekDays MonthNames AMPM FirstWeekDay NonworkingDays
ShortDateFormat LongDateFormat ShortTimeFormat LongTimeFormat
GroupHighlightEven ShowHighlightEvent DisableZoneFormat MinDate
MaxDate ShowNonMonthDays Date SingleSel HideSel ...> - <Selection>
<Date Value .../> </Selection> <HighlightEvent Bold Italic Underline
StrikeOut FontSize .../> </Calendar> - <TimeScales DayStartTime
DayEndTime> <TimeScale TimeZone AlignLeft MinWidth MaxWidth Width
AllowResize MajorRuler MajorLabel MajorPlainText MinorRuler MinorLabel
MinorPlainText Visible Caption CaptionAlign ToolTip UserData
MinorLabelColor .../> </TimeScales> - <Groups ApplyGroupingColors
DisplayGroupingButton GroupHighlightEvent ShowGroupingEvents> -
<Group ID Visible Caption Title ToolTip Alignment UserData>
<CalendarHighlightEvent Bold Italic Underline StrikeOut FontSize ... />
<ScheduleHighlightEvent Bold Italic Underline StrikeOut FontSize ... />
</Group> </Groups> - <NonworkingPatterns> <NonworkingPattern ID
PatternType PatternColor PatternFrameColor .../> </NonworkingPatterns> -
```

<NonworkingTimes ShowNonworkingTime> <NonworkingTime Expression StartTime EndTime IDNonworkingPattern .../> </NonworkingTimes> - <MarkZones> <MarkZone Key Start End ShortLabel LongLabel GroupID PatternType PatternColor PatternFrameColor ... /> </MarkZones> - <MarkTimes ShowMarkTime> <MarkTime Key Time Line TimeScaleLine LineColor TimeScaleLineColor Label TimeScaleLabel LabelAlign TimeScaleLabelAlign Movable StatusEventBackColor UserData ... /> </MarkTimes> - <Pictures ShowEventPictures> <Picture Key Content Width Height ShowHandCursor Enabled ... /> </Pictures> <Icons Content/> - <Events HeaderDayLongLabel HeaderDayShortLabel CreateEventLabel CreateEventLabelAlign UpdateEventsLabel UpdateEventsLabelAlign DefaultEventLongLabel DefaultEventTooltip DefaultEventPaddingLeft DefaultEventPaddingTop DefaultEventPaddingRight DefaultEventPaddingBottom ...> <Event Start End GroupID Selectable ShowStatus ShortLabel LongLabel LabelAlign ExtraLabelAlign Pictures ... /> </Events> </Content>

property Schedule.MarkTimeFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as MarkTime

Gets the MarkTime object from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
MarkTime	A MarkTime object, or a timer from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no

object is found.

property Schedule.MarkTimes as MarkTimes

Gets the MarkTimes collection of the scheduler.

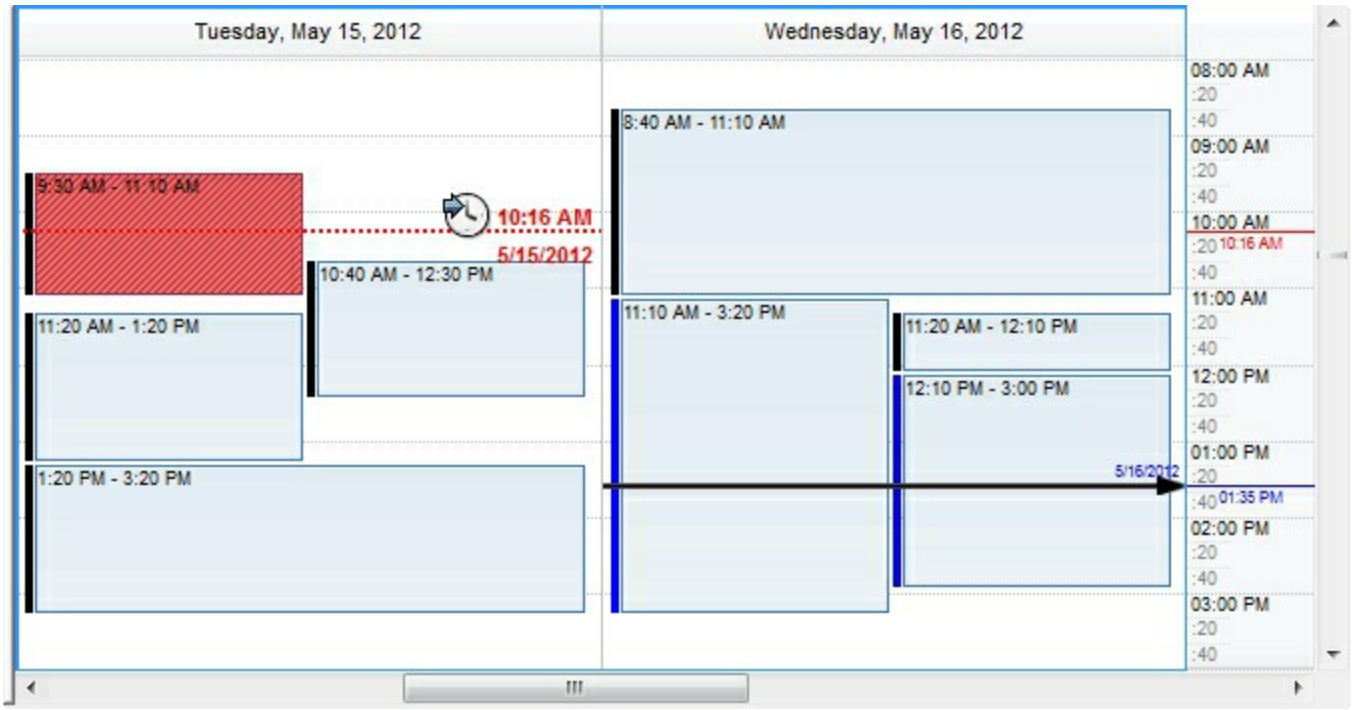
Type	Description
MarkTimes	Returns a reference to the schedule's MarkTimes collection, which holds a set of MarkTime objects.

The MarkTimes property exports a collection of MarkTime objects, also called timers. The MarkTime object indicates a line in the schedule view, at a specified time. The Add method of MarkTimes collection adds a new timer to the schedule view. The MarkTimes collection is accessible through the MarkTimes property of the control. The ShowMarkTime property indicates whether the schedule view displays timers. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

The following screen shot shows the control's timers (red and black/blue arrow):



property Schedule.MarkZoneFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as MarkZone

Retrieves the MarkZone from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
MarkZone	A MarkZone object, or a time-zone from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no

object is found.

property Schedule.MarkZones as MarkZones

Retrieves the MarkZones collection of the scheduler.

Type	Description
MarkZones	A MarkZones object that holds a collection of the MarkZone objects.

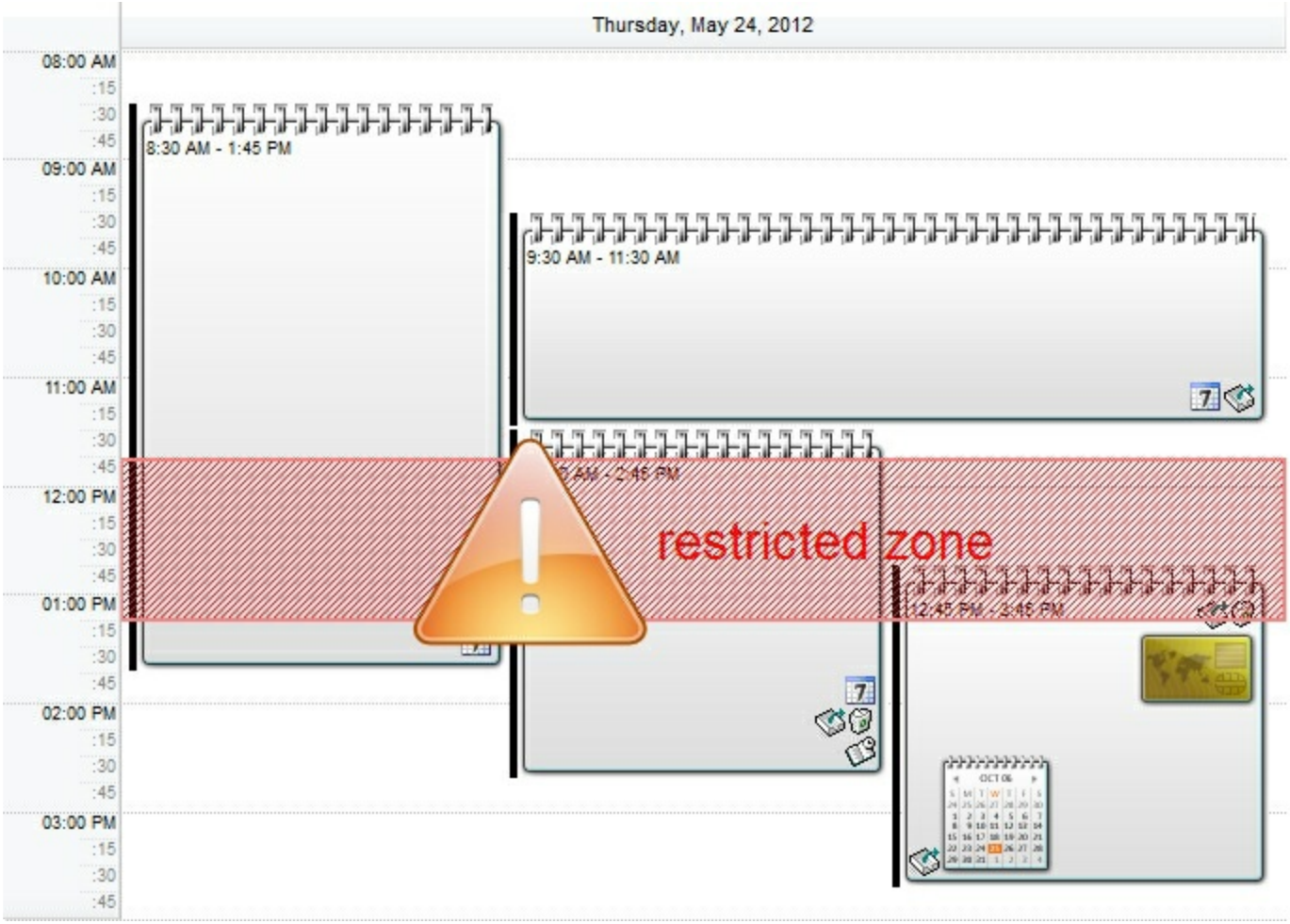
The MarkZones property gets the MarkZones collection. The MarkZones collection holds a set of MarkZone objects (also called time-zone). A MarkZone object holds information about a time-zone. A time-zone is identified by a Start/End date time, what can be highlighted in the schedule view. The ShowMarkZone property shows or hides the added time-zones. Use the Add method of the MarkZones collection to add a new time-zone to the control. The MarkZoneFromPoint property indicates the time-zone from the cursor.

The MarkZone object can:

- show a HTML/Image caption on a specified time-zone
- highlight a time-zone with a different background, pattern and so on, to indicate a restricted zone for instance.

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

The following screen shot shows a time-zone in the control:


Thursday, May 24, 2012
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
8:30 AM - 1:45 PM
9:30 AM - 11:30 AM
restricted zone
12:45 PM - 3:45 PM

property Schedule.NonworkingPatterns as NonworkingPatterns

Retrieves the NonworkingPatterns collection of the scheduler.

Type	Description
NonworkingPatterns	A NonworkingPatterns object that defines the pattern to be used by non-working time-intervals.

The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The NonworkingPatterns collection defines the patterns/colors to be used by non-working time intervals. In other words, each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor.

The Add method of the NonworkingPatterns collection defines a pattern/color. The ID property defines the identifier of the pattern/color. The IDNonworkingPattern property indicates the identifier of the NonworkingPattern object to be displayed on the non-working interval.

The NonworkingPatterns collection holds a list of NonworkingPattern objects. The NonworkingDays property of the calendar defines the days to be non-working in the calendar. The NonworkingDaysPattern and the NonworkingDaysColor which defines the pattern and the color to show the non-working days. The FirstWeekDay property indicates the first day of the week.

The Add method of the NonworkingTimes objects adds a new non-working time interval.

property Schedule.NonworkingTimeFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as NonworkingTime

Retrieves the NonworkingTime from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
NonworkingTime	A NonworkingTime object from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no

object is found.

property Schedule.NonworkingTimes as NonworkingTimes

Retrieves the NonworkingTimes collection of the scheduler, to specify different non-working time for different days.

Type	Description
NonworkingTimes	A NonworkingTimes object that holds a collection NonworkingTime objects.

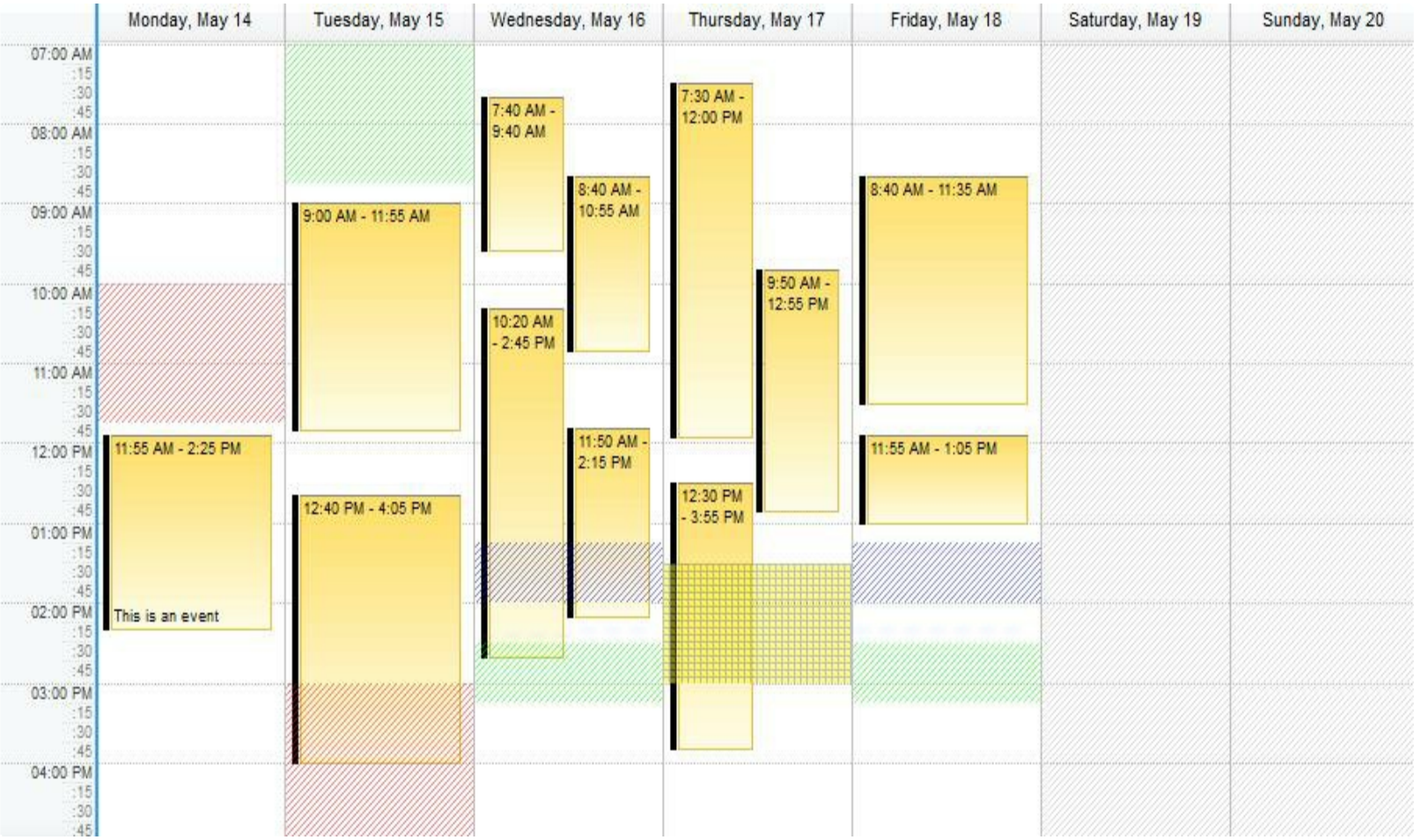
The NonworkingTimes collection is accessible through the NonworkingTimes property of the control. The Add method of the NonworkingTimes objects adds a new non-working time interval. The Expression property indicates the expression that defines the dates to include the specified non-working interval. The IsValid property indicates whether the non-working expression is valid, and so, if it is visible or hidden. The StartTime/EndTime property defines the time to start/end the non-working time-zone. The ShowNonworkingTime property shows or hides the defined non-working intervals. The NonworkingTimeFromPoint property gets the non-working object from the cursor.

The NonworkingTimes object holds a collection of NonworkingTime objects. The NonworkingTime object indicates a time interval to be shown as non-working. Each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The NonworkingDays property of the calendar defines the days to be non-working in the calendar.

The NonworkingTime's advantages are:

- highlight the interval of time as non-working with a different patterns, colors.
- any/all day can display different intervals of time as non-working
- you can specify the non-working interval using an expression, that defines the days where the non-working interval is shown.

The following screen shot shows different days with different non-working area:


Monday, May 14
Tuesday, May 15
Wednesday, May 16
Thursday, May 17
Friday, May 18
Saturday, May 19
Sunday, May 20
07:00 AM
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
04:00 PM
11:55 AM - 2:25 PM
This is an event
9:00 AM - 11:55 AM
12:40 PM - 4:05 PM
7:40 AM - 9:40 AM
8:40 AM - 10:55 AM
10:20 AM - 2:45 PM
11:50 AM - 2:15 PM
7:30 AM - 12:00 PM
9:50 AM - 12:55 PM
12:30 PM - 3:55 PM
8:40 AM - 11:35 AM
11:55 AM - 1:05 PM

method Schedule.OLEDrag ()

Causes a component to initiate an OLE drag/drop operation.

Type	Description

property Schedule.OLEDropMode as exOLEDropModeEnum

Returns or sets how a target component handles drop operations

Type	Description
exOLEDropModeEnum	An exOLEDropModeEnum expression that indicates the OLE Drag and Drop mode.

In the /NET Assembly, you have to use the AllowDrop property as explained here:

- *https://www.exontrol.com/sg.jsp?content=support/faq/net/#dragdrop*

By default, the OLEDropMode property is exOLEDropNone. Currently, the ExSchedule control supports only manual OLE Drag and Drop operation. Use the Background(exDragDropBefore) property to specify the visual appearance for the dragging items, before painting the items. Use the Background(exDragDropAfter) property to specify the visual appearance for the dragging items, after painting the items. Use the Background(exDragDropList) property to specify the graphic feedback for the item from the cursor, while the OLE drag and drop operation is running. See the OLEStartDrag and OLEDragDrop events for more details about implementing drag and drop operations into the ExSchedule control.

property Schedule.OnResizeControl as OnResizeControlEnum

Specifies which panel is resized when the control is resized.

Type	Description
OnResizeControlEnum	An OnResizeControlEnum expression that specifies the operation the control does when it is resized.

By default, the OnResizeControl property is exResizePanelRight + exCalendarFit. This indicates that the right panel (such as schedule view) is resized when the control is resized, and the calendar panel always fit its portion (no partially view is allowed). The ScrollBars property indicates whether the control display the vertical or horizontal scroll bars. The AllowMoveSchedule property indicates the keys combination so the user can change the schedule view by dragging. The AllowMoveSchedule property on exDisallow, indicates that the user can not move the currently schedule date to a new position. The AllowExchangePanels property specifies whether the user can drag and drop a panel to a new position. The FitSelToView method restores the view to fit the selected dates. The control fires the LayoutStartChanging(exLayoutExchangePanels)/LayoutEndChanging(exLayoutExchangePanels) events once the user drags the panels from a side to another. The OnResizeControl property has effect only if the Calendar.Parent property is zero (default).

Also, you can use the OnResizeControl property to specify one of the followings:

- **auto hide** the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- **hide** completely the calendar section (exHideSplitter)
- specify the **alignment** of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or **partially** view of the calendar panel (exResizePanelRight)
- **disabling** the control's vertical split bar (so user can not resize the fixed panel) (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exDisableSplitter Or OnResizeControlEnum.exCalendarFit)
- use the Calendar.Parent property to move the calendar panel outside of the scheduler

The following samples hide the Calendar panel of the component:

VBA (MS Access, Excell...)

```
With Schedule1
   .OnResizeControl = 768
   .ScrollBars = 0
End With
```

VB6

```
With Schedule1
   .OnResizeControl = OnResizeControlEnum.exHideSplitter Or
OnResizeControlEnum.exChangePanels
   .ScrollBars = exNoScroll
End With
```

VB.NET

```
With Exschedule1
   .OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exHideSplitter Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exChangePanels
   .ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll
End With
```

VB.NET for /COM

```
With AxSchedule1
   .OnResizeControl = EXSCHEDULELib.OnResizeControlEnum.exHideSplitter Or
EXSCHEDULELib.OnResizeControlEnum.exChangePanels
   .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
```

```
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1-
>PutOnResizeControl(EXSCHEDULELib::OnResizeControlEnum(EXSCHEDULELib::exHid
| EXSCHEDULELib::exChangePanels));
spSchedule1->PutScrollBars(EXSCHEDULELib::exNoScroll);
```

C++ Builder

```
Schedule1->OnResizeControl =
Exschedulelib_tlb::OnResizeControlEnum::exHideSplitter |
Exschedulelib_tlb::OnResizeControlEnum::exChangePanels;
Schedule1->ScrollBars = Exschedulelib_tlb::ScrollBarsEnum::exNoScroll;
```

C#

```
exschedule1.OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exHideSplitter |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exChangePanels;
exschedule1.ScrollBars = exontrol.EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
  Schedule1.OnResizeControl = 768;
  Schedule1.ScrollBars = 0;
</SCRIPT>
```

C# for /COM

```
axSchedule1.OnResizeControl =
EXSCHEDULELib.OnResizeControlEnum.exHideSplitter |
```

```
EXSCHEDULELib.OnResizeControlEnum.exChangePanels;
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
```

X++ (Dynamics Ax 2009)

```
public void init()
{
    ;

    super();

    exschedule1.OnResizeControl(768/*exHideSplitter | exChangePanels*/);
    exschedule1.ScrollBars(0/*exNoScroll*/);
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
    OnResizeControl :=
Integer(EXSCHEDULELib.OnResizeControlEnum.exHideSplitter) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exChangePanels);
    ScrollBars := EXSCHEDULELib.ScrollBarsEnum.exNoScroll;
end
```

Delphi (standard)

```
with Schedule1 do
begin
    OnResizeControl := Integer(EXSCHEDULELib_TLB.exHideSplitter) Or
Integer(EXSCHEDULELib_TLB.exChangePanels);
    ScrollBars := EXSCHEDULELib_TLB.exNoScroll;
end
```

VFP

```
with thisform.Schedule1
    .OnResizeControl = 768
```

```
   .ScrollBars = 0
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.OnResizeControl = 768 /*exHideSplitter | exChangePanels*/
oSchedule.ScrollBars = 0
```

XBasic (Alpha Five)

```
Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.OnResizeControl = 768 'exHideSplitter + exChangePanels
oSchedule.ScrollBars = 0
```

Visual Objects

```

oDCOCX_Exontrol1:OnResizeControl := exHideSplitter | exChangePanels
oDCOCX_Exontrol1:ScrollBars := exNoScroll
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.OnResizeControl = 768 /*exHideSplitter | exChangePanels*/
oSchedule.ScrollBars = 0
```

property Schedule.PaneMinWidth(Right as Boolean) as Long

Specifies the minimum width for the left or right panel.

Type	Description
Right as Boolean	A Boolean expression that defines the panel whose width is requested.
Long	A long expression that specifies the minimum width of the giving panel.

The PaneMinWidth property specifies the minimum width for the panel. The PaneWidth property indicates the width of the left or right panel.

Also, you can use the OnResizeControl property to specify one of the followings:

- **auto hide** the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- **hide** completely the calendar section (exHideSplitter)
- specify the **alignment** of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or **partially** view of the calendar panel (exResizePanelRight)
- **disabling** the control's vertical split bar (so user can not resize the fixed panel) (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exDisableSplitter Or OnResizeControlEnum.exCalendarFit)

property Schedule.PaneWidth(Right as Boolean) as Long

Specifies the width for the left or right panel.

Type	Description
Right as Boolean	A Boolean expression that defines the panel whose width is requested.
Long	A long expression that specifies the width of the giving panel.

The PaneWidth property indicates the width of the left or right panel. The PaneMinWidth property specifies the minimum width for the panel.

Also, you can use the OnResizeControl property to specify one of the followings:

- **auto hide** the calendar panel. Ability to hide the calendar section while the cursor is not in it (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide).
- **hide** completely the calendar section (exHideSplitter)
- specify the **alignment** of the calendar, as on the left or right side of the schedule view (OnResizeControlEnum.exChangePanels Or OnResizeControlEnum.exCalendarFit)
- full or **partially** view of the calendar panel (exResizePanelRight)
- **disabling** the control's vertical split bar (so user can not resize the fixed panel) (OnResizeControlEnum.exResizePanelRight Or OnResizeControlEnum.exDisableSplitter Or OnResizeControlEnum.exCalendarFit)

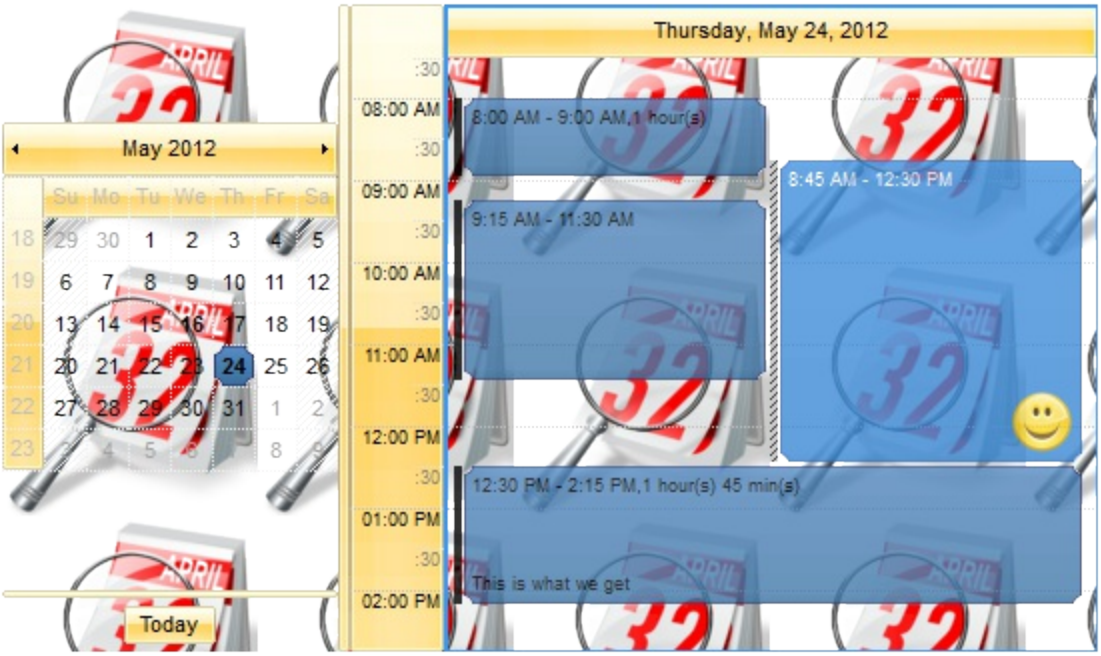
property Schedule.Picture as IPictureDisp

Retrieves or sets a graphic to be displayed in the control.

Type	Description
IPictureDisp	A Picture object that's displayed on the control's background.

By default, the control has no picture associated. The control uses the PictureDisplay property to determine how the picture is displayed on the control's background. The BackColor property specifies a solid color to be shown on the control's background. The Background(exCalendarBackColor) property changes the calendar's panel back color if not-zero. You can use the EventsTransparent property to show the events in the control with a transparent color.

The following screen shot shows the control with a picture on its background (tiled):



The ExPictures collection holds a collection of icons, pictures that can be displayed using the Pictures and ExtraPictures properties of the Event object. The Images method loads icons to the control, HTMLPicture assigns a key to a picture object. The ExPictures collection can be accessed through the Pictures property of the control.

The control can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.

- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

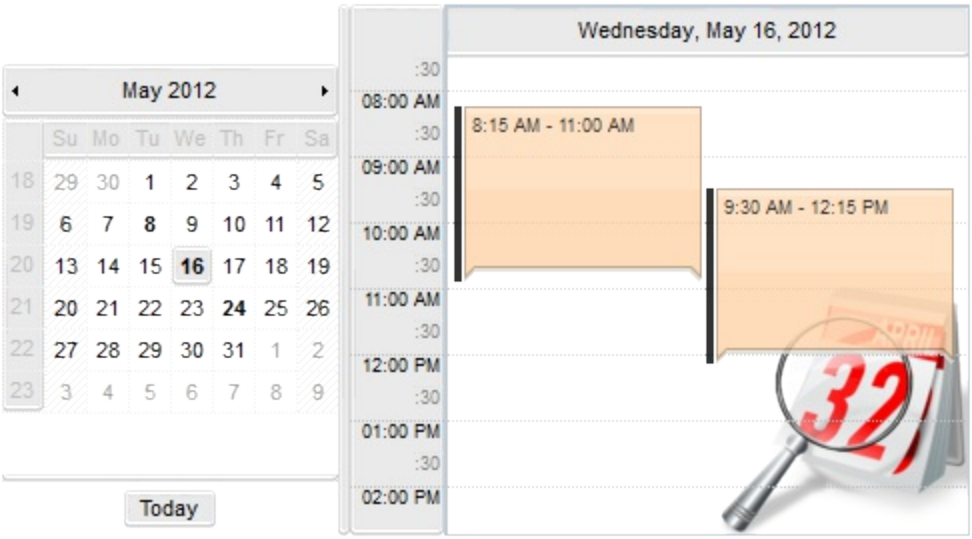
property Schedule.PictureDisplay as PictureDisplayEnum

Retrieves or sets a value that indicates the way how the graphic is displayed on the control's background

Type	Description
PictureDisplayEnum	A PictureDisplayEnum expression that specifies how the picture is displayed on the control's background.

The control uses the PictureDisplay property to determine how the picture is displayed on the control's background. By default, the control has no picture associated. Use the Picture property to display a picture on the control's background. The BackColor property specifies a solid color to be shown on the control's background. The Background(exCalendarBackColor) property changes the calendar's panel back color if not-zero. You can use the EventsTransparent property to show the events in the control with a transparent color. The PicturesAlign / ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event.

The following screen shot shows the control with a picture on its background (LowerRight):



property Schedule.PictureFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as String

Retrieves the identifier of the picture from the point (Event.Pictures or Event.ExtraPictures).

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
String	A String expression that indicates the key of the picture from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.

- TimeScaleFromPoint property returns the TimeScale object from the cursor.

property Schedule.Pictures as ExPictures

Gets the Pictures collection of the scheduler.

Type	Description
ExPictures	The ExPictures object that holds the icons and pictures that may be shown on the event's body using the Pictures and ExtraPictures properties of the Event object.

The ExPictures collection holds a collection of icons, pictures that can be displayed using the Pictures and ExtraPictures properties of the Event object. The Images method loads icons to the control, HTMLPicture assigns a key to a picture object. The ExPictures collection can be accessed through the Pictures property of the control.

The control can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

method Schedule.Redo ()

Redoes the next action in the control's Redo queue.

Type	Description

The Redo redoes the next action in the control's redo queue. The AllowUndoRedo property enables or disables the Undo/Redo feature. The CanRedo method indicates whether the control can perform a Redo operation. The Undo method undoes the last control operation. The UndoRedoQueueLength property gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue, or in other words how many operations the control's Undo/Redo manager may store.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked.

property Schedule.RedoListAction ([Action as Variant], [Count as Variant]) as String

Lists the Redo actions that can be performed on the control.

Type	Description
Action as Variant	[optional] A long expression that specifies the action being listed. If missing or -1, all actions are listed. The Action parameter can be one of the following: • exUndoRedoAddEvent(13) ~ "**AddEvent**;EVENTID", indicates that a new calendar-event has been created • exUndoRedoRemoveEvent(14) ~ "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed • exUndoRedoMoveEvent(15) ~ "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized • exUndoRedoUpdateEvent(16) ~ "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods For instance, RedoListAction(12) shows only AddEvent actions in the redo stack.
Count as Variant	[optional] A long expression that indicates the number of actions being listed. If missing or -1, all actions are listed. For instance, RedoListAction(12,1) shows only the last AddEvent action being added to the redo stack
String	A String expression that lists the Redo actions that may be performed.

The RedoListAction property lists the Redo actions that can be performed in the control. The AllowUndoRedo property enables or disables the Undo/Redo feature. The UndoListAction property lists the Undo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked. The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

Here's a sample how the result of RedoListAction method looks like:

```
AddEvent;1
UpdateEvent;1
AddEvent;2
UpdateEvent;2
MoveEvent;B
StartBlock
MoveEvent;3
AddEvent;3
EndBlock
```

method Schedule.RedoRemoveAction ([Action as Variant], [Count as Variant])

Removes the last redo actions that can be performed on the control.

Type	Description
Action as Variant	[optional] A long expression that specifies the action being remove. If missing or -1, all actions are removed. The Action parameter can be one of the following: • exUndoRedoAddEvent(13) ~ "**AddEvent**;EVENTID", indicates that a new calendar-event has been created • exUndoRedoRemoveEvent(14) ~ "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed • exUndoRedoMoveEvent(15) ~ "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized • exUndoRedoUpdateEvent(16) ~ "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods For instance, RedoRemoveAction(13) removes only AddEvent actions from the redo stack.
Count as Variant	[optional] A long expression that indicates the number of actions to remove. If missing or -1, all actions are removed. For instance, RedoRemoveAction(12,1) removes only the last AddEvent action from the redo stack

The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked. Use the RedoRemoveAction() (with no parameters) to remove all redo actions. Use the UndoRemoveAction method to remove the last action from the undo queue. The AllowUndoRedo property enables or disables the Undo/Redo feature. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

method Schedule.Refresh ()

Refreshes the control.

Type	Description

The Refresh method refreshes the controls content. You can use the BeginUpdate and EndUpdate methods to increase the speed of loading your events, by preventing painting the control when it suffers any change.

method Schedule.RemoveSelection ()

Removes the selected events.

Type	Description

method Schedule.ReplaceIcon ([Icon as Variant], [Index as Variant])

Adds a new icon, replaces an icon or clears the control's image list.

Type	Description
Icon as Variant	A long expression that indicates the icon's handle.
Index as Variant	A long expression that indicates the index where icon is inserted.
Return	**Description**
Long	A long expression that indicates the index of the icon in the images collection

Use the ReplaceIcon property to add, remove or replace an icon in the control's images collection. Also, the ReplaceIcon property can clear the images collection. Use the Images method to attach a image list to the control. The user can add images at design time, by drag and drop files to control's images holder. The ShowImageList property available for the /COM shows or hides the control's images holder at design mode.

The following VB sample adds a new icon to control's images list:

i = ExSchedule1.ReplaceIcon(LoadPicture("d:\icons\help.ico").Handle), i specifies the index where the icon is added

The following VB sample replaces an icon into control's images list::

i = ExSchedule1.ReplaceIcon(LoadPicture("d:\icons\help.ico").Handle, 0), i is zero, so the first icon is replaced.

The following VB sample removes an icon from control's images list:

ExSchedule1.ReplaceIcon 0, i, i specifies the index of icon removed.

The following VB clears the control's icons collection:

ExSchedule1.ReplaceIcon 0, -1

The Images method loads icons to the control, HTMLPicture assigns a key to a picture object, and the Pictures collection handles the identifiers of the pictures that can be used in the Pictures or ExtraPictures properties.

In order to display an icon or a picture in the control you need first to load the icons or the pictures you plan to display, using the Images method, HTMLPicture, or Add method of the ExPictures collection. The Images collection can display only 16x16 icons, while the

HTMLPicture, or Add method can load and display custom sized pictures. The Width/Height property specifies the width and height of the picture to be displayed in the event's body.

The event can display icons, pictures several ways as follows:

- Using the **<img>** HTML tag, if used in any label properties such as LongLabel or ExtraLabel property. The ShortLabel property can NOT display images or HTML font attributes. For instance, this option can be used to display a default icon or picture for all events in the control using the DefaultEventLongLabel property. Also, the <img> TAG can be used to any label or caption property that supports HTML format.
- Using the **Pictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The PicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.
- Using the **ExtraPictures** property of the Event object, which indicates a list of pictures from Pictures collection to be displayed on the event's body. The ExtraPicturesAlign property indicates the alignment of the pictures relative to the borders of the event. The hand cursor is shown, if the ExPicture.ShowCursorHand property is set, when the cursor hovers the picture. The PictureClick event is fired if the user clicks a picture on event's picture. You can use the PictureFromPoint property to get the identifier of the picture from the cursor.

The Pictures and ExtraPictures may display one or more pictures at the time. The **,** character indicates the separator of pictures in the same line, while the **/** character divides the lines to show the pictures. For instance, "1,2" displays icon with the index 1 and 2 on the same line, while the "1/2,pic1" displays the first icon on the first line, the second icon and the picture pic1 on the second line.

method Schedule.SaveXML (Destination as Variant)

Saves the control's content as XML document to the specified location, using the MSXML parser.

Type	Description

Destination as Variant	This object can represent a file name, reference to a string member, an XML document object, or a custom object that supports persistence as follows:
	
	• String - Specifies the file name. Note that this must be a file name, rather than a URL. The file is created if necessary and the contents are entirely replaced with the contents of the saved document. For example:
	
	`Schedule1.SaveXML("sample.xml")`
	
	• Reference to a String member - Saves the control's content to the string member. Note that the string member must be empty, before calling the SaveXML method. For example:
	
	`Dim s As String`
	`Schedule1.SaveXML s`
	
	In VB.NET for /NET assembly, you should call such as :
	
	`Dim s As String = String.Empty`
	`Exschedule1.SaveXML(s)`
	
	In C# for /NET assembly, you should call such as :
	
	`string s = string.Empty;`
	`exschedule1.SaveXML(ref s);`
	
	• XML Document Object. For example:
	
	`Dim xmldoc as Object`
	`Set xmldoc = CreateObject("MSXML.DOMDocument")`
	`Schedule1.SaveXML(xmldoc)`
	
	• Custom object supporting persistence - Any other custom COM object that supports **QueryInterface** for **IStream**, **IPersistStream**, or **IPersistStreamInit** can also be provided here and the document will be saved accordingly. In the **IStream** case, the **IStream::Write**

method will be called as it saves the document; in the **IPersistStream** case, **IPersistStream::Load** will be called with an **IStream** that supports the **Read**, **Seek**, and **Stat** methods.

Return	Description
Boolean	A Boolen expression that specifies whether saving the XML document was ok.

The SaveXML method uses the MSXML (MSXML.DOMDocument, XML DOM Document) parser to save the control's data in XML documents. The LoadXML method loads XML documents being created with SaveXML method. The Copy, CopyTo methods copies the control's content in EMF format.

The XML format looks like follows:

```
- <Content Author Component Version> <DateFormat Separator Short Long
/> <TimeFormat Separator Format AM PM /> <NumberFormat Decimal /> -
<Calendar WeekDays MonthNames AMPM FirstWeekDay NonworkingDays
ShortDateFormat LongDateFormat ShortTimeFormat LongTimeFormat
GroupHighlightEven ShowHighlightEvent DisableZoneFormat MinDate
MaxDate ShowNonMonthDays Date SingleSel HideSel ...> - <Selection>
<Date Value .../> </Selection> <HighlightEvent Bold Italic Underline
StrikeOut FontSize .../> </Calendar> - <TimeScales DayStartTime
DayEndTime> <TimeScale TimeZone AlignLeft MinWidth MaxWidth Width
AllowResize MajorRuler MajorLabel MajorPlainText MinorRuler MinorLabel
MinorPlainText Visible Caption CaptionAlign ToolTip UserData
MinorLabelColor .../> </TimeScales> - <Groups ApplyGroupingColors
DisplayGroupingButton GroupHighlightEvent ShowGroupingEvents> -
<Group ID Visible Caption Title ToolTip Alignment UserData>
<CalendarHighlightEvent Bold Italic Underline StrikeOut FontSize ... />
<ScheduleHighlightEvent Bold Italic Underline StrikeOut FontSize ... />
</Group> </Groups> - <NonworkingPatterns> <NonworkingPattern ID
PatternType PatternColor PatternFrameColor .../> </NonworkingPatterns> -
<NonworkingTimes ShowNonworkingTime> <NonworkingTime Expression
StartTime EndTime IDNonworkingPattern .../> </NonworkingTimes> -
<MarkZones> <MarkZone Key Start End ShortLabel LongLabel GroupID
PatternType PatternColor PatternFrameColor ... /> </MarkZones> -
<MarkTimes ShowMarkTime> <MarkTime Key Time Line TimeScaleLine
LineColor TimeScaleLineColor Label TimeScaleLabel LabelAlign
TimeScaleLabelAlign Movable StatusEventBackColor UserData ... />
</MarkTimes> - <Pictures ShowEventPictures> <Picture Key Content Width
```

Height ShowHandCursor Enabled ... /> </Pictures> <Icons Content/> -
<Events HeaderDayLongLabel HeaderDayShortLabel CreateEventLabel
CreateEventLabelAlign UpdateEventsLabel UpdateEventsLabelAlign
DefaultEventLongLabel DefaultEventTooltip DefaultEventPaddingLeft
DefaultEventPaddingTop DefaultEventPaddingRight
DefaultEventPaddingBottom ...> <Event Start End GroupID Selectable
ShowStatus ShortLabel LongLabel LabelAlign ExtraLabelAlign Pictures ... />
</Events> </Content>

property Schedule.ScrollBars as ScrollBarsEnum

Returns or sets a value that determines whether the control has horizontal and/or vertical scroll bars.

Type	Description
ScrollBarsEnum	A ScrollBarsEnum expression that identifies which scroll bars are visible.

Use the ScrollBars property to disable the control's scroll bars. By default, the ScrollBars property is exBoth, so both scroll bars are used if necessarily. For instance, if the ScrollBars property is exNone the control displays no scroll bars. Use the ScrollOrderParts property to customize the order of the buttons in the scroll bar.

property Schedule.ScrollButtonHeight as Long

Specifies the height of the button in the vertical scrollbar.

Type	Description
Long	A long expression that defines the height of the button in the vertical scroll bar.

By default, the ScrollButtonHeight property is -1. If the ScrollButtonHeight property is -1, the control uses the default height (from the system) for the buttons in the vertical scroll bar. Use the ScrollButtonWidth property to specify the width of the buttons in the horizontal scroll bar. Use the ScrollWidth property to specify the width of the vertical scroll bar. Use the ScrollBars property to specify which scroll bar is visible or hidden in the control. Use the ScrollHeight property to specify the height of the horizontal scroll bar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar. Use the ScrollThumbSize property to define a fixed size for the scrollbar's thumb.

property Schedule.ScrollButtonWidth as Long

Specifies the width of the button in the horizontal scrollbar.

Type	Description
Long	A long expression that defines the width of the button in the horizontal scroll bar.

By default, the ScrollButtonWidth property is -1. If the ScrollButtonWidth property is -1, the control uses the default width (from the system) for the buttons in the horizontal scroll bar. Use the ScrollButtonHeight property to specify the height of the buttons in the vertical scroll bar. Use the ScrollWidth property to specify the width of the vertical scroll bar. Use the ScrollBars property to specify which scroll bar is visible or hidden in the control. Use the ScrollHeight property to specify the height of the horizontal scroll bar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar. Use the ScrollThumbSize property to define a fixed size for the scrollbar's thumb.

property Schedule.ScrollFont (ScrollBar as ScrollBarEnum) as IFontDisp

Retrieves or sets the scrollbar's font.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBarEnum expression that indicates the vertical or the horizontal scroll bar.
IFontDisp	A Font object

Use the ScrollFont property to specify the font in the control's scroll bar. Use the ScrolPartCaption property to specify the caption of the scroll's part. Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar. By default, when a part becomes visible, the ScrollPartEnable property is automatically called, so the parts becomes enabled. Use the ScrollPartEnable property to specify enable or disable parts in the control's scrollbar. Use the ScrollBars property to specify the visible scrollbars in the control. The control fires the ScrollButtonClick event when the user clicks a part of the scroll bar.

property Schedule.ScrollHeight as Long

Specifies the height of the horizontal scrollbar.

Type	Description
Long	A long expression that defines the height of the horizontal scroll bar.

By default, the ScrollHeight property is -1. If the ScrollHeight property is -1, the control uses the default height of the horizontal scroll bar from the system. Use the ScrollHeight property to specify the height of the horizontal scroll bar. Use the ScrollBars property to specify which scroll bar is visible or hidden in the control. Use the ScrollButtonWidth property to specify the width of the buttons in the horizontal scroll bar. Use the ScrollWidth property to specify the width of the vertical scroll bar. Use the ScrollButtonHeight property to specify the height of the buttons in the vertical scroll bar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar. Use the ScrollThumbSize property to define a fixed size for the scrollbar's thumb.

property Schedule.ScrollOrderParts(ScrollBar as ScrollBarEnum) as String

Specifies the order of the buttons in the scroll bar.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBar expression that indicates the scrollbar where the order of buttons is displayed.
String	A String expression that indicates the order of the buttons in the scroll bar. The list includes expressions like l, l1, ..., l5, t, r, r1, ..., r6 separated by comma, each expression indicating a part of the scroll bar, and its position indicating the displaying order.

Use the ScrollOrderParts to customize the order of the buttons in the scroll bar. By default, the ScrollOrderParts property is empty. If the ScrollOrderParts property is empty the default order of the buttons in the scroll bar are displayed like follows:

so, the order of the parts is: l1, l2, l3, l4, l5, l, t, r, r1, r2, r3, r4, r5 and r6. Use the ScrollPartVisible to specify whether a button in the scrollbar is visible or hidden. Use the ScrollPartEnable property to enable or disable a button in the scroll bar. Use the ScrollPartCaption property to assign a caption to a button in the scroll bar.

Use the ScrollOrderParts property to change the order of the buttons in the scroll bar. For instance, "l,r,t,l1,r1" puts the left and right buttons to the left of the thumb area, and the l1 and r1 buttons right after the thumb area. If the parts are not specified in the ScrollOrderParts property, automatically they are added to the end.

The list of supported literals in the ScrollOrderParts property is:

- **l** for exLeftBPart, (<) The left or top button.
- **l1** for exLeftB1Part, (L1) The first additional button, in the left or top area.
- **l2** for exLeftB2Part, (L2) The second additional button, in the left or top area.
- **l3** for exLeftB3Part, (L3) The third additional button, in the left or top area.
- **l4** for exLeftB4Part, (L4) The forth additional button, in the left or top area.
- **l5** for exLeftB5Part, (L5) The fifth additional button, in the left or top area.
- **t** for exLowerBackPart, exThumbPart and exUpperBackPart, The union between the exLowerBackPart and the exUpperBackPart parts.
- **r** for exRightBPart, (>) The right or down button.

- **r1** for exRightB1Part, (R1) The first additional button in the right or down side.
- **r2** for exRightB2Part, (R2) The second additional button in the right or down side.
- **r3** for exRightB3Part, (R3) The third additional button in the right or down side.
- **r4** for exRightB4Part, (R4) The forth additional button in the right or down side.
- **r5** for exRightB5Part, (R5) The fifth additional button in the right or down side.
- **r6** for exRightB6Part, (R6) The sixth additional button in the right or down side.

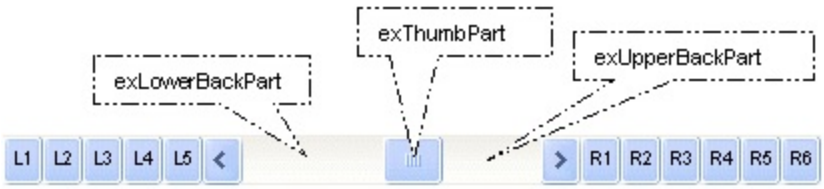
Any other literal between commas is ignored. If duplicate literals are found, the second is ignored, and so on. For instance, "t,l,r" indicates that the left/top and right/bottom buttons are displayed right/bottom after the thumb area.

property Schedule.ScrollPartCaption(ScrollBar as ScrollBarEnum, Part as ScrollPartEnum) as String

Specifies the caption being displayed on the specified scroll part.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBar expression that indicates the scrollbar where the caption is displayed.
Part as ScrollPartEnum	A ScrollPartEnum expression that specifies the parts of the scroll where the text is displayed
String	A String expression that specifies the caption being displayed on the part of the scroll bar.

Use the ScrolPartCaption property to specify the caption of the scroll's part. Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar. By default, when a part becomes visible, the ScrollPartEnable property is automatically called, so the parts becomes enabled. Use the ScrollPartEnable property to specify enable or disable parts in the control's scrollbar. Use the ScrollBars property to specify the visible scrollbars in the control. The control fires the ScrollButtonClick event when the user clicks a part of the scroll bar. Use the ScrollFont property to specify the font in the control's scroll bar. Use the ScrollOrderParts property to customize the order of the buttons in the scroll bar. The ScrollPartCaptionAlignment property specifies the alignment of the caption in the part of the scroll bar.



By default, the following parts are shown:

- exLeftBPart (the left or up button of the control)
- exLowerBackPart (the part between the left/up button and the thumb part of the control)
- exThumbPart (the thumb/scrollbox part)
- exUpperBackPart (the part between the the thumb and the right/down button of the control)
- exRightBPart (the right or down button of the control)

The following VB sample adds up and down additional buttons to the control's vertical scroll bar :

```
With Schedule1
```

```
    .BeginUpdate
        .ScrollBars = exDisableBoth
        .ScrollPartVisible(exVScroll, exLeftB1Part Or exRightB1Part) = True
        .ScrollPartCaption(exVScroll, exLeftB1Part) = "<img></img>1"
        .ScrollPartCaption(exVScroll, exRightB1Part) = "<img></img>2"
    .EndUpdate
End With
```

The following VB.NET sample adds up and down additional buttons to the control's vertical scroll bar :

```
With AxSchedule1
    .BeginUpdate()
    .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth
    .set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part Or
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, True)
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part, "<img></img>1")
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2")
    .EndUpdate()
End With
```

The following C# sample adds up and down additional buttons to the control's vertical scroll bar :

```
axSchedule1.BeginUpdate();
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth;
axSchedule1.set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part |
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, true);
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part , "<img></img>1");
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2");
axSchedule1.EndUpdate();
```

The following C++ sample adds up and down additional buttons to the control's vertical

scroll bar :

```
m_schedule.BeginUpdate();
m_schedule.SetScrollBars( 15 /*exDisableBoth*/ );
m_schedule.SetScrollPartVisible( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ | 32
/*exRightB1Part*/, TRUE );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ , _T("<img>
</img>1") );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32 /*exRightB1Part*/ , _T("<img>
</img>2") );
m_schedule.EndUpdate();
```

The following VFP sample adds up and down additional buttons to the control's vertical scroll bar :

```
With thisform.Schedule1
   .BeginUpdate
      .ScrollBars = 15
      .ScrollPartVisible(0, bitor(32768,32)) = .t.
      .ScrollPartCaption(0,32768) = "<img></img>1"
      .ScrollPartCaption(0, 32) = "<img></img>2"
   .EndUpdate
EndWith
```

```
*** ActiveX Control Event ***
LPARAMETERS scrollpart

wait window nowait ltrim(str(scrollpart))
```

property Schedule.ScrollPartCaptionAlignment(ScrollBar as ScrollBarEnum, Part as ScrollPartEnum) as AlignmentEnum

Specifies the alignment of the caption in the part of the scroll bar.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBar expression that indicates the scrollbar where the caption is displayed.
Part as ScrollPartEnum	A ScrollPartEnum expression that specifies the parts of the scroll where the text is displayed
AlignmentEnum	An AlignmentEnum expression that specifies the alignment of the caption in the part of the scrollbar.

The ScrollPartCaptionAlignment property specifies the alignment of the caption in the part of the scroll bar. By default, the caption is centered. Use the ScrolPartCaption property to specify the caption being displayed on specified part of the scroll bar. Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar.

The following VB sample displays "left" aligned to the left on the lower part of the control's horizontal scroll bar, and "right" aligned to the right on the upper part of the control's horizontal scroll bar:

```
With Schedule1
   .ScrollPartCaption(exHScroll,exLowerBackPart) = "left"
   .ScrollPartCaptionAlignment(exHScroll,exLowerBackPart) = LeftAlignment
   .ScrollPartCaption(exHScroll,exUpperBackPart) = "right"
   .ScrollPartCaptionAlignment(exHScroll,exUpperBackPart) = RightAlignment
   .ColumnAutoResize = False
   .Columns.Add 1
   .Columns.Add 2
   .Columns.Add 3
   .Columns.Add 4
End With
```

The following VB.NET sample displays "left" aligned to the left on the lower part of the control's horizontal scroll bar, and "right" aligned to the right on the upper part of the control's horizontal scroll bar:

```
With AxSchedule1
```

```
.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULELib.ScrollPartl

.set_ScrollPartCaptionAlignment(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULELib

.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULELib.ScrollPartl

.set_ScrollPartCaptionAlignment(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULELib

    .ColumnAutoResize = False
    .Columns.Add 1
    .Columns.Add 2
    .Columns.Add 3
    .Columns.Add 4
End With
```

The following C# sample displays "left" aligned to the left on the lower part of the control's horizontal scroll bar, and "right" aligned to the right on the upper part of the control's horizontal scroll bar:

```
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULEL

axSchedule1.set_ScrollPartCaptionAlignment(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXS

axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXSCHEDULEL

axSchedule1.set_ScrollPartCaptionAlignment(EXSCHEDULELib.ScrollBarEnum.exHScroll,EXS

axSchedule1.ColumnAutoResize = false;
axSchedule1.Columns.Add(1.ToString());
axSchedule1.Columns.Add(2.ToString());
axSchedule1.Columns.Add(3.ToString());
axSchedule1.Columns.Add(4.ToString());
```

The following C++ sample displays "left" aligned to the left on the lower part of the control's horizontal scroll bar, and "right" aligned to the right on the upper part of the control's

horizontal scroll bar:

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import "ExSchedule.dll"
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1-
>PutScrollPartCaption(EXSCHEDULELib::exHScroll,EXSCHEDULELib::exLowerBackPart,L"left"

spSchedule1-
>PutScrollPartCaptionAlignment(EXSCHEDULELib::exHScroll,EXSCHEDULELib::exLowerBack

spSchedule1-
>PutScrollPartCaption(EXSCHEDULELib::exHScroll,EXSCHEDULELib::exUpperBackPart,L"righ

spSchedule1-
>PutScrollPartCaptionAlignment(EXSCHEDULELib::exHScroll,EXSCHEDULELib::exUpperBack

spSchedule1->PutColumnAutoResize(VARIANT_FALSE);
spSchedule1->GetColumns()->Add(L"1");
spSchedule1->GetColumns()->Add(L"2");
spSchedule1->GetColumns()->Add(L"3");
spSchedule1->GetColumns()->Add(L"4");
```

The following VFP sample displays "left" aligned to the left on the lower part of the control's horizontal scroll bar, and "right" aligned to the right on the upper part of the control's horizontal scroll bar:

```
with thisform.Schedule1
   .ScrollPartCaption(1,512) = "left"
   .ScrollPartCaptionAlignment(1,512) = 0
   .ScrollPartCaption(1,128) = "right"
```

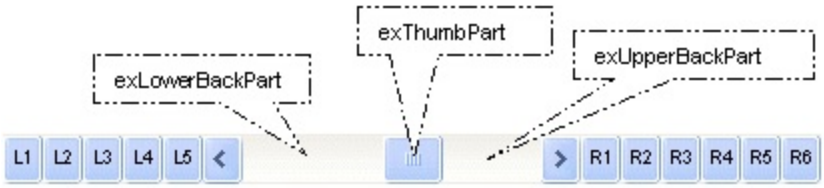
```
   .ScrollPartCaptionAlignment(1,128) = 2
   .ColumnAutoResize = .F.
   .Columns.Add(1)
   .Columns.Add(2)
   .Columns.Add(3)
   .Columns.Add(4)
endwith
```

property Schedule.ScrollPartEnable(ScrollBar as ScrollBarEnum, Part as ScrollPartEnum) as Boolean

Indicates whether the specified scroll part is enabled or disabled.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBar expression that indicates the scrollbar where the part is enabled or disabled.
Part as ScrollPartEnum	A ScrollPartEnum expression that specifies the parts of the scroll bar being enabled or disabled.
Boolean	A Boolean expression that specifies whether the scrollbar's part is enabled or disabled.

By default, when a part becomes visible, the ScrollPartEnable property is automatically called, so the parts becomes enabled. Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar. Use the ScrollPartEnable property to specify enable or disable parts in the control's scrollbar. Use the ScrollBars property to specify the visible scrollbars in the control. Use the ScrolPartCaption property to specify the caption of the scroll's part. The control fires the ScrollButtonClick event when the user clicks a part of the scroll bar. Use the ScrollOrderParts property to customize the order of the buttons in the scroll bar.

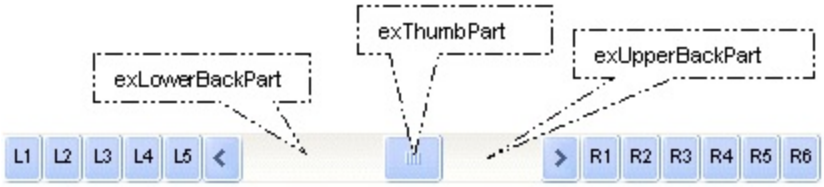


property Schedule.ScrollPartVisible(ScrollBar as ScrollBarEnum, Part as ScrollPartEnum) as Boolean

Indicates whether the specified scroll part is visible or hidden.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBar expression that indicates the scrollbar where the part is visible or hidden.
Part as ScrollPartEnum	A ScrollPartEnum expression that specifies the parts of the scroll bar being visible
Boolean	A Boolean expression that specifies whether the scrollbar's part is visible or hidden.

Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar. By default, when a part becomes visible, the ScrollPartEnable property is automatically called, so the parts becomes enabled. Use the ScrollPartEnable property to specify enable or disable parts in the control's scrollbar. Use the ScrollBars property to specify the visible scrollbars in the control. Use the ScrolPartCaption property to specify the caption of the scroll's part. The control fires the ScrollButtonClick event when the user clicks a part of the scroll bar. Use the Background property to change the visual appearance for any part in the control's scroll bar. Use the ScrollOrderParts property to customize the order of the buttons in the scroll bar.



By default, the following parts are shown:

- exLeftBPart (the left or up button of the control)
- exLowerBackPart (the part between the left/up button and the thumb part of the control)
- exThumbPart (the thumb/scrollbox part)
- exUpperBackPart (the part between the the thumb and the right/down button of the control)
- exRightBPart (the right or down button of the control)

The following VB sample adds up and down additional buttons to the control's vertical scroll bar :

```
With Schedule1
  .BeginUpdate
```

```
        .ScrollBars = exDisableBoth
        .ScrollPartVisible(exVScroll, exLeftB1Part Or exRightB1Part) = True
        .ScrollPartCaption(exVScroll, exLeftB1Part) = "<img></img>1"
        .ScrollPartCaption(exVScroll, exRightB1Part) = "<img></img>2"
    .EndUpdate
End With
```

The following VB.NET sample adds up and down additional buttons to the control's vertical scroll bar :

```
With AxSchedule1
    .BeginUpdate()
    .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth
    .set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part Or
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, True)
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part, "<img></img>1")
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2")
    .EndUpdate()
End With
```

The following C# sample adds up and down additional buttons to the control's vertical scroll bar :

```
axSchedule1.BeginUpdate();
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth;
axSchedule1.set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part |
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, true);
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part , "<img></img>1");
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2");
axSchedule1.EndUpdate();
```

The following C++ sample adds up and down additional buttons to the control's vertical scroll bar :

```
m_schedule.BeginUpdate();
m_schedule.SetScrollBars( 15 /*exDisableBoth*/ );
m_schedule.SetScrollPartVisible( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ | 32
/*exRightB1Part*/, TRUE );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ , _T("<img>
</img>1") );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32 /*exRightB1Part*/ , _T("<img>
</img>2") );
m_schedule.EndUpdate();
```

The following VFP sample adds up and down additional buttons to the control's vertical scroll bar :

```
With thisform.Schedule1
   .BeginUpdate
      .ScrollBars = 15
      .ScrollPartVisible(0, bitor(32768,32)) = .t.
      .ScrollPartCaption(0,32768) = "<img></img>1"
      .ScrollPartCaption(0, 32) = "<img></img>2"
   .EndUpdate
EndWith
```

```
*** ActiveX Control Event ***
LPARAMETERS scrollpart

wait window nowait ltrim(str(scrollpart))
```

property Schedule.ScrollThumbSize(ScrollBar as ScrollBarEnum) as Long

Specifies the size of the thumb in the scrollbar.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBarEnum expression that indicates the vertical or the horizontal scroll bar.
Long	A long expression that defines the size of the scrollbar's thumb.

Use the ScrollThumbSize property to define a fixed size for the scrollbar's thumb. By default, the ScrollThumbSize property is -1, that makes the control computes automatically the size of the thumb based on the scrollbar's range. If case, use the fixed size for your thumb when you change its visual appearance using the Background(exVSThumb) or Background(exHSThumb) property. Use the ScrollWidth property to specify the width of the vertical scroll bar. Use the ScrollButtonWidth property to specify the width of the buttons in the horizontal scroll bar. Use the ScrollHeight property to specify the height of the horizontal scroll bar. Use the ScrollButtonHeight property to specify the height of the buttons in the vertical scroll bar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar.

property Schedule.ScrollToolTip(ScrollBar as ScrollBarEnum) as String

Specifies the tooltip being shown when the user moves the scroll box.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBarEnum expression that indicates the vertical scroll bar or the horizontal scroll bar.
String	A string expression being shown when the user clicks and moves the scrollbar's thumb.

Use the ScrollToolTip property to specify whether the control displays a tooltip when the user clicks and moves the scrollbar's thumb. By default, the ScrollToolTip property is empty. If the ScrollToolTip property is empty, the tooltip is not shown when the user clicks and moves the thumb of the scroll bar. Use the SortPartVisible property to specify the parts being visible in the control's scroll bar. Use the ScrollBars property to specify the visible scrollbars in the control.

The following VB sample displays a tooltip when the user clicks and moves the thumb in the control's scroll bar:

```
Private Sub Schedule1_OffsetChanged(ByVal Horizontal As Boolean, ByVal NewVal As
Long)
   If (Not Horizontal) Then
      Schedule1.ScrollToolTip(exVScroll) = "Record " & NewVal
   End If
End Sub
```

The following VB.NET sample displays a tooltip when the user clicks and moves the thumb in the control's scroll bar:

```
Private Sub AxSchedule1_OffsetChanged(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OffsetChangedEvent) Handles
AxSchedule1.OffsetChanged
   If (Not e.horizontal) Then
      AxSchedule1.set_ScrollToolTip(EXSCHEDULELib.ScrollBarEnum.exVScroll, "Record " &
e.newVal.ToString())
   End If
End Sub
```

The following C++ sample displays a tooltip when the user clicks and moves the thumb in the control's scroll bar:

```
void OnOffsetChangedSchedule1(BOOL Horizontal, long NewVal)
{
   if ( !Horizontal )
   {
      CString strFormat;
      strFormat.Format( _T("%i"), NewVal );
      m_schedule.SetScrollToolTip( 0, strFormat );
   }
}
```

The following C# sample displays a tooltip when the user clicks and moves the thumb in the control's scroll bar:

```
private void axSchedule1_OffsetChanged(object sender,
AxEXSCHEDULELib._IScheduleEvents_OffsetChangedEvent e)
{
   if ( !e.horizontal )
      axSchedule1.set_ScrollToolTip(EXSCHEDULELib.ScrollBarEnum.exVScroll, "Record " +
e.newVal.ToString());
}
```

The following VFP sample displays a tooltip when the user clicks and moves the thumb in the control's scroll bar:

```
*** ActiveX Control Event ***
LPARAMETERS horizontal, newval

If (1 # horizontal) Then
   thisform.Schedule1.ScrollToolTip(0) = "Record " + ltrim(str(newval))
EndIf
```

property Schedule.ScrollWidth as Long

Specifies the width of the vertical scrollbar.

Type	Description
Long	A long expression that defines the width of the vertical scroll bar.

By default, the ScrollWidth property is -1. If the ScrollWidth property is -1, the control uses the default width of the vertical scroll bar from the system. Use the ScrollWidth property to specify the width of the vertical scroll bar. Use the ScrollBars property to specify which scroll bar is visible or hidden in the control. Use the ScrollButtonWidth property to specify the width of the buttons in the horizontal scroll bar. Use the ScrollHeight property to specify the height of the horizontal scroll bar. Use the ScrollButtonHeight property to specify the height of the buttons in the vertical scroll bar. Use the ScrollPartVisible property to specify the visible parts in the control's scroll bar. Use the ScrollThumbSize property to define a fixed size for the scrollbar's thumb.

property Schedule.SelCount as Long

Indicates the number of events being selected in the schedule panel.

Type	Description
Long	A Long expression that specifies the number of selected events.

The SelCount/SelEvent property may be used to retrieve the selected events one by one (The Selected property indicates whether the event is selected or unselected). We recommend using the Selection property and the for each statement to enumerate the events in the control. *The /NET and /WPF versions of the component provide the SelEvents function that retrieves a collection of Event objects, as List<Event>.* The Selectable property of the Event indicates whether the event can be selected at runtime.

Once the user starts selecting a new event in the schedule panel, the control fires the LayoutStartChanging(exScheduleSelectionChange). Once a new event is selected, the LayoutEndChanging(exScheduleSelectionChange) event occurs. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

method Schedule.SelectAll ()

Selects all events in the control.

Type	Description

property Schedule.SelectEventColor as Color

Indicates the color to show the selected events.

Type	Description
Color	A Color expression that defines color to show the frame around the selected event, or the background color of the event's body

If the SelectEventStyle property is exNoLines (by default), the SelectEventColor / SelectEventTextColor indicates the background / foreground colors to be applied on the event's body. If the SelectEventStyle property is NOT exNoLines, the the SelectEventColor property indicates the color to show the frame around the selected events. *In other words, you can use the SelectEventStyle on exLinesSolid + exLinesThick, to display a frame arround the selected events, rather than changing the event's background/foreground colors.* The ShowSelectEvent property prevents showing the selected events in a different way (using a frame around, by changing the body's background/foreground colors).

You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

property Schedule.SelectEventStyle as LinesStyleEnum

Specifies the style to display the selected event.

Type	Description
LinesStyleEnum	A LinesStyleEnum expression that defines the borders to be shown around the selected event.

By default, the SelectEventStyle property is exNoLines. If the SelectEventStyle property is exNoLines (by default), the SelectEventColor / SelectEventTextColor indicates the background / foreground colors to be applied on the event's body. If the SelectEventStyle property is NOT exNoLines, the the SelectEventColor property indicates the color to show the frame around the selected events. *In other words, you can use the SelectEventStyle on exLinesSolid + exLinesThick, to display a frame arround the selected events, rather than changing the event's background/foreground colors.* The ShowSelectEvent property prevents showing the selected events in a different way.

You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

property Schedule.SelectEventTextColor as Color

Indicates the color to show the text for selected events.

Type	Description
Color	A Color expression that specifies the selected event's foreground color.

The SelectEventTextColor property indicates the color to show the text/label/captions for the selected events. The SelectEventTextColor property has effect only, if the SelectEventStyle property is exNoLines (by default). SelectEventTextColor property has NO effect, if the the SelectEventStyle property is different than exNoLines value. The ShowSelectEvent property prevents showing the selected events in a different way (using a frame around, by changing the body's background/foreground colors).

You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

property Schedule.Selection as Variant

Returns or sets a safe array of selected events in the schedule panel.

Type	Description
Variant	A safe array of Event objects being or to be selected.

The Selection property of control can be used to set or get the current selection (events) in the control's schedule panel. The Selection property of the Calendar object can be used to set or get the current selection (dates) in the control's calendar panel. *The /NET and /WPF versions of the component provide the SelEvents function that retrieves a collection of Event objects, as List<Event>.* The Selectable property of the Event indicates whether the event can be selected at runtime. The Selected property indicates whether the event is selected or unselected.

Once the user starts selecting a new event in the schedule panel, the control fires the LayoutStartChanging(exScheduleSelectionChange). Once a new event is selected, the LayoutEndChanging(exScheduleSelectionChange) event occurs. You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

The following sample shows how you can enumerate the selected events, once the LayoutEndChanging(exScheduleSelectionChange) event occurs.

VB

```
Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If Operation = exScheduleSelectionChange Then
      Dim d As Variant
      For Each d In Schedule1.Selection
         Debug.Print "Event: " & d.Start & " " & d.End
      Next
   End If
End Sub
```

VB/NET

```
Private Sub Exschedule1_LayoutEndChanging(ByVal sender As System.Object, ByVal
Operation As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles
Exschedule1.LayoutEndChanging
   If Operation =
```

```
exontrol.EXSCHEDULELib.LayoutChangingEnum.exScheduleSelectionChange Then
      Dim evs As List(Of exontrol.EXSCHEDULELib.Event) = Exschedule1.SelEvents
      If Not evs Is Nothing Then
         For Each d As exontrol.EXSCHEDULELib.Event In evs
            Debug.Print("Event: " & d.Start & " " & d.End)
         Next
      End If
   End If
End Sub
```

C#

```
private void exschedule1_LayoutEndChanging(object sender,
exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
   if ( Operation ==
exontrol.EXSCHEDULELib.LayoutChangingEnum.exScheduleSelectionChange  )
      {
         List<exontrol.EXSCHEDULELib.Event> evs = exschedule1.SelEvents;
         if ( evs != null )
            foreach (exontrol.EXSCHEDULELib.Event d in evs)
               System.Diagnostics.Debug.Print("Event: " + d.Start.ToString() + " " +
d.Start.ToString());
      }
}
```

VFP

```
*** ActiveX Control Event ***
LPARAMETERS operation
*  10 ' exScheduleSelectionChange
   If Operation = 10 Then
      local e as Object

      For Each e In thisform.schedule1.Selection
         LOCAL ee as Object
         ee = thisform.Schedule1.Events(e)
         WAIT WINDOW TTOC(ee.Start) + " " + TTOC(ee.End)
```

```
    ENDFOR
  EndIf
```

C++

```
void CAddEventsDlg::LayoutEndChangingSchedule1(long Operation)
{
   if ( Operation == EXSCHEDULELib::exScheduleSelectionChange )
   {
      _variant_t evs = m_spSchedule->Selection;
      if ( V_VT( &evs ) == ( VT_ARRAY | VT_VARIANT ) )
      {
         BYTE* p = NULL;
         long nCount = 0;
         if ( SUCCEEDED( SafeArrayGetUBound( V_ARRAY( &evs ), 1, &nCount ) ) )
         {
            if ( SUCCEEDED( SafeArrayAccessData( V_ARRAY( &evs ), (LPVOID*)&p ) ) )
            {
               for ( long i = 0; i < nCount + 1; i++, p += sizeof(VARIANT) )
               {
                  VARIANT* pValue = (VARIANT*)p;
                  if ( V_VT( pValue ) == VT_DISPATCH )
                  {
                     EXSCHEDULELib::IEventPtr spEvent = V_DISPATCH( pValue );
                     CString strMessage;
                     strMessage.Format( _T("Event: %f %f\r\n"), spEvent->Start, spEvent->End
);
                     OutputDebugString( strMessage );
                  }
               }
               SafeArrayUnaccessData( V_ARRAY( &evs ) );
            }
         }
      }
   }
}
```

where m_spSchedule is of EXSCHEDULELib::ISchedulePtr type.

property Schedule.SelEvent (Index as Long) as Event

Gets the event being selected giving its index in the selection.

Type	Description
Index as Long	A Long expression that defines the index of the Event to be requested
Event	The Event being requested, if the index is between 0 and SelCount - 1, or empty/nothing/NULL

The SelCount/SelEvent property may be used to retrieve the selected events one by one (The Selected property indicates whether the event is selected or unselected). We recommend using the Selection property and the for each statement to enumerate the events in the control. *The /NET and /WPF versions of the component provide the SelEvents function that retrieves a collection of Event objects, as List<Event>.* The EventFromPoint property gets the event from the cursor. The Selectable property of the Event indicates whether the event can be selected at runtime.

You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value. Once the user starts selecting a new event in the schedule panel, the control fires the LayoutStartChanging(exScheduleSelectionChange). Once a new event is selected, the LayoutEndChanging(exScheduleSelectionChange) event occurs.

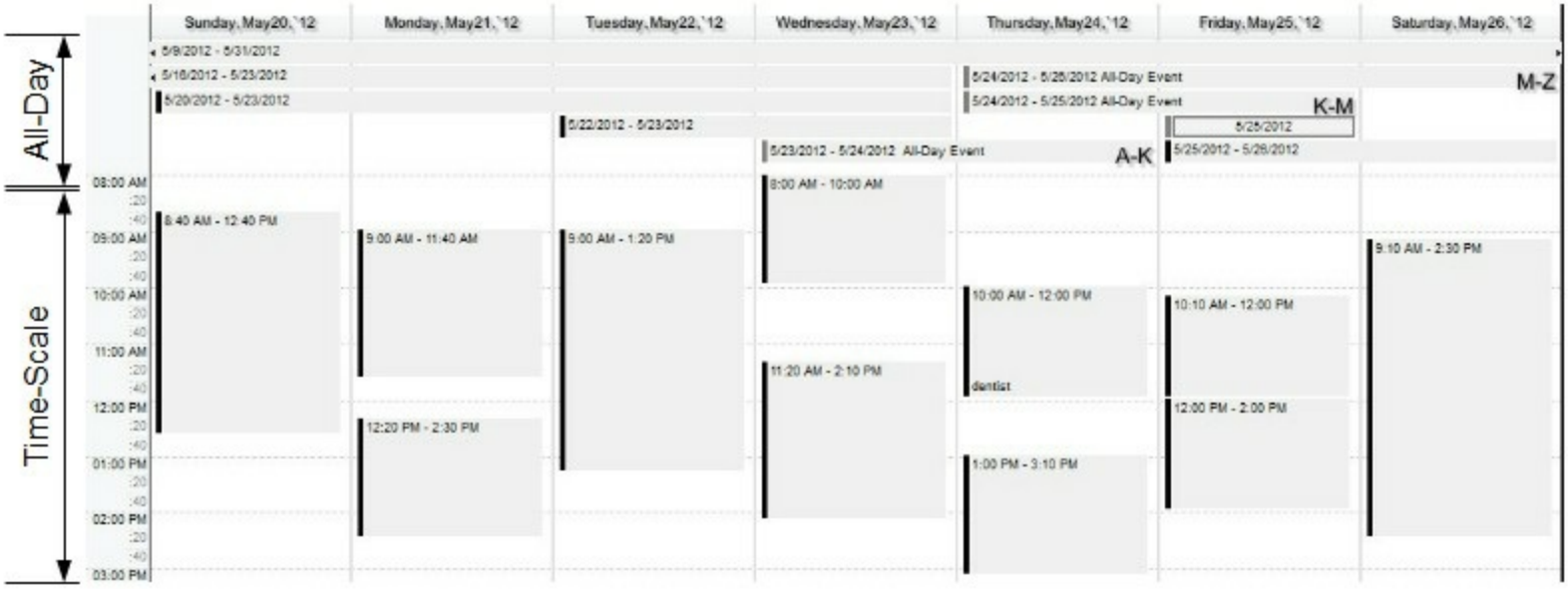
property Schedule.ShowAllDayHeader as Boolean

Specifies whether the control shows or hides the header for All-Day events.

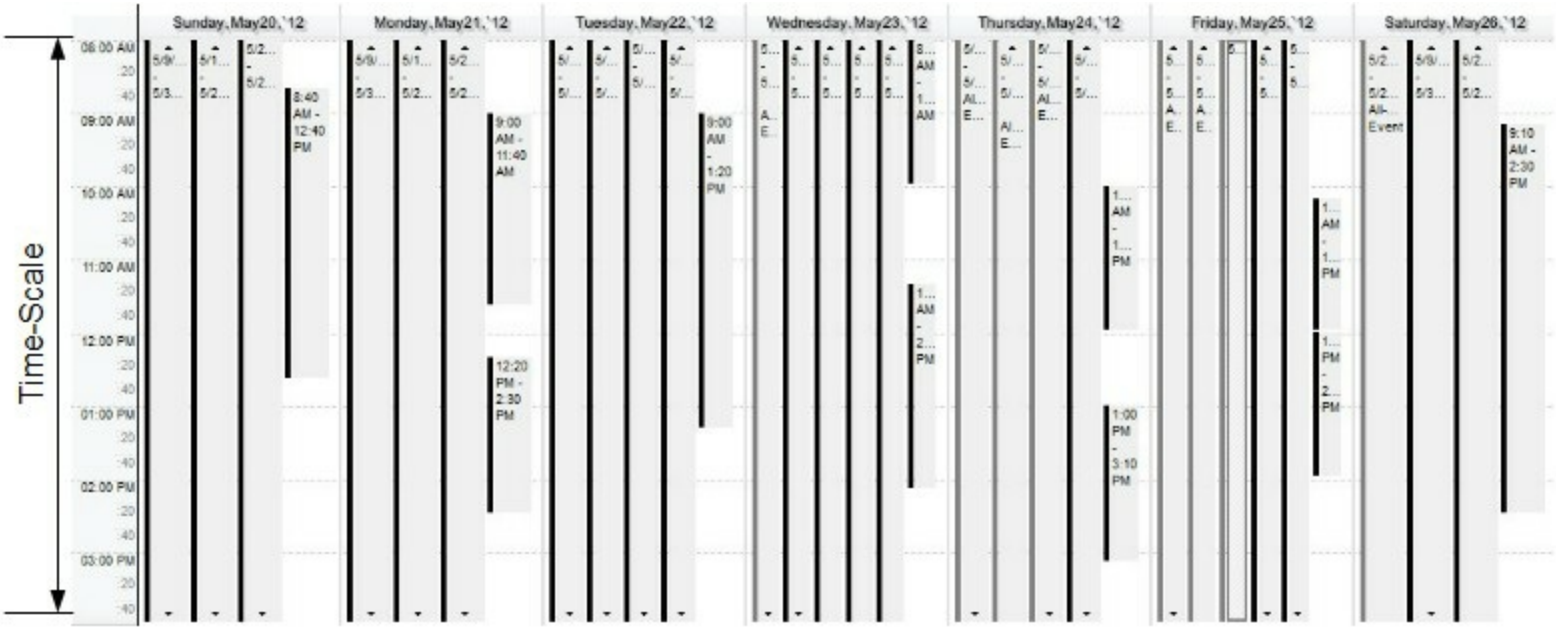
Type	Description
Boolean	A Boolean expression that specifies whether the control's All-Day header is displayed or hidden.

By default, the ShowAllDayHeader property is False. Use the ShowAllDayHeader property to show the All-Day header, so all All-Day events are displayed on this header instead in the time scale section of the schedule view. The AllDayEvent property indicates whether the event is an All-Day event. Clicking the All-Day header makes the control to add a new All-Day event when user drops the mouse to a new position. The AllowUpdateAllDayFlag property specifies whether the event's AllDayEvent property is changed when the user drags an event from All-Day header to Time-Scale or reverse. The AllowUpdateAllDayFlag property on False indicates that the user can not drag an All-Day event to Time-Scale and reverse. The HeaderAllDayEventHeight property specifies the height of the events to be displayed in the All-Day header. The AllowAllDayEventScroll property gets or sets a value that specifies whether the all-day event header supports scrolling.

The following screen shot shows the All-Day events on the All-Day header (ShowAllDayHeader property is True):



The following screen shot shows the All-Day events on the All-Day header (ShowAllDayHeader property is False):


Time-Scale
Sunday, May20, `12
Monday, May21, `12
Tuesday, May22, `12
Wednesday, May23, `12
Thursday, May24, `12
Friday, May25, `12
Saturday, May26, `12
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
8:40 AM - 12:40 PM
9:00 AM - 11:40 AM
12:20 PM - 2:30 PM
9:00 AM - 1:20 PM
1:00 PM - 3:10 PM
9:10 AM - 2:30 PM

property Schedule.ShowEventLabels as Boolean

Indicates whether the Label or ExtraLabel of the events are being shown or hidden.

Type	Description
Boolean	A boolean expression that specifies whether the labels of the events are shown or hidden.

By default, the ShowEventLabels property is True. The ShowEventLabels property specifies whether the labels are shown on the event's body. The ShortLabel, LongLabel or ExtraLabel property indicates labels that could be displayed on any event. The ShowEvents property specifies what events the control should show. The ShowEventPictures property specifies whether the labels are shown on the event's body. The EventsTransparent property indicates the transparency to show the events on the schedule view.

property Schedule.ShowEventPictures as Boolean

Indicates whether the Pictures or ExtraPictures of the events are being shown or hidden.

Type	Description
Boolean	A boolean expression that specifies whether the pictures of the events are shown or hidden.

By default, the ShowEventPictures property is True. The ShowEventPictures property specifies whether the labels are shown on the event's body. The ShowEventLabels property specifies whether the labels are shown on the event's body. The Pictures, or ExtraPictures property indicates pictures to be shown on the event's body. The ShowEvents property specifies what events the control should show. The EventsTransparent property indicates the transparency to show the events on the schedule view. The Clear method of the ExPictures collection clears the control's pictures collection.

property Schedule.ShowEvents as ShowEventsEnum

Indicates the type of the events which schedule displays.

Type	Description
ShowEventsEnum	A ShowEventsEnum expression indicates the type of events the control shows.

By default, the ShowEvents property is exShowAllEvents. The ShowEvents property specifies what events the control should show. You can use the ShowEvents property to show only the regular events, repetitive events, or all events. The ShowEventLabels property specifies whether the labels are shown on the event's body. The ShowEventPictures property specifies whether the labels are shown on the event's body. The EventsTransparent property indicates the transparency to show the events on the schedule view.

For instance, the ShowEvents on 0 (zero), indicates no events are shown on the control. the ShowEvents on 2 (two), indicates that the schedule view displays the repetitive events only.

property Schedule.ShowGroupingEvents as Boolean

Specifies whether the schedule view shows grouped events.

Type	Description
Boolean	A Boolean expression that specifies whether the control displays events based on the owner groups.

By default, the ShowGroupingEvents property is False. The ShowGroupingEvents property indicates whether the control displays events grouped by its GroupID property. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Add method of the Groups collection to add new groups to the control.

The grouping button is displayed if:

- DisplayGroupingButton property is True
- ShowGroupingEvents property is True

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

The following Background properties change the visual appearance of the drop down grouping panel:

- Background(exGroupingBackColor) / Background(exGroupingForeColor) changes the background and the foreground color of the panel.
- Background(exGroupingSelBackColor) / Background(exGroupingSelForeColor) changes the background and the foreground color of the selection in the panel.
- Background(exCheckBoxState0), Background(exCheckBoxState1), Background(exCheckBoxState2) changes the visual appearance for the control's check

boxes.

- Background(exRadioButtonState0), Background(exRadioButtonState1), changes the visual appearance for the control's radio buttons.

The Description(exGroupBarAll) property changes the "(All)" predefined string, being displayed on the top of the drop down grouping/filtering panel.

The following screen shot shows the drop down panel, if the SingleGroupingView property is False (by default):

The following screen shot shows the drop down panel, if the SingleGroupingView property is True:

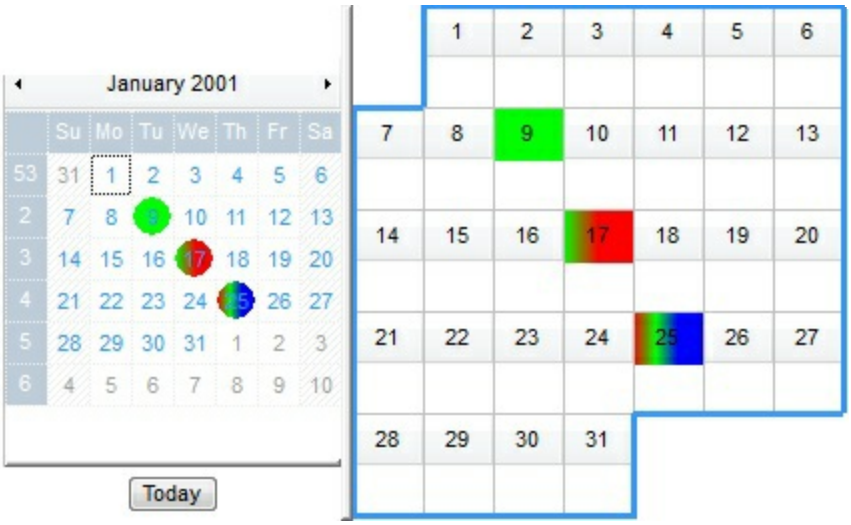
property Schedule.ShowHighlightDate as ShowHighlightDateEnum

Returns or sets a value that indicates whether the control shows the highlighted dates.

Type	Description
ShowHighlightDateEnum	A ShowHighlightDateEnum expression that specifies the way the control shows highlighted dates.

By default, the ShowHighlightDate property is exShowHighlightDate, which means that the date is highlighted in the calendar and schedule panels. The ShowHighlightDate property can highlight the date in the calendar panel and the header of the date in the schedule panel. Use the ShowHighlightDate property to specify whether the highlighted dates are shown on calendar or/and schedule panels. The HighlightDate property highlights/un-highlights the specified date with the giving color(s). The HighlightEvent property highlights dates in the calendar panel, when it contains events. The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

The following screen shot shows a few dates highlighted with different colors:



property Schedule.ShowHighlightEvent as Boolean

Returns or sets a value that indicates whether the schedule panel highlights days that contain events.

Type	Description
Boolean	A Boolean expression that specifies whether the schedule panel highlights the dates with events or appointments

Use the ShowHighlightEvent property of the Calendar object, to customize the dates with events, in the calendar panel.

By default, the ShowHighlightEvent property is true, which indicates that the dates with events or appointments appear as bold in the schedule panel. You can use the ShowHighlightEvent property to prevent highlighting the the dates with events or appointments. You can use the HighlightEvent object to highlight the dates with events or appointments in the calendar panel. The GroupHighlightEvent property specifies if events are highlighted using the HighlightEvent property (False), or using the CalendarHighlightEvent property of the Group that event belongs to (True). The ScheduleHighlightEvent property specifies the visual appearance of dates with events in the schedule panel.

Using the Highlight object a date with events can combine one or more of the following options:

- **bold**, Bold property renders as bold text
- *italic*, Italic property renders as italic text
- underline, Underline property underlines the text
- ~~strikeout~~, StrikeOut property shows the text with a horizontal line through its center
- change the font size, FontSize property indicates the size of the font to display the text
- change the **font**, using the Font property
- change the text's foreground color, using the ForeColor property
- change the text's background color, using the BackColor property
- shows a pattern using the Pattern property

property Schedule.ShowImageList as Boolean

Specifies whether the control's image list window is visible or hidden.

Type	Description
Boolean	A boolean expression that specifies whether the control's image list window is visible or hidden.

The property is available for /COM version only, and only at design mode. By default, the ShowImageList property is False. Use the ShowImageList property to show the control's images list window. The control's images list window is visible only at design time. Use the Images method to associate an images list control to the control. Use the ReplaceIcon method to add, remove or clear icons in the control's images collection, at runtime.

property Schedule.ShowMarkTime as Boolean

Indicates whether the schedule shows the mark times.

Type	Description
Boolean	A Boolean expression that specifies whether the control shows or hides the timers.

By default, The ShowMarkTime property is True, which indicates that all added timers are visible. The ShowMarkTime property indicates whether the schedule view displays timers. The AllowMoveMarkTime property indicates the keys to allow user to move timers (with the Movable property on True). The MarkTimeFromPoint property indicates the timer from the cursor. The MarkTimes property gets a collection of MarkTime objects, also called timers. The MarkTime object indicates a line in the schedule view, at a specified time. The Add method of MarkTimes collection adds a new timer to the schedule view. The MarkTimes collection is accessible through the MarkTimes property of the control.

The MarkTime object, also called **timer**, can be used to:

- show a line of different styles on the schedule view, at specified time
- show a HTML label at specified time
- highlights the events that intersect with the timer

property Schedule.ShowMarkZone as ShowMarkZoneEnum

Indicates how the schedule panel shows the mark zones.

Type	Description
ShowMarkZoneEnum	A ShowMarkZoneEnum expression that specifies how the time-zones are shown on the control.

The ShowMarkZone property shows or hides the added time-zones. Using the ShowMarkZone property the mark zones can be shown:

- hidden, exHideMarkZones
- on the back of the other elements as events, and so on, exShowMarkZonesBack
- on the front of the other elements as events, and so on, exShowMarkZonesFront (by default)
- using a semi-transparent color, exShowMarkZonesSemi (by default)

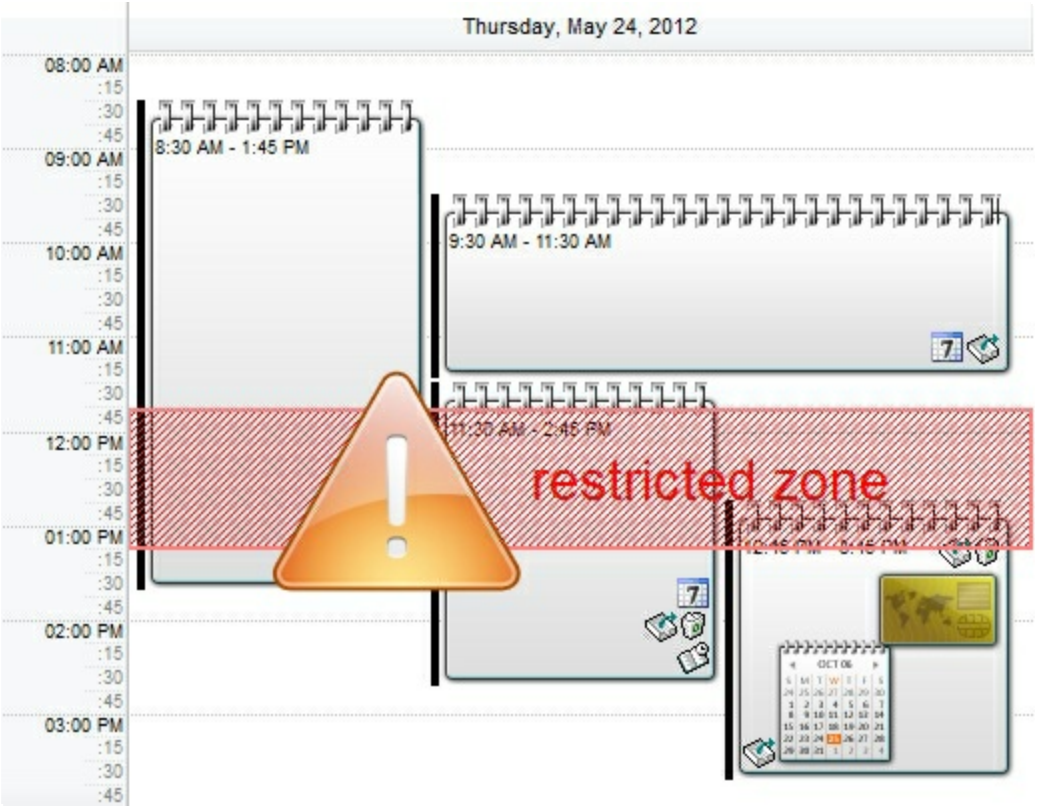
The MarkZones property gets the MarkZones collection. The MarkZones collection holds a set of MarkZone objects (also called time-zone). A MarkZone object holds information about a time-zone. A time-zone is identified by a Start/End date time, what can be highlighted in the schedule view. Use the Add method of the MarkZones collection to add a new time-zone to the control. The MarkZoneFromPoint property indicates the time-zone from the cursor.

The MarkZone object can:

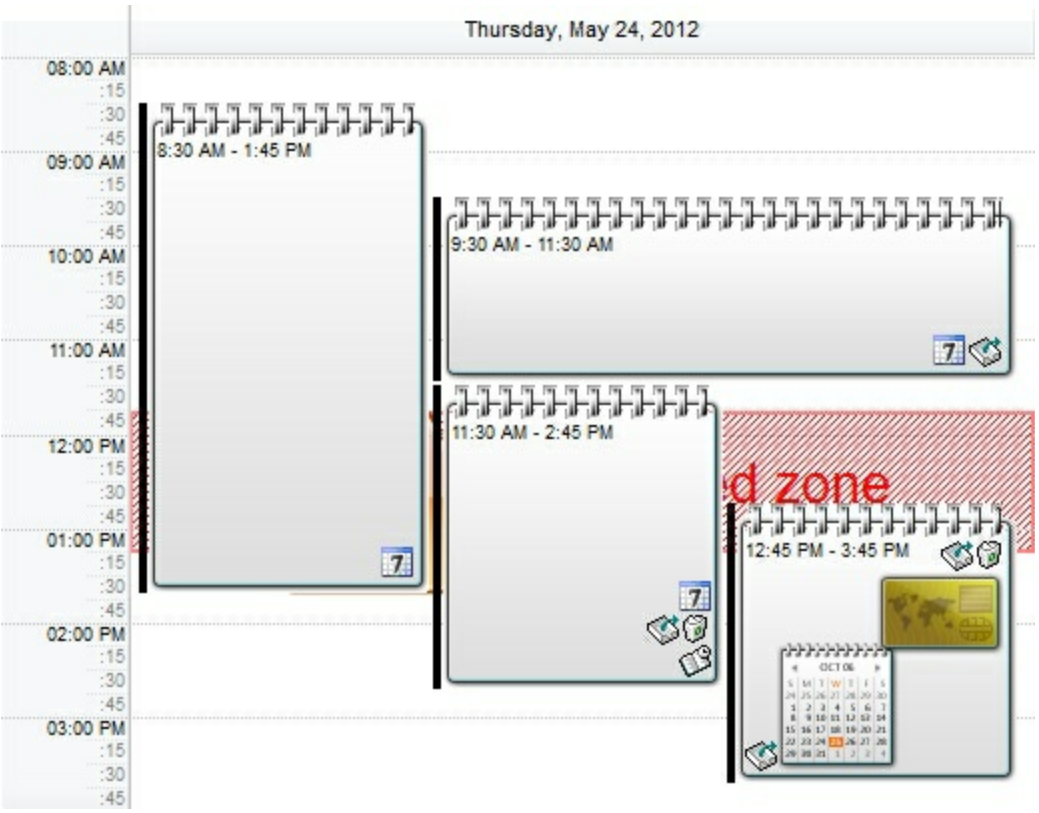
- show a HTML/Image caption on a specified time-zone
- highlight a time-zone with a different background, pattern and so on, to indicate a restricted zone for instance.

A time-zone (MarkZone object) requires the Start/End to define the zone, while a timer (MarkTime object) requires a Time, that indicates where the timer is shown.

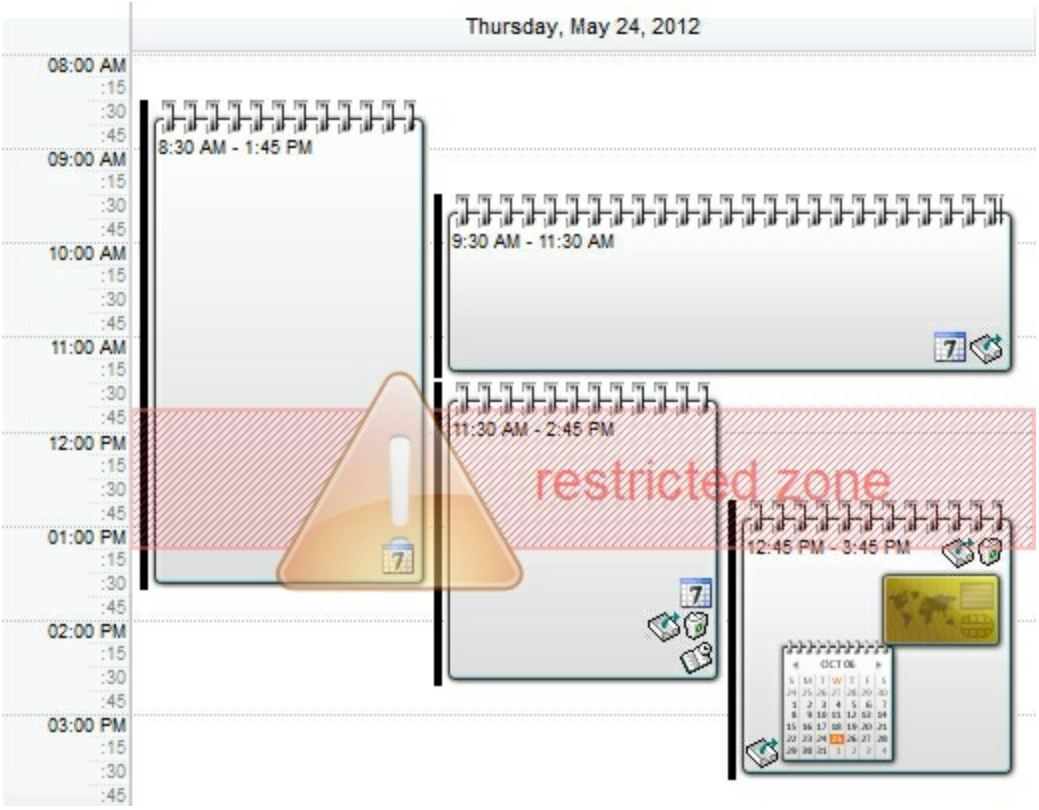
The following screen shot shows the time-zones on the front, exShowMarkZonesFront (by default):



The following screen shot shows the time-zones on the back, exShowMarkZonesBack:



The following screen shot shows the time-zones using a semi-transparent color, exShowMarkZonesSemi:


Thursday, May 24, 2012
08:00 AM
:15
:30
:45
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
8:30 AM - 1:45 PM
9:30 AM - 11:30 AM
11:30 AM - 2:45 PM
12:45 PM - 3:45 PM
restricted zone

property Schedule.ShowNonworkingTime as ShowNonworkingTimeEnum

Returns or sets a value that indicates whether the schedule panel displays nonworking time.

Type	Description
ShowNonworkingTimeEnum	A ShowNonworkingTimeEnum expression that defines how the non-working time-zones are displayed.

By default, the ShowNonworkingTime property is exShowNonworkingTimeFront. The ShowNonworkingTime property shows or hides the defined non-working intervals. The Add method of the NonworkingTimes objects adds a new non-working time interval. The NonworkingTimes collection is accessible through the NonworkingTimes property of the control. The Expression property indicates the expression that defines the dates to include the specified non-working interval. The IsValid property indicates whether the non-working expression is valid, and so, if it is visible or hidden. The StartTime/EndTime property defines the time to start/end the non-working time-zone. The NonworkingTimeFromPoint property gets the non-working object from the cursor.

The NonworkingTimes object holds a collection of NonworkingTime objects. The NonworkingTime object indicates a time interval to be shown as non-working. Each NonworkingTime object can associate a NonworkingPattern object that specifies the colors and the pattern to show the non-working zone. The NonworkingPatterns collection is accessible through the NonworkingPatterns property of the control. The NonworkingDays property of the calendar defines the days to be non-working in the calendar.

The NonworkingTime's advantages are:

- highlight the interval of time as non-working with a different patterns, colors.
- any/all day can display different intervals of time as non-working
- you can specify the non-working interval using an expression, that defines the days where the non-working interval is shown.

property Schedule.ShowSelectEvent as Boolean

Specifies whether the selected events are highlighted.

Type	Description
Boolean	A boolean expression that specifies whether the selected events are shown in a in a different way,

By default, the ShowSelectEvent property is True. The ShowSelectEvent property prevents showing the selected events in a different way (using a frame around, by changing the body's background/foreground colors). If the SelectEventStyle property is exNoLines (by default), the SelectEventColor / SelectEventTextColor indicates the background / foreground colors to be applied on the event's body. If the SelectEventStyle property is NOT exNoLines, the the SelectEventColor property indicates the color to show the frame around the selected events. *In other words, you can use the SelectEventStyle on exLinesSolid + exLinesThick, to display a frame arround the selected events, rather than changing the event's background/foreground colors.*

You can use the AllowSelectEvent property to change the key to allow the user select new events or you can prevent selecting any event using exDisallow value.

property Schedule.ShowStatusEvent as Boolean

Gets or sets a value that specifies whether the event's status is visible or hidden.

Type	Description
Boolean	A Boolean expression that specifies whether the status part of the event is shown or hidden.

By default, the ShowStatusEvent property is True, which means that the control shows the status part of the event. The ShowStatusEvent property shows or hides the status part for all events. The ShowStatus property shows or hides the status part of giving event. Use the ClearShowStatus method to allow the ShowStatusEvent property to display the event's status, rather than ShowStatus property. The StatusEventColor property indicates the color to show the status part of the events. The StatusEventSize property specify the size in pixels of the event's status.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

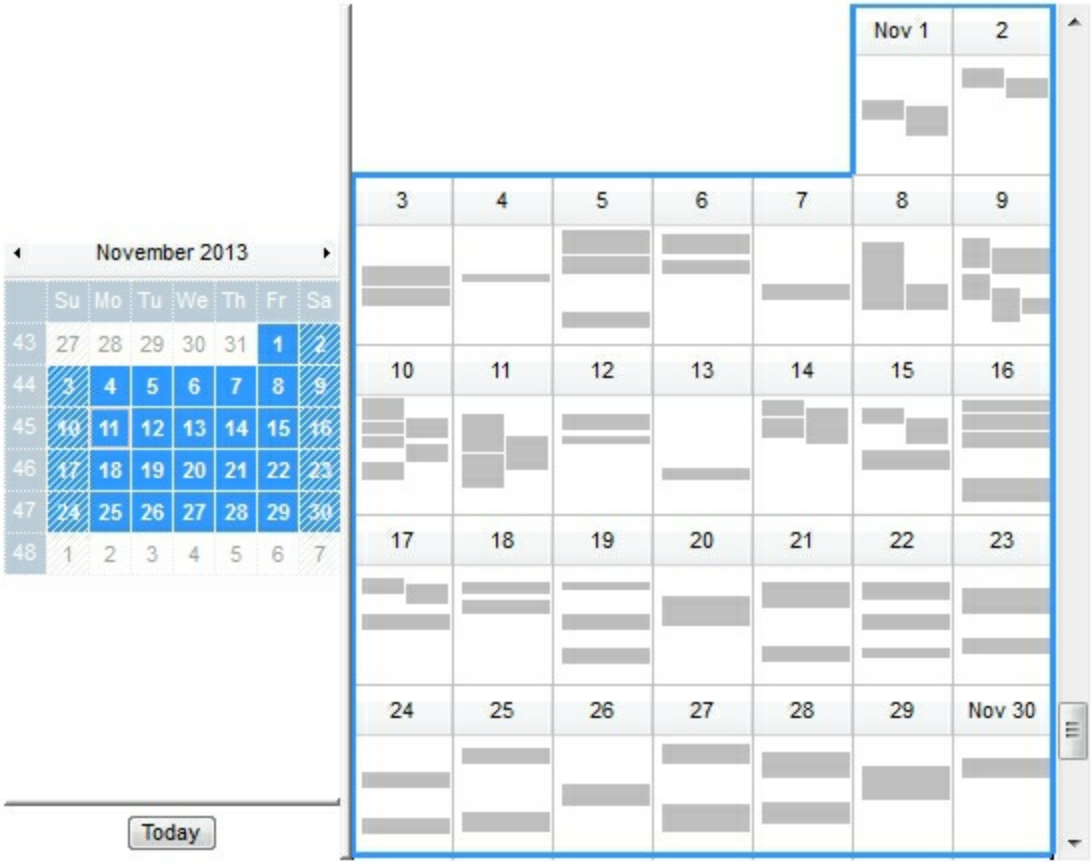
property Schedule.ShowTimeScale as Boolean

Specifies whether the control's time scale is shown on the schedule panel.

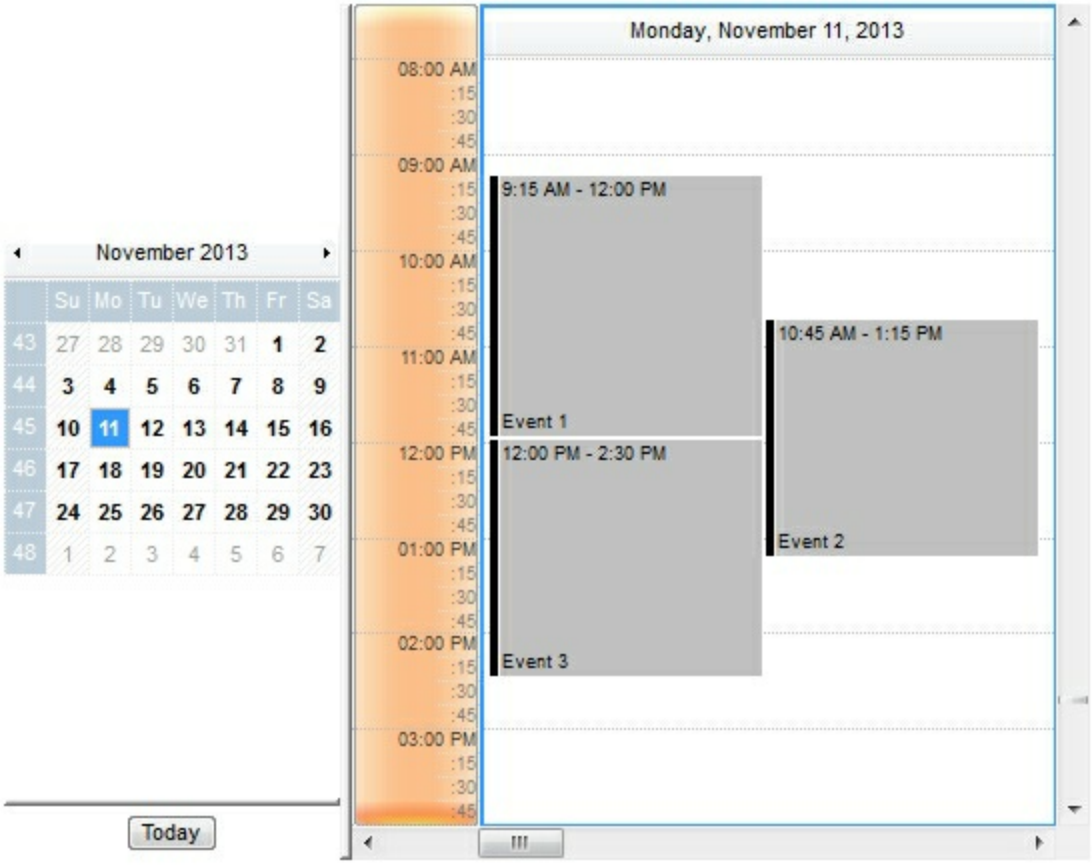
Type	Description
Boolean	A boolean expression that indicates whether the control display the time-scale.

The control displays time scale if it fits on the control's client area. The control decides when it can display the time-scale depending on how large is the schedule view. The Visible property of the TimeScale object indicates whether the control displays or hides the time-scale.

The following screen shot shows the control with no time-scale (ShowTimeScale property is False):



The following screen shot shows the control with the default time-scale (ShowTimeScale property is True):


November 2013
Su Mo Tu We Th Fr Sa
43 27 28 29 30 31 1 2
44 3 4 5 6 7 8 9
45 10 11 12 13 14 15 16
46 17 18 19 20 21 22 23
47 24 25 26 27 28 29 30
48 1 2 3 4 5 6 7
Today
Monday, November 11, 2013
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
9:15 AM - 12:00 PM
Event 1
10:45 AM - 1:15 PM
Event 2
12:00 PM - 2:30 PM
Event 3

method Schedule.ShowToolTip (ToolTip as String, [Title as Variant], [Alignment as Variant], [X as Variant], [Y as Variant])

Shows the specified tooltip at given position.

Type	Description
ToolTip as String	The ToolTip parameter can be any of the following: • NULL(BSTR) or "<null>"(string) to indicate that the tooltip for the object being hovered is not changed • A String expression that indicates the description of the tooltip, that supports built-in HTML format (adds, replaces or changes the object's tooltip)
Title as Variant	The Title parameter can be any of the following: • missing (VT_EMPTY, VT_ERROR type) or "<null>" (string) the title for the object being hovered is not changed. • A String expression that indicates the title of the tooltip (no built-in HTML format) (adds, replaces or changes the object's title)
Alignment as Variant	A long expression that indicates the alignment of the tooltip relative to the position of the cursor. If missing (VT_EMPTY, VT_ERROR) the alignment of the tooltip for the object being hovered is not changed. The Alignment parameter can be one of the following: • 0 - exTopLeft • 1 - exTopRight • 2 - exBottomLeft • 3 - exBottomRight • 0x10 - exCenter • 0x11 - exCenterLeft • 0x12 - exCenterRight • 0x13 - exCenterTop • 0x14 - exCenterBottom By default, the tooltip is aligned relative to the top-left corner (0 - exTopLeft).

X as Variant	Specifies the horizontal position to display the tooltip as one of the following: • missing (VT_EMPTY, VT_ERROR type), indicates that the tooltip is shown on its default position / current cursor position (ignored) • -1, indicates the current horizontal position of the cursor (current x-position) • a numeric expression that indicates the horizontal screen position to show the tooltip (fixed screen x-position) • a string expression that indicates the horizontal displacement relative to default position to show the tooltip (moved)
Y as Variant	Specifies the vertical position to display the tooltip as one of the following: • missing (VT_EMPTY, VT_ERROR type), indicates that the tooltip is shown on its default position / current cursor position (ignored) • -1, indicates the current vertical position of the cursor (current y-position) • a numeric expression that indicates the vertical screen position to show the tooltip (fixed screen y-position) • a string expression that indicates the vertical displacement relative to default position to show the tooltip (displacement)

Use the ShowToolTip method to display a custom tooltip at specified position or to update the object's tooltip, title or position. You can call the ShowToolTip method during the MouseMove event. Use the ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. The ToolTipDelay property specifies the time in ms that passes before the ToolTip appears. Use the ToolTipWidth property to specify the width of the tooltip window. Use the ToolTipFont property to change the tooltip's font. Use the Background(exToolTipAppearance) property indicates the visual appearance of the borders of the tooltips. Use the Background(exToolTipBackColor) property indicates the tooltip's background color. Use the Background(exToolTipForeColor) property indicates the tooltip's foreground color.

For instance:

- ShowToolTip(`<null>`,`<null>`,,`+8`,`+8`), shows the tooltip of the object moved relative

to its default position

- ShowToolTip(`<null>`,`new title`), adds, changes or replaces the title of the object's tooltip
- ShowToolTip(`new content`), adds, changes or replaces the object's tooltip
- ShowToolTip(`new content`,`new title`), shows the tooltip and title at current position
- ShowToolTip(`new content`,`new title`,,`+8`,`+8`), shows the tooltip and title moved relative to the current position
- ShowToolTip(`new content`,``,,128,128), displays the tooltip at a fixed position
- ShowToolTip(``,``), hides the tooltip

The ToolTip parameter supports the built-in HTML format like follows:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

  Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold

- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

  gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

  outline anti-aliasing

property Schedule.ShowViewCompact as ShowViewCompactEnum

Indicates whether the schedule view is compact, so the first day of the month starts right after the last day of the previously month, or start to a new row.

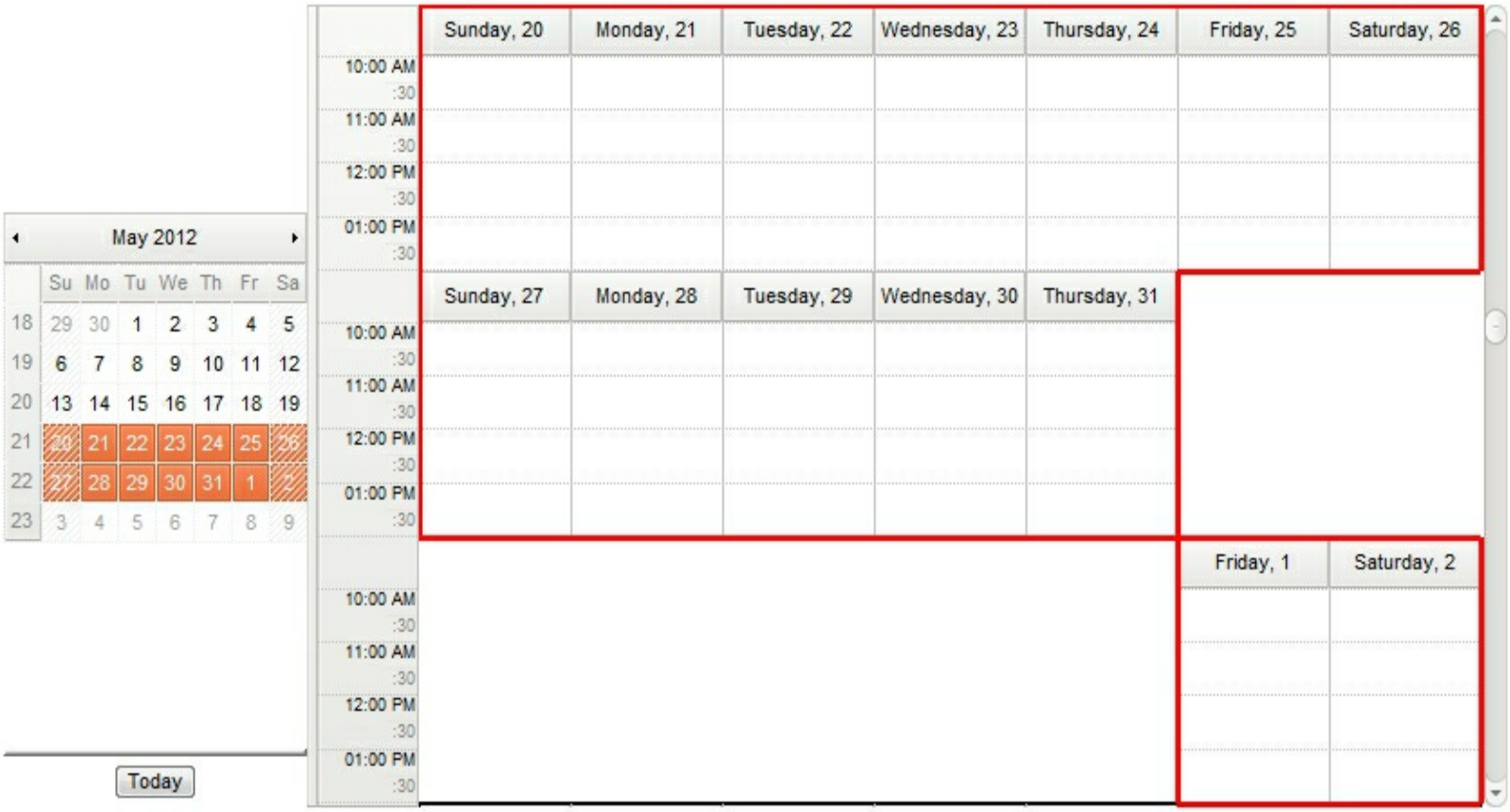
Type	Description
ShowViewCompactEnum	A ShowViewCompactEnum expression that specifies whether the schedule view is shown compact.

By default, the ShowViewCompact property is exViewCalendar(0). The ShowViewCompact property specifies the way the control shows/layouts the dates in the schedule view.

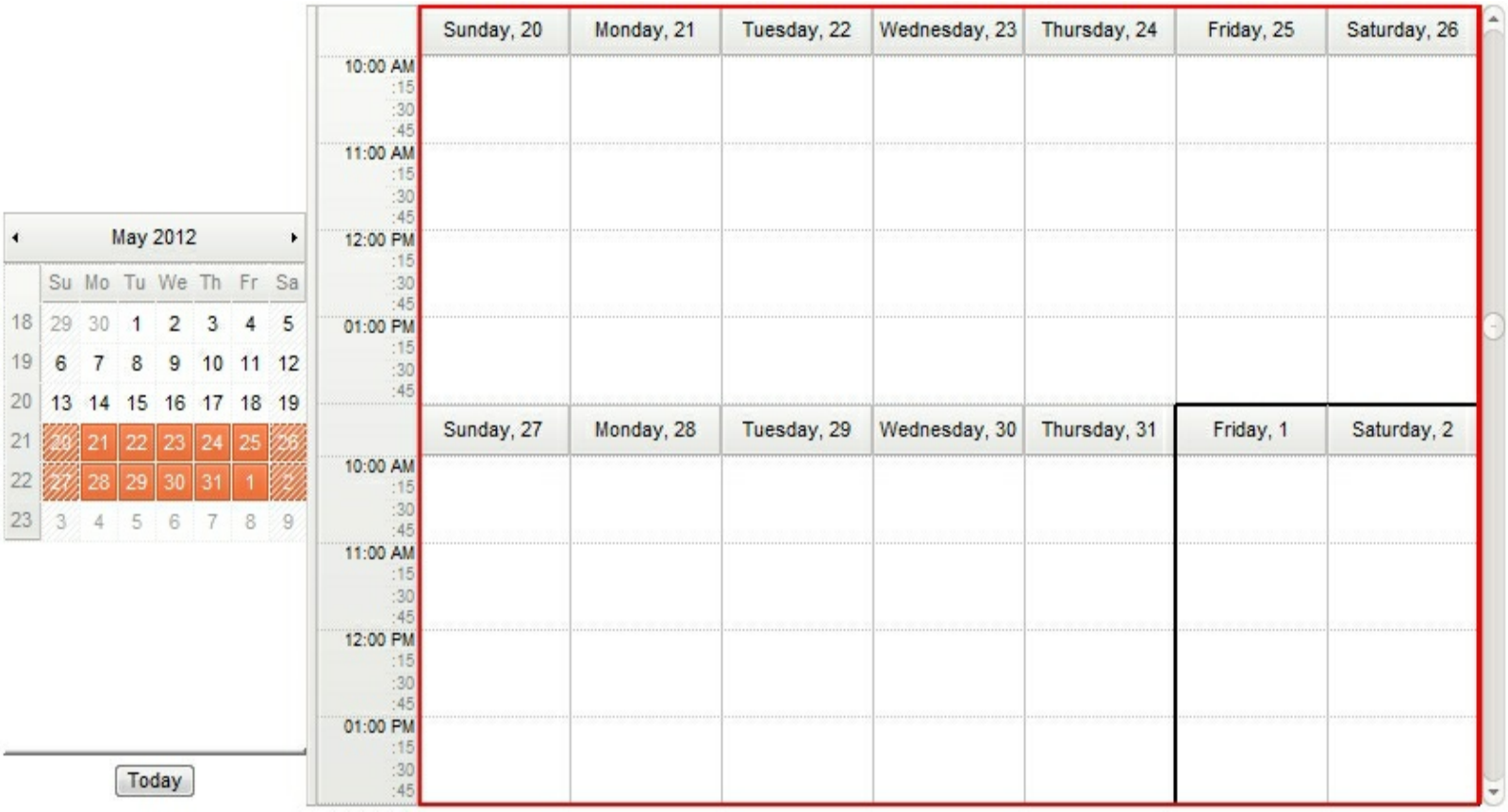
The ShowViewCompact property can arrange the dates, in the schedule view:

- **exViewCalendar** (0), as they are shown in the calendar panel
- **exViewCalendarCompact** (-1), as they are shown in the calendar panel, excepts that the first day of the month starts right after the last day of the previously month, or start to a new row. This option is valid, ONLY, if the calendar panel displays 1 x 12 month. In other words, the Calendar.MinMonthX and MaxMonthX properties must be set on 1 (by default).
- **exViewSingleRow** (1), in a single row only, so the view displays days one after other, no matter of what dates are selected in the calendar panel.

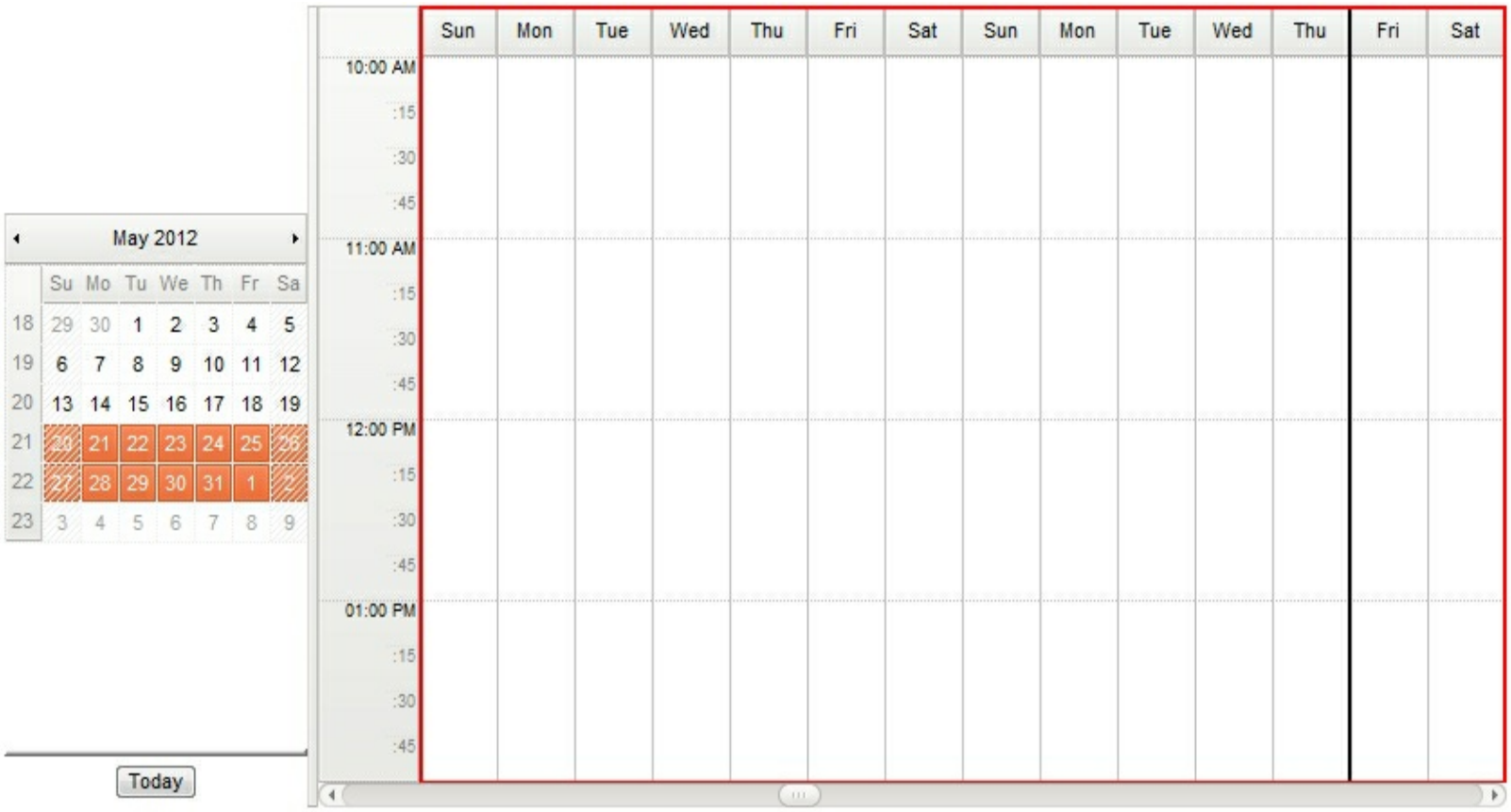
The following screen shot shows the schedule view, for ShowViewCompact property on **exViewCalendar**:



The following screen shot shows the schedule view, for ShowViewCompact property on **exViewCalendarCompact**:



The following screen shot shows the schedule view, for ShowViewCompact property on **exViewSingleRow**:



property Schedule.SingleGroupingView as Boolean

Indicates whether the schedule shows single or multiple groups of events at once.

Type	Description
Boolean	A Boolean expression that specifies whether the drop down grouping list displays radio buttons rather than check boxes.

By default, the SingleGroupingView property is False. The SingleGroupingView property specifies whether the drop down panel shows radio buttons, instead check boxes, so the user can see all groups or only one group at the time. The DisplayGroupingButton property indicates whether the header of the date displays the grouping button. The list of available groups is displayed on a drop down panel, once the user clicks the grouping/filtering button. The drop down list shows the Title for each group found. The ShowGroupingEvents property indicates whether the control displays events grouped by its GroupID property. The ApplyGroupingColors property specifies whether the control uses the Group's EventBackColor / EventForeColor / EventPattern properties to show the events in the groups. The GroupID property specifies the identifier of the group where the event belongs. If the control displays groups the GroupID property of the newly created event is automatically updated with the group where the event has been created. The AllowMoveEventToOtherGroup property specifies whether the user can move an event from a group to another at runtime. Use the Add method of the Groups collection to add new groups to the control.

The grouping button is displayed if:

- DisplayGroupingButton property is True
- ShowGroupingEvents property is True

The control displays groups if:

- ShowGroupingEvents property is True
- The Groups collection has elements. By default, the Groups collection contains no Group objects.

The following Background properties change the visual appearance of the drop down grouping panel:

- Background(exGroupingBackColor) / Background(exGroupingForeColor) changes the background and the foreground color of the panel.
- Background(exGroupingSelBackColor) / Background(exGroupingSelForeColor) changes the background and the foreground color of the selection in the panel.
- Background(exCheckBoxState0), Background(exCheckBoxState1),

Background(exCheckBoxState2) changes the visual appearance for the control's check boxes.

- Background(exRadioButtonState0), Background(exRadioButtonState1), changes the visual appearance for the control's radio buttons.

The following screen shot shows the drop down panel, if the SingleGroupingView property is False (by default):

The following screen shot shows the drop down panel, if the SingleGroupingView property is True:

method Schedule.StartBlockUndoRedo ()

Starts recording the UI operations as a block of undo/redo operations.

Type	Description

You can use the StartBlockUndoRedo / EndBlockUndoRedo methods to group multiple Undo/Redo operations into a single-block. The GroupUndoRedoActions groups the next to current Undo/Redo Actions in a single block. A block may hold multiple Undo/Redo actions. The AllowUndoRedo property enables or disables the Undo/Redo feature. Use the GroupUndoRedoActions method to group two or more entries in the Undo/Redo queue in a single block, so when a next Undo/Redo operation is performed, multiple actions may occur. For instance, moving several calendar-events in the same time (multiple calendar-events selection) is already recorded as a single block. Use the UndoRedoQueueLength property to specify the number of entries that Undo/Redo queue may store.

A block starts with StartBlock and ends with EndBlock when listed by UndoListAction/RedoListAction property as in the following sample:

```
StartBlock
MoveEvent;B
MoveEvent;A
EndBlock
```

property Schedule.StatusEventColor as Color

Indicates the default visual appearance for the event's status.

Type	Description
Color	A Color expression that specifies the visual appearance of the status part of the events. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

By default, the StatusEventColor property is 0. The StatusEventColor property indicates the color to show the status part of the events. By default, the StatusEventColor property specifies the color to show the status part of the event. The StatusColor property indicates the color to show the status part of a specified event. The StatusEventSize property specify the size in pixels of the event's status.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

property Schedule.StatusEventSize as Long

Indicates the size of the event's status.

Type	Description
Long	A Long expression that defines the width of the status part of the event.

By default, the StatusEventSize property is 4 pixels wide. The StatusEventSize property specify the size in pixels of the event's status. The ShowStatusEvent property shows or hides the status part for all events. The ShowStatus property shows or hides the status part of giving event. Use the ClearShowStatus method to allow the ShowStatusEvent property to display the event's status, rather than ShowStatus property. The StatusEventColor property indicates the color to show the status part of the events.

You can:

- show the status part for all events (ShowStatusEvent on True), and use the ShowStatus (ShowStatus on False) property to hide the status part for specified events only.
- hide the status part for all events (ShowStatusEvent on False), and use the ShowStatus (ShowStatus on True) property to show the status part for specified events only.

method Schedule.Synchronize ([Records as Variant])

Synchronizes the control' events with the records, while the control is bounded to a recordset, using the DataSource property.

Type	Description
Records as Variant	A VARIANT expression that specifies an empty expression or a safe array of bookmarks to be synchronized. If missing or empty, the entire control/recordset is synchronized

The Syncronize method updates the giving records from the control and back. For instance, the DAO provides no notification when a new record is added, so if you add new records by code, and want to have them added to the control, you need to use the Syncronize method. The Syncronize method has no effect if no DataSource property is used. In other words, the Syncronize method ensures that each record has associated an event, and each event has associated a record.

The following sample shows how you can syncronize the control events and the table once all records of the tabel has been deleted (MS Access, or DAO)

```
CurrentProject.Connection.Execute "DELETE FROM Events"
Schedule1.Synchronize
```

Because DAO does not provide sync events you can use the Syncronize method to update the events of the control, once you update externally the table.

property Schedule.Template as String

Specifies the control's template.

Type	Description
String	A string expression that indicates the control's template.

The control's template uses the X-Script language to initialize the control's content. Use the Template property page of the control to update the control's Template property. Use the Template property to execute code by passing instructions as a string (template string). Use the ExecuteTemplate property to execute a template script and gets the result.

Most of our UI components provide a Template page that's accessible in design mode. No matter what programming language you are using, you can have a quick view of the component's features using the WYSWYG Template editor.

- Place the control to your form or dialog.
- Locate the Properties item, in the control's context menu, in design mode. If your environment doesn't provide a Properties item in the control's context menu, please try to locate in the Properties browser.
- Click it, and locate the Template page.
- Click the Help button. In the left side, you will see the component, in the right side, you will see a x-script code that calls methods and properties of the control.

The control's Template page helps user to initialize the control's look and feel in design mode, using the x-script language that's easy and powerful. The Template page displays the control on the left side of the page. On the right side of the Template page, a simple editor is displayed where user writes the initialization code. The control's look and feel is automatically updated as soon as the user types new instructions. The Template script is saved to the container persistence (when Apply button is pressed), and it is executed when the control is initialized at runtime. Any component that provides a WYSWYG Template page, provides a Template property. The Template property executes code from a string (template string).

The Template or x-script is composed by lines of instructions. Instructions are separated by "\n\r" (newline characters) or ";" character. The ; character may be available only for newer versions of the components.

An x-script instruction/line can be one of the following:

- **Dim** list of variables *Declares the variables. Multiple variables are separated by commas. (Sample: Dim h, h1, h2)*
- variable **=** property(list of arguments) *Assigns the result of the property to a variable. The "variable" is the name of a declared variable. The "property" is the property name*

of the object in the context. The "list or arguments" may include variables or values separated by commas. (Sample: h = InsertItem(0,"New Child"))

- property**(** list of arguments **)** = value *Changes the property. The value can be a variable, a string, a number, a boolean value or a RGB value.*
- method**(** list of arguments **)** *Invokes the method. The "list or arguments" may include variables or values separated by commas.*
- **{** *Beginning the object's context. The properties or methods called between { and } are related to the last object returned by the property prior to { declaration.*
- **}** *Ending the object's context*
- object**.** property(list of arguments)**.**property(list of arguments)…. *The .(dot) character splits the object from its property. For instance, the Columns.Add("Column1").HeaderBackColor = RGB(255,0,0), adds a new column and changes the column's header back color.*

The x-script may uses constant expressions as follow:

- *boolean* expression with possible values as *True* or *False*
- *numeric* expression may starts with 0x which indicates a hexa decimal representation, else it should starts with digit, or +/- followed by a digit, and . is the decimal separator. *Sample: 13 indicates the integer 13, or 12.45 indicates the double expression 12,45*
- *date* expression is delimited by **#** character in the format #mm/dd/yyyy hh:mm:ss#. *Sample: #31/12/1971# indicates the December 31, 1971*
- *string* expression is delimited by **"** or ` characters. If using the ` character, please make sure that it is different than ' which allows adding comments inline. *Sample: "text" indicates the string text.*

Also , the template or x-script code may support general functions as follows:

- **Me** *property indicates the original object.*
- **RGB(**R,G,B**)** *property retrieves an RGB value, where the R, G, B are byte values that indicates the R G B values for the color being specified. For instance, the following code changes the control's background color to red: BackColor = RGB(255,0,0)*
- **LoadPicture(**file**)** *property loads a picture from a file or from BASE64 encoded strings, and returns a Picture object required by the picture properties.*
- **CreateObject(**progID**)** *property creates and retrieves a single uninitialized object of the class associated with a specified program identifier.*

property Schedule.TemplateDef as Variant

Defines inside variables for the next Template/ExecuteTemplate call.

Type	Description
Variant	A string expression that indicates the Dim declaration, or any Object expression to be assigned to previously declared variables.

The TemplateDef property has been added to allow programming languages such as dBASE Plus to set control's properties with multiple parameters. It is known that programming languages such as **dBASE Plus or XBasic from AlphaFive**, does not support setting a property with multiple parameters. In other words, these programming languages does not support something like *Property(Parameters) = Value*, so our controls provide an alternative using the TemplateDef method. The first call of the TemplateDef should be a declaration such as "Dim a,b" which means the next 2 calls of the TemplateDef defines the variables a and b. The next call should be Template or ExecuteTemplate property which can use the variable a and b being defined previously.

So, calling the TemplateDef property should be as follows:

```
with (Control)
   TemplateDef = [Dim var_Column]
   TemplateDef = var_Column
   Template = [var_Column.Def(4) = 255]
endwith
```

This sample allocates a variable var_Column, assigns the value to the variable (the second call of the TemplateDef), and the Template call uses the var_Column variable (as an object), to call its Def property with the parameter 4.

Let's say we need to define the background color for a specified column, so we need to call the Def(exCellBackColor) property of the column, to define the color for all cells in the column.

The following **VB6** sample shows setting the Def property such as:

```
With Control
   .Columns.Add("Column 1").Def(exCellBackColor) = 255
   .Columns.Add "Column 2"
   .Items.AddItem 0
   .Items.AddItem 1
```

```
    .Items.AddItem 2
End With
```

In **dBASE Plus**, calling the Def(4) has no effect, instead using the TemplateDef helps you to use properly the Def property as follows:

```
local Control,var_Column

Control = form.Activex1.nativeObject
// Control.Columns.Add("Column 1").Def(4) = 255
var_Column = Control.Columns.Add("Column 1")
with (Control)
    TemplateDef = [Dim var_Column]
    TemplateDef = var_Column
    Template = [var_Column.Def(4) = 255]
endwith
Control.Columns.Add("Column 2")
Control.Items.AddItem(0)
Control.Items.AddItem(1)
Control.Items.AddItem(2)
```

The equivalent sample for **XBasic in A5**, is as follows:

```
Dim Control as P
Dim var_Column as P

Control = topparent:CONTROL_ACTIVEX1.activex
' Control.Columns.Add("Column 1").Def(4) = 255
var_Column = Control.Columns.Add("Column 1")
Control.TemplateDef = "Dim var_Column"
Control.TemplateDef = var_Column
Control.Template = "var_Column.Def(4) = 255"

Control.Columns.Add("Column 2")
Control.Items.AddItem(0)
Control.Items.AddItem(1)
Control.Items.AddItem(2)
```

The samples just call the Column.Def(4) = Value, using the TemplateDef. The first call of TemplateDef property is "Dim var_Column", which indicates that the next call of the TemplateDef will defines the value of the variable var_Column, in other words, it defines the object var_Column. The last call of the Template property uses the var_Column member to use the x-script and so to set the Def property so a new color is being assigned to the column.

The TemplateDef, Template and ExecuteTemplate support x-script language (Template script of the Exontrols), like explained bellow:

The Template or x-script is composed by lines of instructions. Instructions are separated by "\n\r" (newline characters) or ";" character. The ; character may be available only for newer versions of the components.

An x-script instruction/line can be one of the following:

- **Dim** list of variables *Declares the variables. Multiple variables are separated by commas. (Sample: Dim h, h1, h2)*
- variable **=** property(list of arguments) *Assigns the result of the property to a variable. The "variable" is the name of a declared variable. The "property" is the property name of the object in the context. The "list or arguments" may include variables or values separated by commas. (Sample: h = InsertItem(0,"New Child"))*
- property**(** list of arguments **)** = value *Changes the property. The value can be a variable, a string, a number, a boolean value or a RGB value.*
- method**(** list of arguments **)** *Invokes the method. The "list or arguments" may include variables or values separated by commas.*
- **{** *Beginning the object's context. The properties or methods called between { and } are related to the last object returned by the property prior to { declaration.*
- **}** *Ending the object's context*
- object**.** property(list of arguments)**.**property(list of arguments)…. *The .(dot) character splits the object from its property. For instance, the Columns.Add("Column1").HeaderBackColor = RGB(255,0,0), adds a new column and changes the column's header back color.*

The x-script may uses constant expressions as follow:

- *boolean* expression with possible values as *True* or *False*
- *numeric* expression may starts with 0x which indicates a hexa decimal representation, else it should starts with digit, or +/- followed by a digit, and . is the decimal separator. *Sample: 13 indicates the integer 13, or 12.45 indicates the double expression 12,45*
- *date* expression is delimited by **#** character in the format #mm/dd/yyyy hh:mm:ss#. *Sample: #31/12/1971# indicates the December 31, 1971*
- *string* expression is delimited by **"** or ` characters. If using the ` character, please

make sure that it is different than ' which allows adding comments inline. *Sample: "text" indicates the string text.*

Also , the template or x-script code may support general functions as follows:

- **Me** *property indicates the original object.*
- **RGB(**R,G,B**)** *property retrieves an RGB value, where the R, G, B are byte values that indicates the R G B values for the color being specified. For instance, the following code changes the control's background color to red: BackColor = RGB(255,0,0)*
- **LoadPicture(**file**)** *property loads a picture from a file or from BASE64 encoded strings, and returns a Picture object required by the picture properties.*
- **CreateObject(**progID**)** *property creates and retrieves a single uninitialized object of the class associated with a specified program identifier.*

method Schedule.TemplatePut (NewVal as Variant)

Defines inside variables for the next Template/ExecuteTemplate call.

Type	Description
NewVal as Variant	A string expression that indicates the Dim declaration, or any Object expression to be assigned to previously declared variables.

The TemplatePut method / TemplateDef property has been added to allow programming languages such as dBASE Plus to set control's properties with multiple parameters. It is known that programming languages such as **dBASE Plus or XBasic from AlphaFive**, does not support setting a property with multiple parameters. In other words, these programming languages does not support something like *Property(Parameters) = Value*, so our controls provide an alternative using the TemplateDef / TemplatePut method. The first call of the TemplateDef should be a declaration such as "Dim a,b" which means the next 2 calls of the TemplateDef defines the variables a and b. The next call should be Template or ExecuteTemplate property which can use the variable a and b being defined previously.

The TemplateDef, TemplatePut, Template and ExecuteTemplate support x-script language (Template script of the Exontrols), like explained bellow:

The Template or x-script is composed by lines of instructions. Instructions are separated by "\n\r" (newline characters) or ";" character. The ; character may be available only for newer versions of the components.

An x-script instruction/line can be one of the following:

- **Dim** list of variables *Declares the variables. Multiple variables are separated by commas. (Sample: Dim h, h1, h2)*
- variable **=** property(list of arguments) *Assigns the result of the property to a variable. The "variable" is the name of a declared variable. The "property" is the property name of the object in the context. The "list or arguments" may include variables or values separated by commas. (Sample: h = InsertItem(0,"New Child"))*
- property**(** list of arguments **)** = value *Changes the property. The value can be a variable, a string, a number, a boolean value or a RGB value.*
- method**(** list of arguments **)** *Invokes the method. The "list or arguments" may include variables or values separated by commas.*
- **{** *Beginning the object's context. The properties or methods called between { and } are related to the last object returned by the property prior to { declaration.*
- **}** *Ending the object's context*
- object**.** property(list of arguments)**.**property(list of arguments)…. *The .(dot) character splits the object from its property. For instance, the*

Columns.Add("Column1").HeaderBackColor = RGB(255,0,0), adds a new column and changes the column's header back color.

The x-script may uses constant expressions as follow:

- *boolean* expression with possible values as *True* or *False*
- *numeric* expression may starts with 0x which indicates a hexa decimal representation, else it should starts with digit, or +/- followed by a digit, and . is the decimal separator. *Sample: 13 indicates the integer 13, or 12.45 indicates the double expression 12,45*
- *date* expression is delimited by **#** character in the format #mm/dd/yyyy hh:mm:ss#. *Sample: #31/12/1971# indicates the December 31, 1971*
- *string* expression is delimited by **"** or ` characters. If using the ` character, please make sure that it is different than ' which allows adding comments inline. *Sample: "text" indicates the string text.*

Also , the template or x-script code may support general functions as follows:

- **Me** *property indicates the original object.*
- **RGB(**R,G,B**)** *property retrieves an RGB value, where the R, G, B are byte values that indicates the R G B values for the color being specified. For instance, the following code changes the control's background color to red: BackColor = RGB(255,0,0)*
- **LoadPicture(**file**)** *property loads a picture from a file or from BASE64 encoded strings, and returns a Picture object required by the picture properties.*
- **CreateObject(**progID**)** *property creates and retrieves a single uninitialized object of the class associated with a specified program identifier.*

property Schedule.TimeFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as Date

Retrieves the time from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
Date	A Date expression that indicates the time from the cursor. The value is between 0 and 1, and it indicates the time from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.

- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

property Schedule.TimeScaleFont as IFontDisp

Retrieves or sets the font to display the time scales in the schedule view.

Type	Description
IFontDisp	A Font object used to paint the captions/labels in the time scale.

Use the TimeScaleFont property specifies the time scale's font. The ForeColor property indicates the foreground color to show the captions or labels.

The control supports the following Font properties:

- Font property, that specifies the control's font, including the Calendar's font
- EventsFont property, indicates the font to show the captions and labels on Event/Appointment objects
- TimeScaleFont property, specifies the font to display the labels on the control's time scales
- ToolTipFont property specifies the font to display the tooltip being shown when the cursor is hovering an part of the control.

property Schedule.TimeScaleFromPoint (X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS) as TimeScale

Retrieves the TimeScale object from the cursor, in the schedule panel.

Type	Description
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in client coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in client coordinates.
TimeScale	A TimeScale object from the cursor.

The MouseMove event is generated continually as the mouse pointer moves across objects. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. During the Click or RClick event you can get an UI part of the control using one of the following properties. ***All ...FromPoint properties can be use such as ...FromPoint(-1,-1) to get the UI part of the control from the current mouse position, in other words, you do not have to pass any X, Y coordinates.***

You can get UI parts from the cursor, using any of the following ...FromPoint properties:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no

object is found.

property Schedule.TimeScales as TimeScales

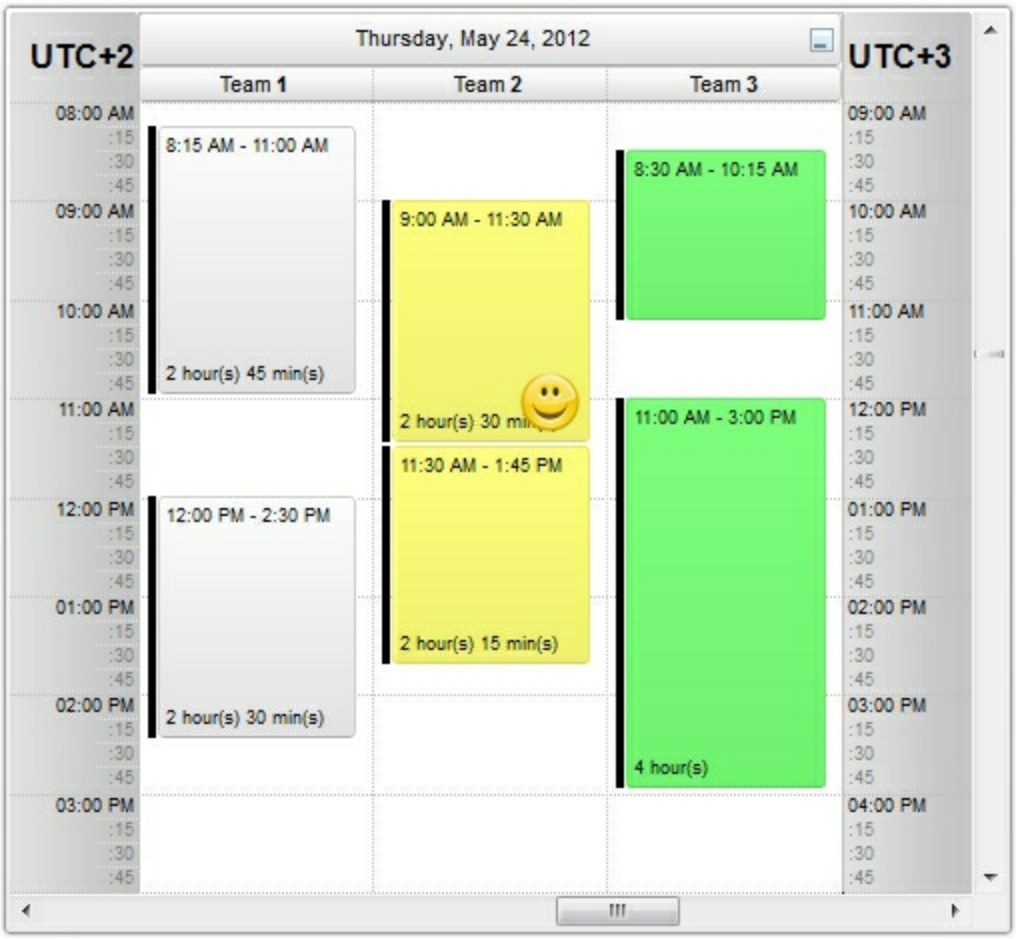
Gets the schedule's time scales collection.

Type	Description
TimeScales	The TimeScales object which holds a collection of TimeScale objects.

By default, the control adds a time scale, that can be accessed using TimeScales(0) property. The control handles one or more time scales. Each time scale can display a different time zone, and can be aligned to any side of the schedule view. The TimeScales collection is accessible through the TimeScales property of the control. The TimeScaleFromPoint method gets the TimeScale object from the cursor. The TimeScalesFont defines the font to display the control's time scales. The TimeZone property defines the time zone of the time scale. The AllowMoveTimeScale property indicates the keys the user can move at runtime the time scale from a side to another. The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. Use the Add method of the TimeScales object to add a new time scale to the control. The AlignLeft property aligns the time scale to the left or to the right side of the schedule view.

The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day.

The following screen show shows the control with two time-scales:


UTC+2
Thursday, May 24, 2012
UTC+3
Team 1
Team 2
Team 3
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
04:00 PM
8:15 AM - 11:00 AM
2 hour(s) 45 min(s)
12:00 PM - 2:30 PM
2 hour(s) 30 min(s)
9:00 AM - 11:30 AM
2 hour(s) 30 min
11:30 AM - 1:45 PM
2 hour(s) 15 min(s)
8:30 AM - 10:15 AM
11:00 AM - 3:00 PM
4 hour(s)

property Schedule.ToolTipDelay as Long

Specifies the time in ms that passes before the ToolTip appears.

Type	Description
Long	A long expression that specifies the time in ms that passes before the ToolTip appears.

If the ToolTipDelay or ToolTipPopDelay property is 0, the control displays no tooltips. The ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. Use the ToolTipWidth property to specify the width of the tooltip window. Use the ToolTipFont property to assign a font for the control's tooltip. Use the Background(exToolTipAppearance) property indicates the visual appearance of the borders of the tooltips. Use the Background(exToolTipBackColor) property indicates the tooltip's background color. Use the Background(exToolTipForeColor) property indicates the tooltip's foreground color.

property Schedule.ToolTipFont as IFontDisp

Retrieves or sets the tooltip's font.

Type	Description
IFontDisp	A Font object used to paint the control's tooltip.

Use the ToolTipFont property to change the tooltip's font. The ForeColor property indicates the foreground color to show the captions or labels.

The control supports the following Font properties:

- Font property, that specifies the control's font, including the Calendar's font
- EventsFont property, indicates the font to show the captions and labels on Event/Appointment objects
- TimeScaleFont property, specifies the font to display the labels on the control's time scales
- ToolTipFont property specifies the font to display the tooltip being shown when the cursor is hovering an part of the control.

property Schedule.ToolTipPopDelay as Long

Specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control.

Type	Description
Long	A long expression that specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control.

If the ToolTipDelay or ToolTipPopDelay property is 0, the control displays no tooltips. The ToolTipDelay property specifies the time in ms that passes before the ToolTip appears. Use the ToolTipWidth property to specify the width of the tooltip window. Use the ToolTipFont property to assign a font for the control's tooltip. Use the Background(exToolTipAppearance) property indicates the visual appearance of the borders of the tooltips. Use the Background(exToolTipBackColor) property indicates the tooltip's background color. Use the Background(exToolTipForeColor) property indicates the tooltip's foreground color. Use the ShowToolTip method to display a custom tooltip.

property Schedule.ToolTipWidth as Long

Specifies a value that indicates the width of the tooltip window, in pixels.

Type	Description
Long	A long expression that indicates the width of the tooltip window.

Use the ToolTipWidth property to change the tooltip window width. The height of the tooltip window is automatically computed based on tooltip's description. The ToolTipPopDelay property specifies the period in ms of time the ToolTip remains visible if the mouse pointer is stationary within a control. The ToolTipDelay property specifies the time in ms that passes before the ToolTip appears. Use the Background(exToolTipAppearance) property indicates the visual appearance of the borders of the tooltips. Use the Background(exToolTipBackColor) property indicates the tooltip's background color. Use the Background(exToolTipForeColor) property indicates the tooltip's foreground color. Use the ShowToolTip method to display a custom tooltip. Use the ToolTipFont property to assign a font for the control's tooltip.

method Schedule.Undo ()

Performs the last Undo operation.

Type	Description

The Undo method undoes the last control operation. The AllowUndoRedo property enables or disables the Undo/Redo feature. The CanUndo method indicates whether the control can perform an Undo operation. The Redo redoes the next action in the control's redo queue. The UndoRedoQueueLength property gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue, or in other words how many operations the control's Undo/Redo manager may store.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked.

property Schedule.UndoListAction ([Action as Variant], [Count as Variant]) as String

Lists the Undo actions that can be performed on the control.

Type	Description
Action as Variant	[optional] A long expression that specifies the action being listed. If missing or -1, all actions are listed. The Action parameter can be one of the following: • exUndoRedoAddEvent(13) ~ "**AddEvent**;EVENTID", indicates that a new calendar-event has been created • exUndoRedoRemoveEvent(14) ~ "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed • exUndoRedoMoveEvent(15) ~ "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized • exUndoRedoUpdateEvent(16) ~ "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods For instance, UndoListAction(12) shows only AddEvent actions in the undo stack.
Count as Variant	[optional] A long expression that indicates the number of actions being listed. If missing or -1, all actions are listed. For instance, UndoListAction(12,1) shows only the last AddEvent action being added to the undo stack
String	A String expression that lists the Undo actions that may be performed.

The UndoListAction property lists the Undo actions that can be performed in the control. The AllowUndoRedo property enables or disables the Undo/Redo feature. The RedoListAction property lists the Redo actions that can be performed in the control. Use the UndoRemoveAction method to remove the last actions from the undo queue. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked. The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

Here's a sample how the result of UndoListAction method looks like:

```
StartBlock
MoveEvent;3
AddEvent;3
EndBlock
MoveEvent;B
UpdateLink;Akak
UpdateEvent;2
AddEvent;2
UpdateEvent;1
AddEvent;1
```

property Schedule.UndoRedoQueueLength as Long

Gets or sets the maximum number of Undo/Redo actions that may be stored to the control's queue.

Type	Description
Long	A Long expression that specifies the length of the Undo/Redo queue. If -1, the queue is unlimited, 0 allows no entries in the Undo/Redo queue (Undo/Redo is disabled).

By default, the UndoRedoQueueLength property is -1. The AllowUndoRedo property enables or disables the Undo/Redo feature. Use the UndoRedoQueueLength property to specify the number of entries that Undo/Redo queue may store. For instance, if the UndoRedoQueueLength property is 1, the control retains only the last chart operation. Changing the UndoRedoQueueLength property may change the current Undo/Redo queue based on the new length. The length being specified, does not affect the blocks in the queue. A block may hold multiple Undo/Redo actions. Use the GroupUndoRedoActions method to group two or more entries in the Undo/Redo queue in a single block, so when a next Undo/Redo operation is performed, multiple actions may occur. For instance, moving several calendar-events in the same time (multiple calendar-events selection) is already recorded as a single block.

method Schedule.UndoRemoveAction ([Action as Variant], [Count as Variant])

Removes the last undo actions that can be performed on the control.

Type	Description
Action as Variant	[optional] A long expression that specifies the action being remove. If missing or -1, all actions are removed. The Action parameter can be one of the following: • exUndoRedoAddEvent(13) ~ "**AddEvent**;EVENTID", indicates that a new calendar-event has been created • exUndoRedoRemoveEvent(14) ~ "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed • exUndoRedoMoveEvent(15) ~ "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized • exUndoRedoUpdateEvent(16) ~ "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods For instance, UndoRemoveAction(12) removes only AddEvent actions from the undo stack.
Count as Variant	[optional] A long expression that indicates the number of actions to remove. If missing or -1, all actions are removed. For instance, UndoRemoveAction(12,1) removes only the last AddEvent action from the undo stack

Use the UndoRemoveAction method to remove the last action from the undo queue. Use the UndoRemoveAction() (with no parameters) to remove all undo actions. The RedoRemoveAction method removes the first action to be performed if the Redo method is invoked. The AllowUndoRedo property enables or disables the Undo/Redo feature. The UndoListAction property lists the Undo actions that can be performed in the control. The RedoListAction property lists the Redo actions that can be performed in the control. The LayoutStartChanging(exUndo/exRedo) / LayoutEndChanging(exUndo/exRedo) event notifies your application whenever an Undo/Redo operation is performed.

The records of the Undo/Redo queue may contain actions in the following format:

- "**AddEvent**;EVENTID", indicates that a new calendar-event has been created
- "**RemoveEvent**;EVENTID", indicates that an calendar-event has been removed
- "**MoveEvent**;EVENTID", indicates that an calendar-event has been moved or resized
- "**UpdateEvent**;EVENTID", indicates that one or more properties of the calendar-event has been updated, using the StartUpdateEvent / EndUpdateEvent methods

Also, the Undo/Redo queue may include:

- "**StartBlock**", specifies that a block of operations begins (initiated by StartBlockUndoRedo method)
- "**EndBlock**", specifies that a block of operations ends (initiated by EndBlockUndoRedo method)

property Schedule.UpdateEventsLabel as String

Specifies the label to be shown while moving or resizing the events.

Type	Description
String	A String expression that defines the label to be displayed when the user moves or resizes the events at runtime. The UpdateEventsLabel supports extended HTML format as explained bellow.

By default, the UpdateEventsLabel property is: "<%=%256%>
<%=((1:=int(0:=(date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" which displays the margins of the event being moved or resized on the first line, while on the second line it displays the duration of the event. The UpdateEventsLabel property indicates the HTML format to be shown on the label when the user moves or resizes the events. The UpdateEventsLabelAlign property aligns the label being shown when the user moves or resizes event. The AllowMoveEvent property indicates the combination of the keys to let user moves the events. The AllowResizeEvent property indicates the combination of the keys to let user resizes the events. The AllowCreateEvent property indicates the combination of keys that allows the user to create new events in the control. The Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) specifies the visual appearance of the event being created. The UpdateEvent event occurs once an event is resized or moved. The DefaultEventPadding property indicates the padding of the labels on the event, relative to event's borders.

Here's a few samples:

- "new", simple new text is shown.
- "<a *no*>title", displays a clickable text such as title, and AnchorClick can be used to determine whether the *no* anchor has been clicked.
- "<a><img>pic1:32</img>", displays a click able image, the AnchorClick can be used to determine whether the anchor has been clicked. We would recommend using the Pictures or ExtraPictures property to assign pictures to an event.
- "<%=%256%>", displays the event's start and end points in a short format.
- "<%=%257%>", displays the event's margins in a long format.
- "Start: <%=%1%>
End: <%=%2%>", displays the starting margin of the even on the first line, while on the second line it displays the ending point of the event.
- "<%=%256%>
Caption: <%=%5%>", displays the event's margins in short format on the first line, and on the second line it displays the event's Caption property. The caption shown on the event's body is automatically updated once the event is moved to a new position or the event's Caption is changed.

- "<%=%256%>
<%=%264? `repetitive event`:``%>" displays automatically the "repetitive event" for repetitive events, or when the event's Repetitive property is not empty and valid
- "Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the duration of the event in days, hours and minutes.
- "<%=%256%>
Duration: <%=((1:=int(0:= (date(%2)-date(%1)))) != 0 ? (=:1 + ' day(s)') : '') + (=:1 ? ' ' : '') + ((1:=int(0:=((=:0 - =:1 + 1/24/60/60/2)*24))) != 0 ? =:1 + ' hour(s)' : '') + (=:1 ? ' ' : '') + ((1:=round((=:0 - =:1)*60)) != 0 ? =:1 + ' min(s)' : '')%>" displays the event's margins on the first line and the duration of the event in days, hours and minutes, on the second line
- "**<%=%>**<%=%5%>
<%=%256%>", displays the event's Caption on first line(s), following by the event's Start/End margins in short date-time format. The **<%=%>** prefix forces the expression to be re-evaluated and apply any HTML tag found. For instance, %5 indicates the event's Caption property, and if it contains HTML tags they will be applied as is, instead displaying them as a plain text. Any expression that starts with **"<%=%>"** is re- evaluated and its result is displayed in HTML format (available starting with the version **12.2**)

The EventKnowPropertyEnum defines the %identifiers that can be used in formula <%=FORMULA%>. For instance, the CreateEventLabel property on "Start: <%=time(%1) replace `AM` with ``%>" displays the time when the event starts with no AM time indicators.

The property supports the following identifiers. These identifiers can be used in FORMULA format:

- **%1**, Indicates the starting date/time of the event as DATE type, equivalent with Start property
- **%2**, Indicates the ending date/time of the event as DATE type, equivalent with End property
- **%3**, Indicates if the current event is an all day event as BOOL type, equivalent with AllDayEvent property
- **%4**, Indicates the identifier of the event's group, as LONG type, equivalent with GroupID property.
- **%5**, Indicates the caption of the event, as STRING expression, equivalent with Caption property.
- **%6**, Indicates the extra data associated with the event, as VARIANT type, equivalent with UserData property.
- **%7**, Gets or sets the duration of the event as FLOAT expression. Above you can find how you can display the duration of the event in hours, minutes...
- **%8**, Specifies the repetitive expression of the event, equivalent with Repetitive

property.

- **%256**, Gets the margins of the event in a short format, as a STRING expression. The ShortDateFormat property defines the short date format. The ShortTimeFormat property defines the short time format.
- **%257**, Gets the margins of the event in a long format, as a STRING expression. The LongDateFormat property defines the long date format. The LongTimeFormat property defines the long time format.
- **%258**, Gets the starting date (not including the time) of the current event, as a DATE type.
- **%259**, Gets the starting time (not including the date) of the current event, as DATE type from 0 to 1.
- **%260**, Gets the ending date (not including the time) of the current event, as a DATE type.
- **%261**, Gets the ending time (not including the date) of the current event, as DATE type from 0 to 1.
- **%262**, Gets the label of the owner group, as STRING expression, equivalent with Caption property of the Group's event.
- **%263**, Gets the title of the owner group, as STRING expression, equivalent with Title property of the Group's event.
- **%264**, Indicates if the current event is a repetitive event, as BOOL type. This flag returns TRUE, if the Repetitive property is not empty, and the expression is valid.

The FORMULA, is identified by <%=FORMULA%>, and supports the following predefined operators and functions:

The supported binary arithmetic operators are:

- ***** (multiplicity operator), priority 5
- ***/*** (divide operator), priority 5
- **mod** (reminder operator), priority 5
- **+** (addition operator), priority 4 (concatenates two strings, if one of the operands is of string type)
- **-** (subtraction operator), priority 4

The supported unary boolean operators are:

- **not** (not operator), priority 3 (high priority)

The supported binary boolean operators are:

- **or** (or operator), priority 2
- **and** (or operator), priority 1

The supported binary boolean operators, all these with the same priority 0, are :

- **<** (less operator)
- **<=** (less or equal operator)
- **=** (equal operator)
- **!=** (not equal operator)
- **>=** (greater or equal operator)
- **>** (greater operator)

The supported ternary operators, all these with the same priority 0, are :

- **?** (**Immediate If operator**), returns and executes one of two expressions, depending on the evaluation of an expression. The syntax for is

  "expression ? true_part : false_part"

  , while it executes and returns the true_part if the expression is true, else it executes and returns the false_part. For instance, the *"%0 = 1 ? 'One' : (%0 = 2 ? 'Two' : 'not found')"* returns 'One' if the value is 1, 'Two' if the value is 2, and 'not found' for any other value. A n-ary equivalent operation is the case() statement, which is available in newer versions of the component.

The supported n-ary operators are (with priority 5):

- ***array*** *(at operator),* returns the element from an array giving its index (0 base). The *array* operator returns empty if the element is found, else the associated element in the collection if it is found. The syntax for *array* operator is

  "expression array (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"month(value)-1 array ('J','F','M','A','M','Jun','J','A','S','O','N','D')"* is equivalent with *"month(value)-1 case (default:''; 0:'J';1:'F';2:'M';3:'A';4:'M';5:'Jun';6:'J';7:'A';8:'S';9:'O';10:'N';11:'D')"*.

- ***in*** *(include operator),* specifies whether an element is found in a set of constant elements. The *in* operator returns -1 (True) if the element is found, else 0 (false) is retrieved. The syntax for *in* operator is

  "expression in (c1,c2,c3,...cn)"

  , where the c1, c2, ... are constant elements. The constant elements could be numeric, date or string expressions. For instance the *"value in (11,22,33,44,13)"* is equivalent with *"(expression = 11) or (expression = 22) or (expression = 33) or (expression =*

44) or (expression = 13)". The *in* operator is not a time consuming as the equivalent *or* version is, so when you have large number of constant elements it is recommended using the *in* operator. Shortly, if the collection of elements has 1000 elements the *in* operator could take up to 8 operations in order to find if an element fits the set, else if the *or* statement is used, it could take up to 1000 operations to check, so by far, the *in* operator could save time on finding elements within a collection.

- ***switch*** *(switch operator),* returns the value being found in the collection, or a predefined value if the element is not found (default). The syntax for *switch* operator is

"expression switch (default,c1,c2,c3,...,cn)"

, where the c1, c2, ... are constant elements, and the default is a constant element being returned when the element is not found in the collection. The constant elements could be numeric, date or string expressions. The equivalent syntax is "%0 = c 1 ? c 1 : (%0 = c 2 ? c 2 : (... ? . : default))". The *switch* operator is very similar with the *in* operator excepts that the first element in the switch is always returned by the statement if the element is not found, while the returned value is the value itself instead -1. For instance, the "%0 switch ('not found',1,4,7,9,11)" gets 1, 4, 7, 9 or 11, or 'not found' for any other value. As the *in* operator the *switch* operator uses binary searches for fitting the element, so it is quicker that iif (immediate if operator) alterative.

- ***case()*** *(case operator)* returns and executes one of n expressions, depending on the evaluation of the expression (IIF - immediate IF operator is a binary case() operator). The syntax for *case()* operator is:

"expression case ([default : default_expression ;] c1 : expression1 ; c2 : expression2 ; c3 : expression3 ;....)"

If the default part is missing, the case() operator returns the value of the expression if it is not found in the collection of cases (c1, c2, ...). For instance, if the value of expression is not any of c1, c2, ... the default_expression is executed and returned. If the value of the expression is c1, then the *case()* operator executes and returns the *expression1.* The *default, c1, c2, c3, ...* must be constant elements as numbers, dates or strings. For instance, the "*date(shortdate(value)) case (default:0 ; #1/1/2002#:1 ; #2/1/2002#:1; #4/1/2002#:1; #5/1/2002#:1)*" indicates that only *#1/1/2002#, #2/1/2002#, #4/1/2002# and #5/1/2002#* dates returns 1, since the others returns 0. For instance the following sample specifies the hour being non-working for specified dates: "*date(shortdate(value)) case(default:0;#4/1/2009# : hour(value) >= 6 and hour(value) <= 12 ; #4/5/2009# : hour(value) >= 7 and hour(value) <= 10 or hour(value) in(15,16,18,22); #5/1/2009# : hour(value) <= 8)*" statement indicates the working hours for dates as follows:

-
    - #4/1/2009#, from hours 06:00 AM to 12:00 PM
    - #4/5/2009#, from hours 07:00 AM to 10:00 AM and hours 03:00PM, 04:00PM, 06:00PM and 10:00PM
    - #5/1/2009#, from hours 12:00 AM to 08:00 AM

The *in*, *switch* and *case()* use binary search to look for elements so they are faster then using iif and or expressions.

Obviously, the priority of the operations inside the expression is determined by ( ) parenthesis and the priority for each operator.

The supported conversion unary operators are:

- **type** (unary operator) retrieves the type of the object. For instance type(%0) = 8 specifies the cells that contains string values.

  Here's few predefined types:

  - 0 - empty (not initialized)
  - 1 - null
  - 2 - short
  - 3 - long
  - 4 - float
  - 5 - double
  - 6 - currency
  - 7 - date
  - 8 - string
  - 9 - object
  - 10 - error
  - 11 - boolean
  - 12 - variant
  - 13 - any
  - 14 - decimal
  - 16 - char
  - 17 - byte
  - 18 - unsigned short
  - 19 - unsigned long
  - 20 - long on 64 bits
  - 21 - unsigned long on 64 bites
- **str** (unary operator) converts the expression to a string
- **dbl** (unary operator) converts the expression to a number
- **date** (unary operator) converts the expression to a date, based on your regional settings. The **date(``)** returns now ( date + time ), and **int(date(``))** gets the today date (with no time including)

- **dateS** (unary operator) converts the string expression to a date using the format MM/DD/YYYY HH:MM:SS.

Other known operators for numbers are:

- **int** (unary operator) retrieves the integer part of the number
- **round** (unary operator) rounds the number ie 1.2 gets 1, since 1.8 gets 2
- **floor** (unary operator) returns the largest number with no fraction part that is not greater than the value of its argument
- **abs** (unary operator) retrieves the absolute part of the number ie -1 gets 1, 2 gets 2
- value **format** 'flags' (binary operator) formats the value with specified flags. If flags is empty, the number is displayed as shown in the field "Number" in the "Regional and Language Options" from the Control Panel. For instance the 1000 format '' displays 1,000.00 for English format, while 1.000,00 is displayed for German format. 1000 format '2|.|3|,' will always displays 1,000.00 no matter of settings in the control panel. If formatting the number fails for some invalid parameter, the value is displayed with no formatting.

  The ' flags' for format operator is a list of values separated by | character such as '*NumDigits*|*DecimalSep*|*Grouping*|*ThousandSep*|*NegativeOrder*|*LeadingZero*' with the following meanings:

  - *NumDigits* - specifies the number of fractional digits, If the flag is missing, the field "No. of digits after decimal" from "Regional and Language Options" is using.
  - *DecimalSep* - specifies the decimal separator. If the flag is missing, the field "Decimal symbol" from "Regional and Language Options" is using.
  - Grouping - indicates the number of digits in each group of numbers to the left of the decimal separator. Values in the range 0 through 9 and 32 are valid. The most significant grouping digit indicates the number of digits in the least significant group immediately to the left of the decimal separator. Each subsequent grouping digit indicates the next significant group of digits to the left of the previous group. If the last value supplied is not 0, the remaining groups repeat the last group. Typical examples of settings for this member are: 0 to group digits as in 123456789.00; 3 to group digits as in 123,456,789.00; and 32 to group digits as in 12,34,56,789.00. If the flag is missing, the field "Digit grouping" from "Regional and Language Options" indicates the grouping flag.
  - *ThousandSep* - specifies the thousand separator. If the flag is missing, the field "Digit grouping symbol" from "Regional and Language Options" is using.
  - *NegativeOrder* - indicates the negative number mode. If the flag is missing, the field "Negative number format" from "Regional and Language Options" is using. The valid values are 0, 1, 2, 3 and 4 with the following meanings:
    - 0 - Left parenthesis, number, right parenthesis; for example, (1.1)
    - 1 - Negative sign, number; for example, -1.1

        - 2 - Negative sign, space, number; for example, - 1.1
        - 3 - Number, negative sign; for example, 1.1-
        - 4 - Number, space, negative sign; for example, 1.1 -
    - *LeadingZero* - indicates if leading zeros should be used in decimal fields. If the flag is missing, the field "Display leading zeros" from "Regional and Language Options" is using. The valid values are 0, 1

Other known operators for strings are:

- **len** (unary operator) retrieves the number of characters in the string
- **lower** (unary operator) returns a string expression in lowercase letters
- **upper** (unary operator) returns a string expression in uppercase letters
- **proper** (unary operator) returns from a character expression a string capitalized as appropriate for proper names
- **ltrim** (unary operator) removes spaces on the left side of a string
- **rtrim** (unary operator) removes spaces on the right side of a string
- **trim** (unary operator) removes spaces on both sides of a string
- **startwith** (binary operator) specifies whether a string starts with specified string
- **endwith** (binary operator) specifies whether a string ends with specified string
- **contains** (binary operator) specifies whether a string contains another specified string
- **left** (binary operator) retrieves the left part of the string
- **right** (binary operator) retrieves the right part of the string
- a **mid** b (binary operator) retrieves the middle part of the string a starting from b (1 means first position, and so on)
- a **count** b (binary operator) retrieves the number of occurrences of the b in a
- a **replace** b **with** c (double binary operator) replaces in a the b with c, and gets the result.
- a **split** b, splits the a using the separator b, and returns an array. For instance, the "weekday(value) array 'Sun Mon Thu Wed Thu Fri Sat' **split** ' '" gets the weekday as string. This operator can be used with the array

Other known operators for dates are:

- **time** (unary operator) retrieves the time of the date in string format, as specified in the control's panel.
- **timeF** (unary operator) retrieves the time of the date in string format, as "HH:MM:SS". For instance the timeF(1:23 PM) returns "13:23:00"
- **shortdate** (unary operator) formats a date as a date string using the short date format, as specified in the control's panel.
- **shortdateF** (unary operator) formats a date as a date string using the "MM/DD/YYYY" format. For instance the shortdateF(December 31, 1971 11:00 AM) returns "12/31/1971".
- **dateF** (unary operator) converts the date expression to a string expression in

"MM/DD/YYYY HH:MM:SS" format.

- **longdate** (unary operator) formats a date as a date string using the long date format, as specified in the control's panel.
- **year** (unary operator) retrieves the year of the date (100,...,9999)
- **month** (unary operator) retrieves the month of the date (1, 2,...,12)
- **day** (unary operator) retrieves the day of the date (1, 2,...,31)
- **yearday** (unary operator) retrieves the number of the day in the year, or the days since January 1st (0, 1,...,365)
- **weekday** (unary operator) retrieves the number of days since Sunday (0 - Sunday, 1 - Monday,..., 6 - Saturday)
- **hour** (unary operator) retrieves the hour of the date (0, 1, ..., 23)
- **min** (unary operator) retrieves the minute of the date (0, 1, ..., 59)
- **sec** (unary operator) retrieves the second of the date (0, 1, ..., 59)

The property supports the following built-in HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.

- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

  gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

  outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

  shadow

  or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property Schedule.UpdateEventsLabelAlign as ContentAlignmentEnum

Specifies the alignment of the label to be shown while moving or resizing events.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the label being shown when the user moves or resizes the events.

The UpdateEventsLabelAlign property aligns the label being shown when the user moves or resizes the events. The CreateEventLabelAlign property aligns the label being shown when the user creates a new event.

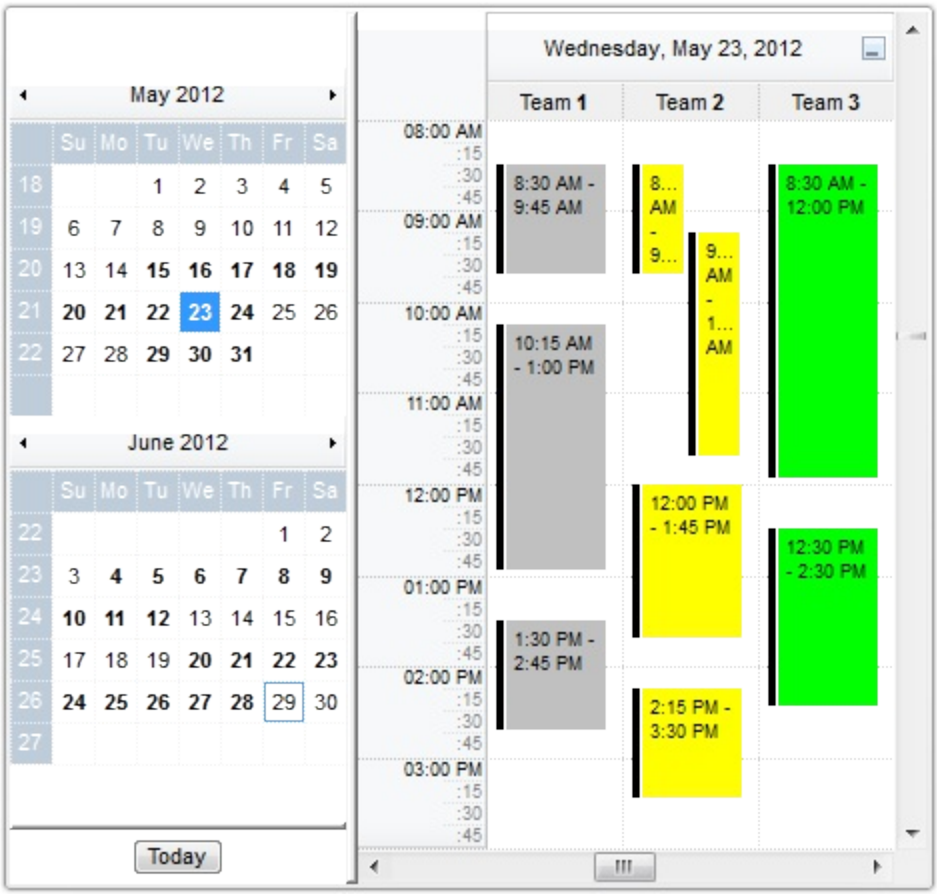
property Schedule.UseVisualTheme as UIVisualThemeEnum

Specifies whether the control uses the current visual theme to display certain UI parts.

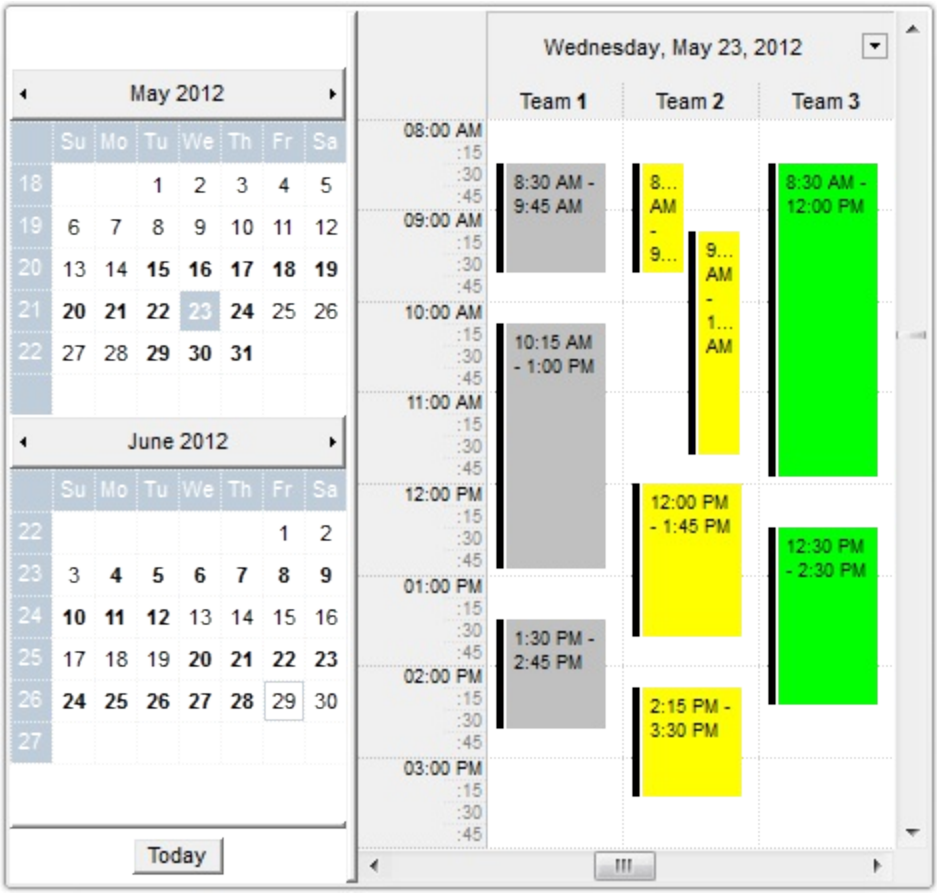
Type	Description
UIVisualThemeEnum	An UIVisualThemeEnum expression that specifies which UI parts of the control are shown using the current visual theme.

By default, the UseVisualTheme property is exDefaultVisualTheme, which means that all known UI parts are shown as in the current theme. The UseVisualTheme property may specify the UI parts that you need to enable or disable the current visual theme. The The UseVisualTheme property has effect only a current theme is selected for your desktop. The UseVisualTheme property. Use the Appearance property of the control to provide your own visual appearance using the EBN files. The VisualDesign property may be used to change the visual aspect of the entire control at design mode.

The following screen shot shows the control while the UseVisualTheme property is exDefaultVisualTheme:



since the second screen shot shows the same data as the UseVisualTheme property is exNoVisualTheme:


May 2012
Su Mo Tu We Th Fr Sa
18 1 2 3 4 5
19 6 7 8 9 10 11 12
20 13 14 15 16 17 18 19
21 20 21 22 23 24 25 26
22 27 28 29 30 31
June 2012
Su Mo Tu We Th Fr Sa
22 1 2
23 3 4 5 6 7 8 9
24 10 11 12 13 14 15 16
25 17 18 19 20 21 22 23
26 24 25 26 27 28 29 30
27
Today
Wednesday, May 23, 2012
Team 1
Team 2
Team 3
08:00 AM
09:00 AM
10:00 AM
11:00 AM
12:00 PM
01:00 PM
02:00 PM
03:00 PM
8:30 AM - 9:45 AM
10:15 AM - 1:00 PM
1:30 PM - 2:45 PM
8... AM - 9...
9... AM - 1... AM
12:00 PM - 1:45 PM
2:15 PM - 3:30 PM
8:30 AM - 12:00 PM
12:30 PM - 2:30 PM

property Schedule.Version as String

Retrieves the control's version.

Type	Description
String	A String expression that specifies the control's version.

The version property specifies the control's version.

property Schedule.VerticalScrollWheel as Double

Indicates the distance to scroll using the mouse wheel.

Type	Description
Double	A double expression that indicates the distance to scroll using the mouse wheel. A positive value is multiplied with the font's height, while a negative value indicates a fixed distance.

By default, the VerticalScrollWheel property is 1.0. The VerticalScrollWheel property determines the distance to scroll using the mouse wheel by multiplying the value with the height of the current font, if the value is positive, else if the value is negative it indicates a fixed distance. The Font property indicates the control's font. Use the VerticalScrollWheel property to programmatically specify the increment to scroll the control's content by rotating the mouse wheel. The VerticalScrollWheel property on 0, indicates that no scroll is performed when user rotates the mouse wheel.

property Schedule.VisualAppearance as Appearance

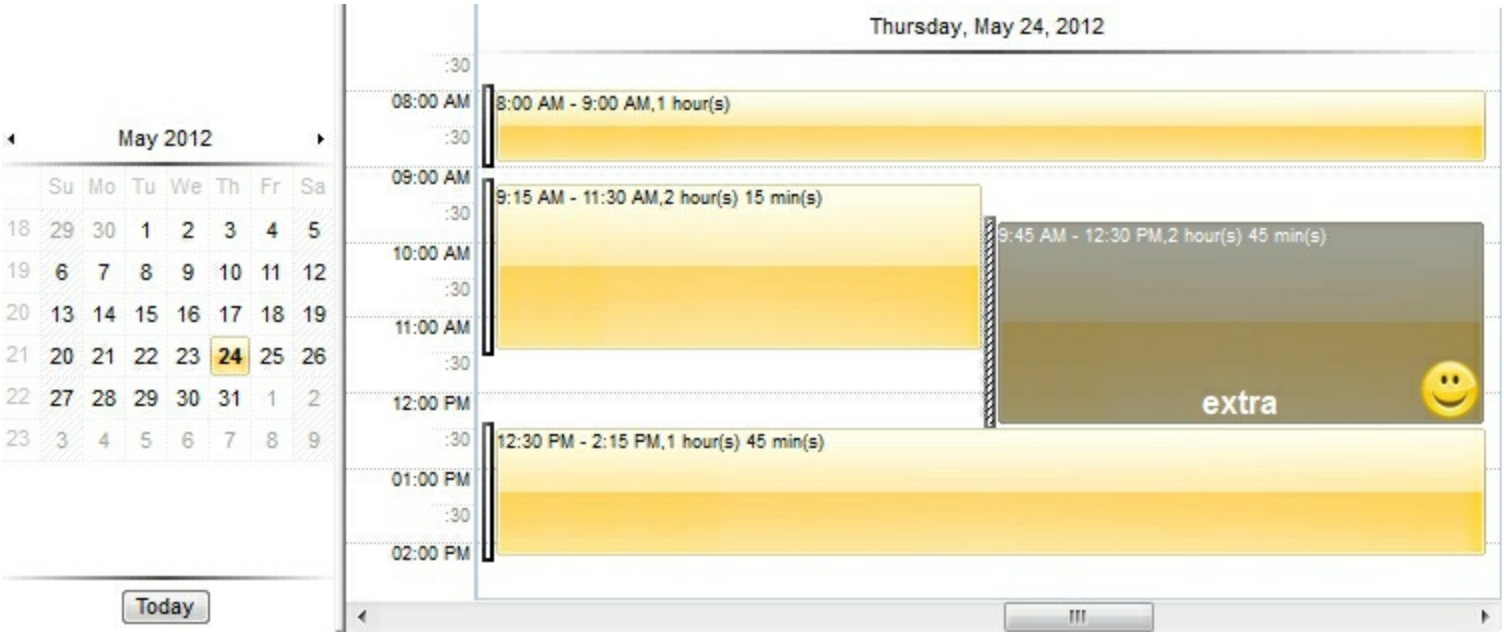
Retrieves the control's appearance.

Type	Description
Appearance	An Appearance object that holds the EBN objects, that can be applied on any UI part of the control.

The component lets the user changes its visual appearance using **skins**, each one providing an additional visual experience that enhances viewing pleasure. Skins are relatively easy to build and put on any part of the control. The Appearance object holds a collection of skins. The control provides the VisualDesign property that allows you to easily change the control's visual appearance at design mode. Also, the VisualDesign property can be used at runtime to specify a visual appearance, by setting the VisualDesign property with a new generated value. The UseVisualTheme property indicates whether the current visual theme is applied to parts of the control.

Use the Add method to add or replace skins to the control. The skin method, in it's simplest form, uses a single graphic file (*.ebn) assigned to a part of the control. By using a collection of objects laid over the graphic, it is possible to define which sections of the graphic will be used as borders, corners and other possible elements, fixing them to their proper position regardless of the size of the part.

Here's a screen shot skins a few UI parts of the component, using the EBN objects :



property Schedule.VisualDesign as String

Invokes the control's VisualAppearance designer.

Type	Description
String	A String expression that encodes the control's Visual Appearance.

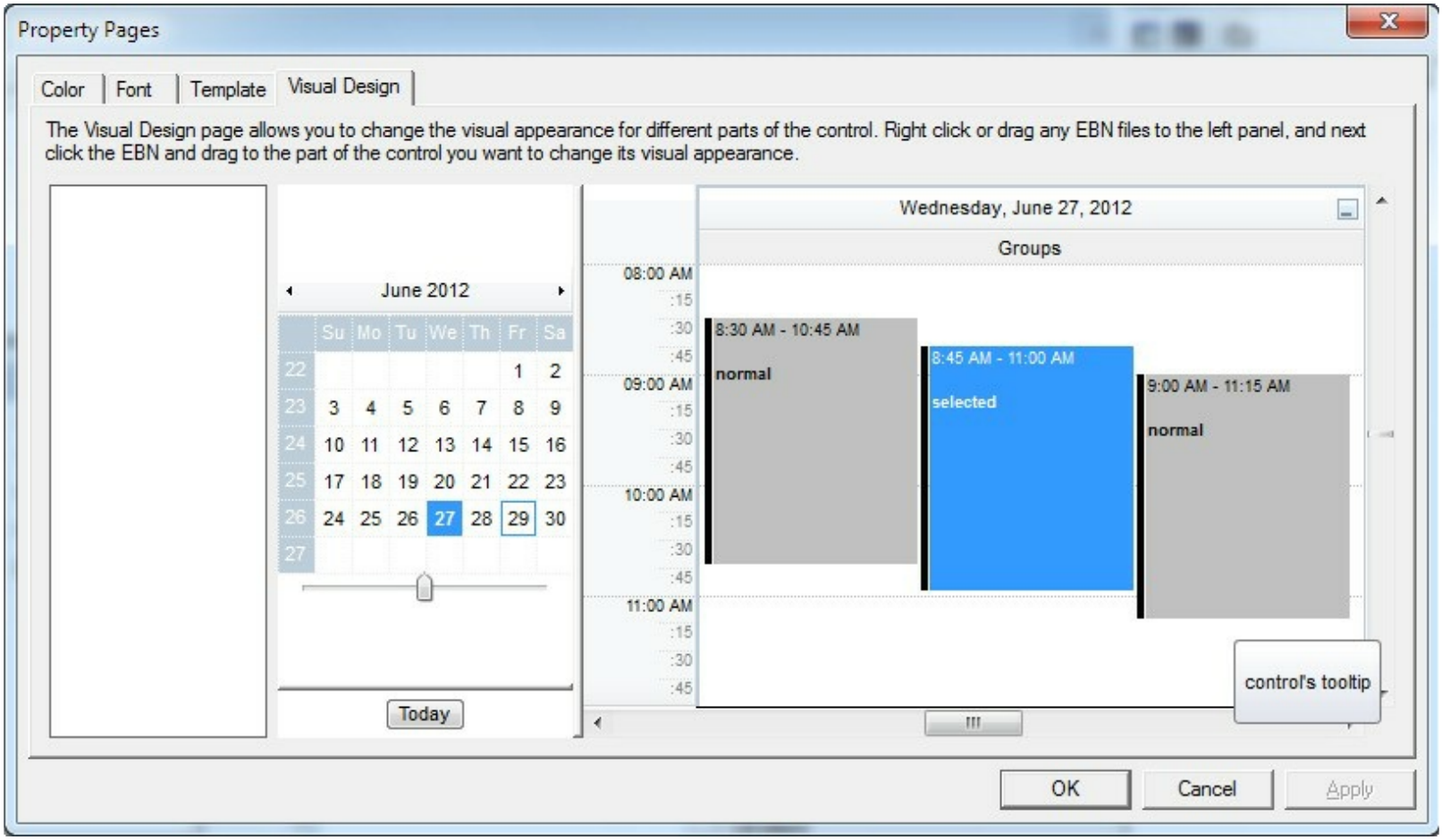
By default, the VisualDesign property is "". The VisualDesign property helps you to define fast and easy the control's visual appearance using the XP-Theme elements or EBN objects. The VisualDesign property can be accessed on design mode, and it can be used to design the visual appearance of different parts of the control by drag and drop XP or EBN elements. The VisualAppearance designer returns an encoded string that can be used to define different looks, just by calling the VisualDesign = encoded_string. If you require removing the current visual appearance, you can call the VisualDesign on "" (empty string). The VisualDesign property encodes EBN or XP-Theme nodes, using the Add method of the Appearance collection being accessed through the VisualAppearance property.

- For the /COM version, click the control in Design mode, select the Properties, and choose the "Visual Design" page.
- For the /NET version, select the VisualDesign property in the Properties browser, and then click ... so the "Visual Design" page is displayed.
- The /WPF version does not provide a VisualAppearance designer, instead you can use the values being generated by the /COM or /NET to apply the same visual appearance.

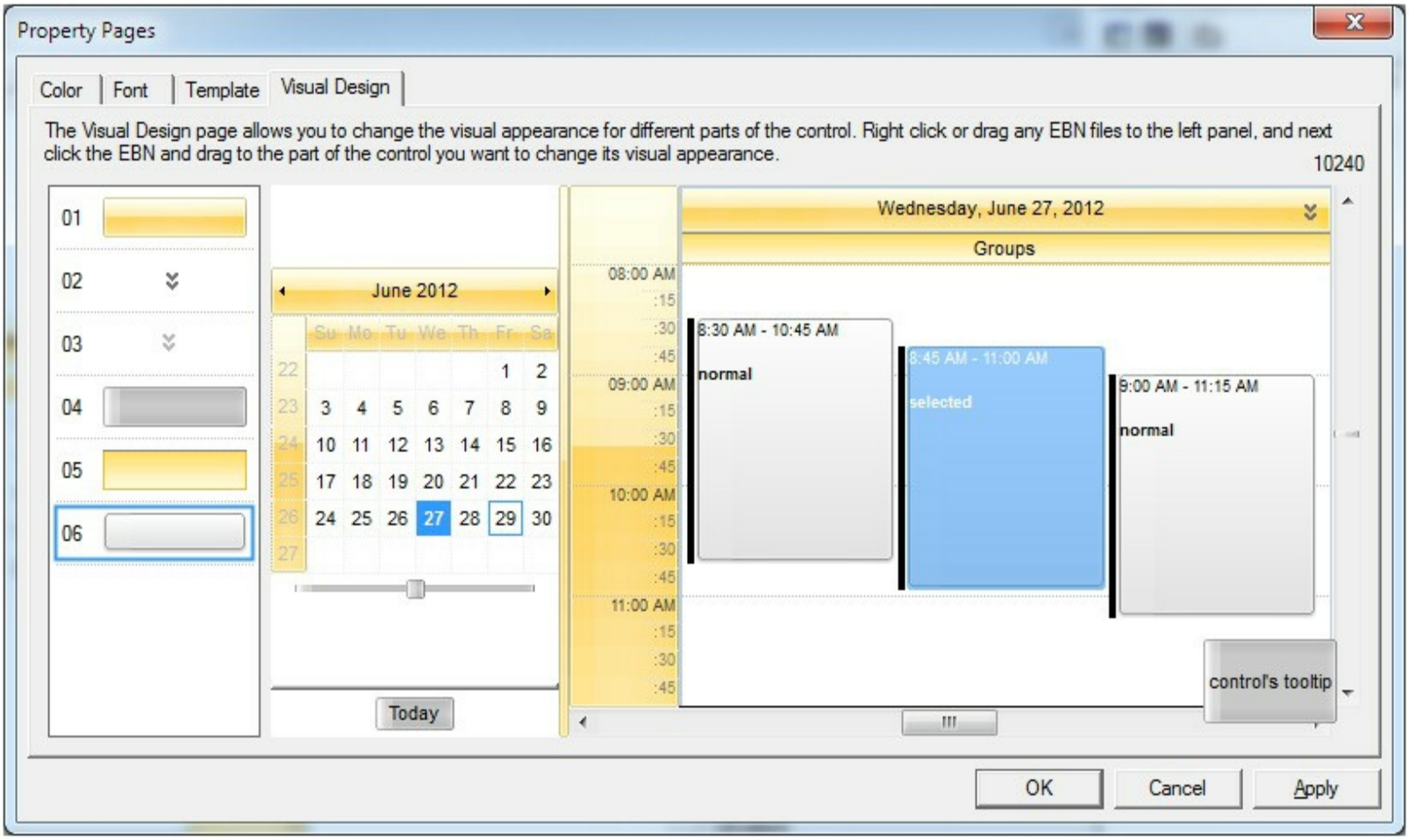
- Click here to watch a movie on how you define the control's visual appearance using the XP-Theme
- Click here to watch a movie on how you define the control's visual appearance using the EBN files.

The left panel, should be user to add your EBN or XP-Theme elements. Once you add them drag and drop the EBN or XP-Theme element from the left side to the part which visual appearance you want to change.

The following picture shows the control's VisualDesign form (empty):



The following picture shows the control's VisualDesign form after applying some EBN objects:



TimeScale object

The TimeScale object displays the time-scale in the control. The control handles one or more time scales. Each time scale can display a different time zone, and can be aligned to any side of the schedule view. The TimeZone property defines the time zone of the time scale. The MajorTimeRuler property indicates the time to increment the major rulers, while the MinorTimeRuler property specifies the time to increment the minor rulers. The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day.

The TimeScale object shows the control's time scale in red:

The TimeScale object supports the following properties and methods:

Name	Description
AlignLeft	Specifies whether the time scale is aligned to left or to the right of the scheduler.
AllowResize	Specifies whether the user can resize the TimeScale object.
BackColor	Specifies the TimeScale's background color.
Caption	Indicates the caption to be displayed on the TimeScale's header.

CaptionAlign	Indicates the alignment of the TimeScale's caption.
CaptionBackColor	Specifies the background color for the TimeScale's caption.
CaptionForeColor	Specifies the foreground color for the TimeScale's caption.
ForeColor	Specifies the TimeScale's foreground color.
Index	Indicates the index of the time scale object in the TimeScales collection.
MajorLabelColor	Specifies the foreground color to display the labels of major rulers.
MajorTimeLabel	Indicates the label to be displayed on the major ruler of the current TimeScale object.
MajorTimeLabelPlainText	Specifies whether the major label is a plain text or a formatted HTML text.
MajorTimeRuler	Indicates the major increment for the current time scale.
MaxWidth	Gets or sets a value that indicates the maximum width for the current TimeScale object.
MinorLabelColor	Specifies the foreground color to display the labels of minor rulers.
MinorTimeLabel	Indicates the label to be displayed on the minor ruler of the current TimeScale object.
MinorTimeLabelPlainText	Specifies whether the minor label is a plain text or a formatted HTML text.
MinorTimeRuler	Indicates the minor increment for the current time scale.
MinWidth	Gets or sets a value that indicates the minimum width for the current TimeScale object.
Position	Gets or sets the position of the current time scale.
RulerBackColor	Specifies the background color for TimeScale's ruler.
TimeZone	Indicates the time zone for the current time scale.
ToolTip	Indicates the tooltip of the TimeScale object.
UserData	Indicates any extra data associated with the TimeScale object.
Visible	Specifies whether the TimeScale is visible or hidden.
Width	Gets or sets a value that indicates the TimeScale's width, in pixels.

property TimeScale.AlignLeft as Boolean

Specifies whether the time scale is aligned to left or to the right of the scheduler.

Type	Description
Boolean	A Boolean expression that specifies whether the time scale is aligned on the left or right side of the schedule view.

By default, the AlignLeft property is True, which indicates that the time scale is aligned to the left side of the schedule view. The AlignLeft property can be used to programmatically change the time scale alignment. The AllowMoveTimeScale property indicates the keys the user can move at runtime the time scale from a side to another. The Position property indicates the position of the time scale as they are displayed. The AlignLeft and Position properties may be changed if the user moves the time scale position to a new side, while the AllowMoveTimeScale property is not exDisallow (0).

property TimeScale.AllowResize as Boolean

Specifies whether the user can resize the TimeScale object.

Type	Description
Boolean	A Boolean expression that specifies whether the user can resize the current time scale at runtime.

By default, the AllowResize property is True. The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The Width property of the time scale indicates the width in pixels of the time scale. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale.

The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale. The Width property may be changed while the user resizes the time scale.

property TimeScale.BackColor as Color

Specifies the TimeScale's background color.

Type	Description
Color	A Color expression that specifies the background color to show the time scale. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

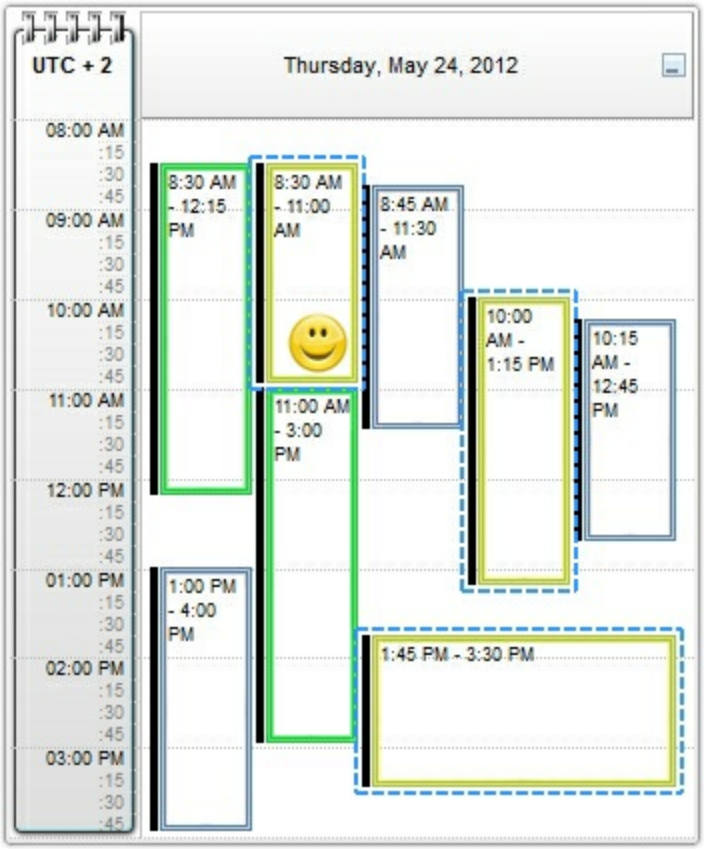
The BackColor property is initialized with the value of the Background(exScheduleTimeScaleBackColor) property. By default, the Background(exScheduleTimeScaleBackColor) property defines the background color to show the control's time scales.

The time scale supports the following background properties:

- The BackColor property changes the time scale's background.
- The CaptionBackColor property defines the color to show caption of the timescale. The Caption property defines the HTML caption to be displayed on the top of the time scale.
- The RulerBackColor property specifies the background color for the rulers part of the time scale. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers.

All background colors can display a solid color as well as an EBN object.

The following sample shows the time scale using different background colors:


UTC + 2
Thursday, May 24, 2012
08:00 AM
:15
:30
:45
09:00 AM
:15
:30
:45
10:00 AM
:15
:30
:45
11:00 AM
:15
:30
:45
12:00 PM
:15
:30
:45
01:00 PM
:15
:30
:45
02:00 PM
:15
:30
:45
03:00 PM
:15
:30
:45
8:30 AM - 12:15 PM
8:30 AM - 11:00 AM
8:45 AM - 11:30 AM
10:00 AM - 1:15 PM
10:15 AM - 12:45 PM
11:00 AM - 3:00 PM
1:00 PM - 4:00 PM
1:45 PM - 3:30 PM

property TimeScale.Caption as String

Indicates the caption to be displayed on the TimeScale's header.

Type	Description
String	A String expression that specifies the HTML caption to be displayed on the top side of the time scale.

The Caption property specifies the HTML caption to be displayed on the top side of the time scale. The CaptionAlign property aligns the caption. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The TimeZone property can be used to programmatically update the time zone. The CaptionBackColor property defines the color to show caption's background of the timescale. The CaptionForeColor property defines the color to show caption of the timescale.

The Caption property supports the following HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to

stretch the picture, else the original size of the picture is used.

- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor>*

*</**sha**>*" gets:

property TimeScale.CaptionAlign as ContentAlignmentEnum

Indicates the alignment of the TimeScale's caption.

Type	Description
ContentAlignmentEnum	A ContentAlignmentEnum expression that specifies the alignment of the caption in the time scale header.

By default, the CaptionAlign property is exMiddleLeft. The Caption property specifies the HTML caption to be displayed on the top side of the time scale. The CaptionBackColor property defines the color to show caption's background of the timescale. The CaptionForeColor property defines the color to show caption of the timescale.

property TimeScale.CaptionBackColor as Color

Specifies the background color for the TimeScale's caption.

Type	Description
Color	A Color expression that specifies the background color to show the caption part of the time scale. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

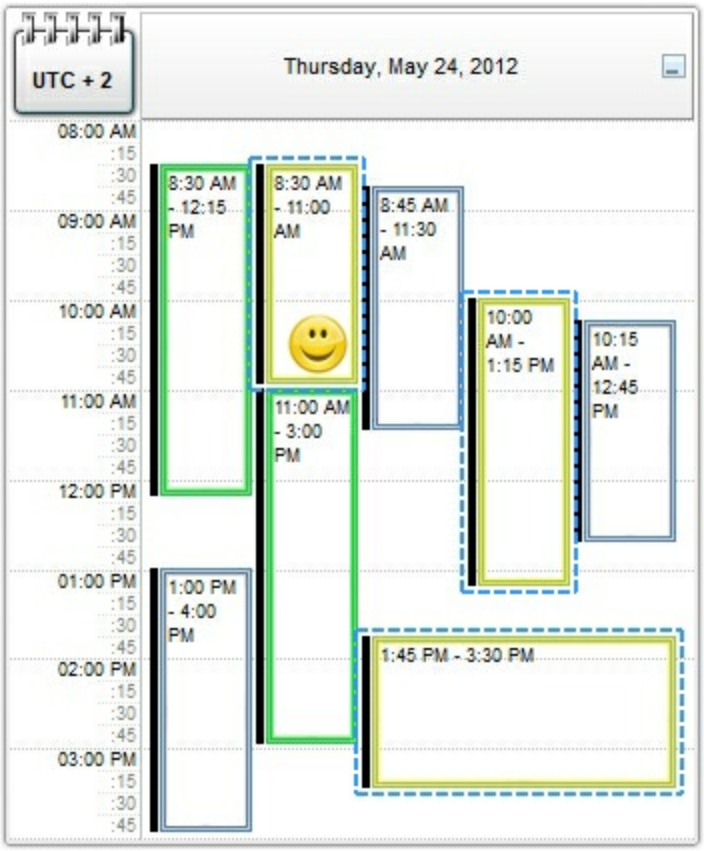
By default, the CaptionBackColor property 0. The CaptionBackColor property defines the visual appearance of the caption part of the time scale, if it is not zero. If the CaptionBackColor property is zero (default), the BackColor property indicates the time scale's background color.

The time scale supports the following background properties:

- The BackColor property changes the time scale's background.
- The CaptionBackColor property defines the color to show caption of the timescale. The Caption property defines the HTML caption to be displayed on the top of the time scale.
- The RulerBackColor property specifies the background color for the rulers part of the time scale. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers.

All background colors can display a solid color as well as an EBN object.

The following sample shows the time scale using different background colors:


UTC + 2
Thursday, May 24, 2012
08:00 AM
:15
:30
:45
09:00 AM
:15
:30
:45
10:00 AM
:15
:30
:45
11:00 AM
:15
:30
:45
12:00 PM
:15
:30
:45
01:00 PM
:15
:30
:45
02:00 PM
:15
:30
:45
03:00 PM
:15
:30
:45
8:30 AM - 12:15 PM
8:30 AM - 11:00 AM
8:45 AM - 11:30 AM
10:00 AM - 1:15 PM
10:15 AM - 12:45 PM
11:00 AM - 3:00 PM
1:00 PM - 4:00 PM
1:45 PM - 3:30 PM

property TimeScale.CaptionForeColor as Color

Specifies the foreground color for the TimeScale's caption.

Type	Description
Color	A Color expression that specifies the foreground color to show the caption part of the time scale.

By default, the CaptionForeColor property 0. The CaptionForeColor property defines the color to show the caption of the time scale, if it is not zero. If the CaptionForeColor property is zero (default), the ForeColor property indicates the time scale's foreground color.

The time scale supports the following foreground properties:

- The ForeColor property changes the time scale's foreground.
- The CaptionForeColor property defines the color to show caption of the timescale. The Caption property defines the HTML caption to be displayed on the top of the time scale.
- The MajorLabelColor property indicates the color to show the labels on major rulers. The MajorTimeLabel property defines the time label to be shown on the major rulers.
- The MinorLabelColor property indicates the color to show the labels on minor rulers. The MinorTimeLabel property defines the time label to be shown on the minor rulers.

property TimeScale.ForeColor as Color

Specifies the TimeScale's foreground color.

Type	Description
Color	A Color expression that specifies the foreground color to show the time scale.

The time scale supports the following foreground properties:

- The ForeColor property changes the time scale's foreground.
- The CaptionForeColor property defines the color to show caption of the timescale. The Caption property defines the HTML caption to be displayed on the top of the time scale.
- The MajorLabelColor property indicates the color to show the labels on major rulers. The MajorTimeLabel property defines the time label to be shown on the major rulers.
- The MinorLabelColor property indicates the color to show the labels on minor rulers. The MinorTimeLabel property defines the time label to be shown on the minor rulers.

property TimeScale.Index as Long

Indicates the index of the time scale object in the TimeScales collection.

Type	Description
Long	A long expression that defines the time scale.

The Index property specifies the index of the time scale in the TimeScales collection. By default, the control adds a default time scale that can be accesses using the property TimeScales(0). The Item property gets the time scale using its index or time zone. The TimeZone property can be used to programmatically update the time zone. The Count property indicates the number of time scales in the control. The Index property goes from 0 to Count - 1.

property TimeScale.MajorLabelColor as Color

Specifies the foreground color to display the labels of major rulers.

Type	Description
Color	A Color expression that specifies the color to show the labels on the major rulers.

The MajorLabelColor property indicates the color to show the labels on major rulers. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MajorTimeLabelPlainText property should be set on False, if the MajorTimeLabel property uses UI font attributes like <b>, <fgcolor>, and so on. The MajorTimeRuler property indicates the time to show the major rulers.

property TimeScale.MajorTimeLabel as String

Indicates the label to be displayed on the major ruler of the current TimeScale object.

Type	Description
String	A string expression that defines the extended HTML format to display the labels on the major rulers.

By default, the MajorTimeLabel property is "<%hh%>:<%nn%> <%AM/PM%>", which indicates that the major rulers displays the time using the AM/PM time indicators. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MajorLabelColor property indicates the color to show the labels on major rulers. The MajorTimeLabelPlainText property should be set on False, if the MajorTimeLabel property uses UI font attributes like <b>, <fgcolor>, and so on. The MajorTimeRuler property indicates the time to show the major rulers.

The TimeZone property can be used to programmatically update the time zone. You can use the ShortTimeFormat property to define a 24-hours format, by removing the <%AM.PM%> TAG. The Caption property specifies the HTML caption to be displayed on the top side of the time scale.

The major lines can be changed using the following Background properties:

- The Background(exScheduleTimeScaleMajorRulerColor) specifies the color to show the lines for major rulers (This option changes the lines being shown in the time scale header)
- The Background(exScheduleTimeScaleMajorRulerStyle) property indicates a LinesStyleEnum expression that determines the style of lines to be shown on major rulers (This option changes the lines being shown in the time scale header)
- The Background(exScheduleMajorTimeScaleStyle) indicates a LinesStyleEnum expression that determines style of lines to be shown on the schedule view.
- The Background(exScheduleMajorTimeRulerColor) indicates the color to show the major lines on the schedule view

Here's a few samples on how you can use the MajorTimeLabel property:

- "", no label is shown on the major rulers
- "<%hh%>:<%nn%> <%AM/PM%>", hour and minute of the major, using the AM/PM time indicators.
- "<font ;11><%hh%> <%AM/PM%>", hour using the AM/PM time indicators with a larger font. The MajorTimeLabelPlainText property must be set on False.

The MajorTimeLabel property supports the following HTML tags:

- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The MajorTimeLabel property supports the following HTML tags (The MajorTimeLabelPlainText property must be set on False, else the following UI attributes are not shown) :

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning

and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on

the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.

- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property TimeScale.MajorTimeLabelPlainText as Boolean

Specifies whether the major label is a plain text or a formatted HTML text.

Type	Description
Boolean	A Boolean expression that specifies whether the label on major rulers UI font attributes like <b>, <fgcolor> are hidden or shown.

By default, the MajorTimeLabelPlainText property is True, which indicates that no UI font attributes like <b>, <fgcolor> are displayed when any of them is included in the MajorTimeLabel property. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. Using this property on False, may affect the control's performances. Do not set on False, unless you are using any of the specified UI font tags.

property TimeScale.MajorTimeRuler as String

Indicates the major increment for the current time scale.

Type	Description
String	A String expression that specifies the time to show the next major ruler.

By default, the MajorTimeRuler property is "01:00" which indicates that the major rulers are shown from hour to hour. You can use the MajorTimeRuler property to programmatically change the major ruler occurrence.

The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MajorLabelColor property indicates the color to show the labels on major rulers. The MinorTimeRuler property indicates the time to show the next minor label/line.

property TimeScale.MaxWidth as Long

Gets or sets a value that indicates the maximum width for the current TimeScale object.

Type	Description
Long	A Long expression that specifies the maximum width for the current TimeScale object

By default, the MaxWidth property is 96 pixels. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale. The Width property of the time scale indicates the width in pixels of the time scale. The Visible property shows or hides the time scale.The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime.

The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale.

property TimeScale.MinorLabelColor as Color

Specifies the foreground color to display the labels of minor rulers.

Type	Description
Color	A Color expression that specifies the color to show the labels on the minor rulers.

The MinorLabelColor property indicates the color to show the labels on minor rulers. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MinorTimeLabelPlainText property should be set on False, if the MinorTimeLabel property uses UI font attributes like <b>, <fgcolor>, and so on. The MinorTimeRuler property indicates the time to show the minor rulers.

property TimeScale.MinorTimeLabel as String

Indicates the label to be displayed on the minor ruler of the current TimeScale object.

Type	Description
String	A string expression that defines the extended HTML format to display the labels on the minor rulers.

By default, the MinorTimeLabel property is ":<%nn%>", which indicates that the major rulers displays the minutes only. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MinorLabelColor property indicates the color to show the labels on minor rulers. The MinorTimeLabelPlainText property should be set on False, if the MinorTimeLabel property uses UI font attributes like <b>, <fgcolor>, and so on. The MinorTimeRuler property indicates the time to show the minor rulers.

The TimeZone property can be used to programmatically update the time zone. You can use the ShortTimeFormat property to define a 24-hours format, by removing the <%AM.PM%> TAG. The Caption property specifies the HTML caption to be displayed on the top side of the time scale.

The minor lines can be changed using the following Background properties:

- The Background(exScheduleTimeScaleMinorRulerColor) specifies the color to show the lines for minor rulers (This option changes the lines being shown in the time scale header)
- The Background(exScheduleTimeScaleMinorRulerStyle) property indicates a LinesStyleEnum expression that determines the style of lines to be shown on minor rulers (This option changes the lines being shown in the time scale header)
- The Background(exScheduleMinorTimeScaleStyle) indicates a LinesStyleEnum expression that determines style of lines to be shown on the schedule view.
- The Background(exScheduleMinorTimeRulerColor) indicates the color to show the minor lines on the schedule view

Here's a few samples on how you can use the MinorTimeLabel property:

- "", no label is shown on the minor rulers
- "<%hh%>:<%nn%> <%AM/PM%>", hour and minute of the minor, using the AM/PM time indicators.
- "<font ;6>:<%nn%>", minute with a smaller font. The MinorTimeLabelPlainText property must be set on False.

The MinorTimeLabel property supports the following HTML tags:

- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings
- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The MinorTimeLabel property supports the following HTML tags (The MinorTimeLabelPlainText property must be set on False, else the following UI attributes are not shown) :

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning

and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

- exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
- e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on

the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.

- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.
- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor> </**sha**>*" gets:

outline anti-aliasing

property TimeScale.MinorTimeLabelPlainText as Boolean

Specifies whether the minor label is a plain text or a formatted HTML text.

Type	Description
Boolean	A Boolean expression that specifies whether the label on minor rulers UI font attributes like <b>, <fgcolor> are hidden or shown.

By default, the MinorTimeLabelPlainText property is True, which indicates that no UI font attributes like <b>, <fgcolor> are displayed when any of them is included in the MinorTimeLabel property. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. Using this property on False, may affect the control's performances. Do not set on False, unless you are using any of the specified UI font tags.

property TimeScale.MinorTimeRuler as String

Indicates the minor increment for the current time scale.

Type	Description
String	A String expression that specifies the time to show the next minor ruler.

By default, the MinorTimeRuler property is "00:15" which indicates that the minor rulers are shown from 15 to 15 minutes. You can use the MinorTimeRuler property to programmatically change the minor ruler occurrence.

The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The MinorLabelColor property indicates the color to show the labels on minor rulers. The MajorTimeRuler property indicates the time to show the next major label/line.

property TimeScale.MinWidth as Long

Gets or sets a value that indicates the minimum width for the current TimeScale object.

Type	Description
Long	A Long expression that specifies the minimum width for the current TimeScale object

By default, the MinWidth property is 0. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale. The Width property of the time scale indicates the width in pixels of the time scale. The Visible property shows or hides the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime.

The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale.

property TimeScale.Position as Long

Gets or sets the position of the current time scale.

Type	Description
Long	A Long expression that indicates the position of the time scale.

By default, the Position property is 0, which indicates that the time scale is left displayed on the first position. The Position property indicates the position of the time scale as they are displayed. The AlignLeft property can be used to programmatically change the time scale alignment. The AllowMoveTimeScale property indicates the keys the user can move at runtime the time scale from a side to another. The AlignLeft and Position properties may be changed if the user moves the time scale position to a new side, while the AllowMoveTimeScale property is not exDisallow (0).

property TimeScale.RulerBackColor as Color

Specifies the background color for TimeScale's ruler.

Type	Description
Color	A Color expression that specifies the background color to show the ruler part of the time scale. The last 7 bits in the high significant byte of the color to indicates the identifier of the skin being used. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the background's part.

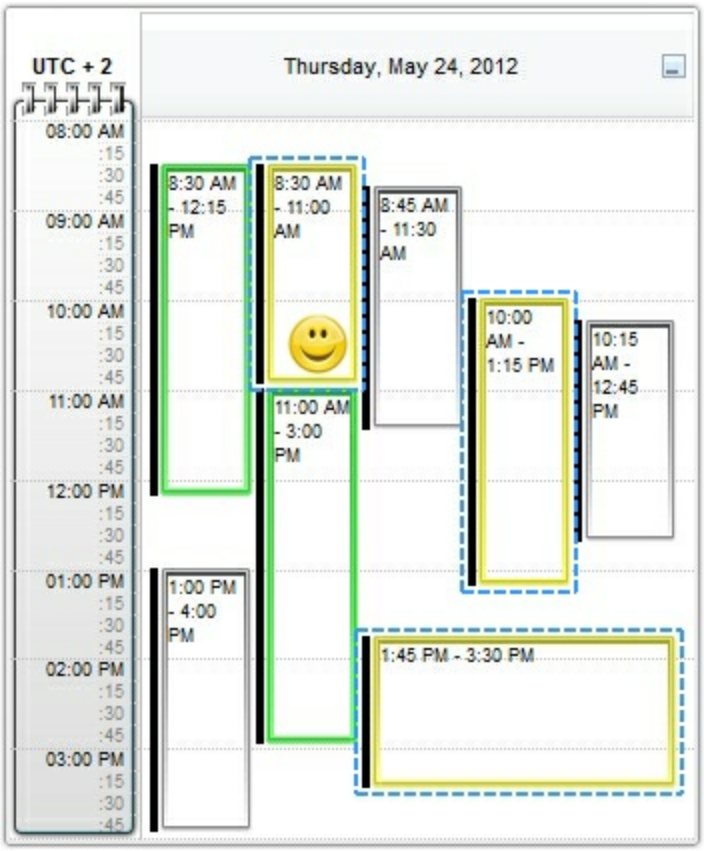
The RulerBackColor property is initialized with the value of the Background(exScheduleTimeScaleRulerBackColor) property. By default, the Background(exScheduleTimeScaleRulerBackColor) property defines the background color to show the ruler part of the control's time scales. If the RulerBackColor property is zero (default), the BackColor property indicates the ruler's background color.

The time scale supports the following background properties:

- The BackColor property changes the time scale's background.
- The CaptionBackColor property defines the color to show caption of the timescale. The Caption property defines the HTML caption to be displayed on the top of the time scale.
- The RulerBackColor property specifies the background color for the rulers part of the time scale. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers.

All background colors can display a solid color as well as an EBN object.

The following sample shows the time scale using different background colors:


UTC + 2
Thursday, May 24, 2012
08:00 AM
:15
:30
:45
09:00 AM
:15
:30
:45
10:00 AM
:15
:30
:45
11:00 AM
:15
:30
:45
12:00 PM
:15
:30
:45
01:00 PM
:15
:30
:45
02:00 PM
:15
:30
:45
03:00 PM
:15
:30
:45
8:30 AM - 12:15 PM
8:30 AM - 11:00 AM
8:45 AM - 11:30 AM
10:00 AM - 1:15 PM
10:15 AM - 12:45 PM
11:00 AM - 3:00 PM
1:00 PM - 4:00 PM
1:45 PM - 3:30 PM

property TimeScale.TimeZone as String

Indicates the time zone for the current time scale.

Type	Description
String	A String expression that defines the time-zone to be displayed. In other words, the time to be added to current time. For instance, the "+03:00" adds a three hours to the current time, while "-02:00" delays the current time scale with 2 hours earlier.

The TimeZone parameter of the Add method initializes the TimeZone property. The TimeZone property can be used to programmatically update the time zone. The Caption property specifies the HTML caption to be displayed on the top side of the time scale. The MajorTimeRuler property indicates the time to increment the major rulers, while the MinorTimeRuler property specifies the time to increment the minor rulers.

The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day.

property TimeScale.ToolTip as String

Indicates the tooltip of the TimeScale object.

Type	Description
String	A String expression that specifies the extended HTML caption to be displayed when cursor hovers the time scale.

By default, the ToolTip property is "". The Caption property specifies the HTML caption to be displayed on the top side of the time scale. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers. The TimeZone property can be used to programmatically update the time zone.

Here's a few samples on how you can use the ToolTip property:

- "this is a bit of text that's being displayed when cursor hovers the time scale", an hard coded text
- "<%hh%>:<%nn%>", hour and minute from the cursor, in the 24-hours format
- "Time: <%loc_time24%>", hour and minute from the cursor, in the 24-hours format, using the current regional settings
- "Time
<%loc_time%>" displays the Time text on the first line, while on the second line is shows the time from cursor

The ToolTip property supports the following HTML tags:

- <%**hy**%> - Date displayed as the half of the year (1 to 2).
- <%**loc_gg**%> - Indicates period/era using the current user regional and language settings.
- <%**loc_sdate**%> - Indicates the date in the short format using the current user regional and language settings.
- <%**loc_ldate**%> - Indicates the date in the long format using the current user regional and language settings.
- <%**loc_dsep**%> - Indicates the date separator using the current user regional and language settings (/).
- <%**h**%> - Hour in one or two digits, as needed (0 to 23).
- <%**hh**%> - Hour in two digits (00 to 23).
- <%**n**%> - Minute in one or two digits, as needed (0 to 59).
- <%**nn**%> - Minute in two digits (00 to 59).
- <%**s**%> - Second in one or two digits, as needed (0 to 59).
- <%**ss**%> - Second in two digits (00 to 59).
- <%**AM/PM**%> - Twelve-hour clock with the uppercase letters "AM" or "PM", as

appropriate. (Use the AMPM property to specify the name of the AM and PM indicators). You can use the <%**loc_AM/PM**%> that indicates the time marker such as AM or PM using the current user regional and language settings. You can use <%**loc_A/P**%> that indicates the one character time marker such as A or P using the current user regional and language settings

- <%**loc_AM/PM**%> - Indicates the time marker such as AM or PM using the current user regional and language settings.
- <%**loc_A/P**%> - Indicates the one character time marker such as A or P using the current user regional and language settings.
- <%**loc_time**%> - Indicates the time using the current user regional and language settings.
- <%**loc_time24**%> - Indicates the time in 24 hours format without a time marker using the current user regional and language settings.
- <%**loc_tsep**%> - indicates the time separator using the current user regional and language settings (:).

The ToolTip property supports the following HTML tags:

- ** ... ** displays the text in **bold**
- ** ... ** displays the text in *italics*
- **<u> ... </u>** underlines the text
- **<s> ... </s>** ~~Strike~~-through text
- **<a id;options> ... ** displays an anchor element that can be clicked. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.The <a> element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The control fires the *AnchorClick(AnchorID, Options)* event when the user clicks the anchor element. The *FormatAnchor* property customizes the visual effect for anchor elements.

  The control supports expandable HTML captions feature which allows you to expand(show)/collapse(hide) different information using <a ;exp=> or <a ;e64=> anchor tags. The exp/e64 field of the anchor stores the HTML line/lines to show once the user clicks/collapses/expands the caption.

  - exp, stores the plain text to be shown once the user clicks the anchor, such as "<a ;exp=show lines>"
  - e64, encodes in BASE64 the HTML text to be shown once the user clicks the anchor, such as "<a ;e64=gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABu " that displays show lines- in gray when the user clicks the + anchor. The "gA8ABmABnABjABvABshIAOQAEAAHAAGESikWio+ABzABohp3iELABpABuABljY string encodes the "<fgcolor 808080>show lines<a>-</fgcolor>" The Decode64Text/Encode64Text methods of the eXPrint can be used to

decode/encode e64 fields.

Any ex-HTML caption can be transformed to an expandable-caption, by inserting the anchor ex-HTML tag. For instance, "<solidline>Header</solidline>
Line1<r><a ;exp=show lines>+
Line2
Line3" shows the Header in underlined and bold on the first line and Line1, Line2, Line3 on the rest. The "show lines" is shown instead of Line1, Line2, Line3 once the user clicks the + sign.

- ** ... ** displays portions of text with a different font and/or different size. For instance, the "bit" draws the bit text using the Tahoma font, on size 12 pt. If the name of the font is missing, and instead size is present, the current font is used with a different size. For instance, "bit" displays the bit text using the current font, but with a different size.
- **<fgcolor rrggbb> ... </fgcolor>** or <fgcolor=rrggbb> ... </fgcolor> displays text with a specified foreground color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<bgcolor rrggbb> ... </bgcolor>** or <bgcolor=rrggbb> ... </bgcolor> displays text with a specified background color. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<solidline rrggbb> ... </solidline>** or <solidline=rrggbb> ... </solidline> draws a solid-line on the bottom side of the current text-line, of specified RGB color. The <solidline> ... </solidline> draws a black solid-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<dotline rrggbb> ... </dotline>** or <dotline=rrggbb> ... </dotline> draws a dot-line on the bottom side of the current text-line, of specified RGB color. The <dotline> ... </dotline> draws a black dot-line on the bottom side of the current text-line. The rr/gg/bb represents the red/green/blue values of the color in hexa values.
- **<upline> ... </upline>** draws the line on the top side of the current text-line (requires <solidline> or <dotline>).
- **<r>** right aligns the text
- **<c>** centers the text
- **
** forces a line-break
- **<img>number[:width]</img>** inserts an icon inside the text. The number indicates the index of the icon being inserted. Use the Images method to assign a list of icons to your chart. The last 7 bits in the high significant byte of the number expression indicates the identifier of the skin being used to paint the object. Use the Add method to add new skins to the control. If you need to remove the skin appearance from a part of the control you need to reset the last 7 bits in the high significant byte of the color being applied to the part. The width is optional and indicates the width of the icon being inserted. Using the width option you can overwrite multiple icons getting a nice effect. By default, if the width field is missing, the width is 18 pixels.
- **<img>key[:width]</img>** inserts a custom size picture into the text being previously loaded using the HTMLPicture property. The Key parameter indicates the key of the

picture being displayed. The Width parameter indicates a custom size, if you require to stretch the picture, else the original size of the picture is used.

- **&** glyph characters as **&** (&), **<** (<), **>** (>), **&qout;** (") and **&#number;** (the character with specified code), For instance, the € displays the EUR character. The **&** ampersand is only recognized as markup when it is followed by a known letter or a #character and a digit. For instance if you want to display bold in HTML caption you can use bold
- **<off offset> ... </off>** defines the vertical offset to display the text/element. The offset parameter defines the offset to display the element. This tag is inheritable, so the offset is keep while the associated </off> tag is found. You can use the <off offset> HTML tag in combination with the to define a smaller or a larger font to be displayed. For instance: "Text with <**off** 6>subscript" displays the text such as: Text with $_{\text{subscript}}$ The "Text with <**off** -6>superscript" displays the text such as: Text with ^{subscript}
- **<gra rrggbb;mode;blend> ... </gra>** defines a gradient text. The text color or <fgcolor> defines the starting gradient color, while the rr/gg/bb represents the red/green/blue values of the ending color, 808080 if missing as gray. The mode is a value between 0 and 4, 1 if missing, and blend could be 0 or 1, 0 if missing. The HTML tag can be used to define the height of the font. Any of the rrggbb, mode or blend field may not be specified. The <gra> with no fields, shows a vertical gradient color from the current text color to gray (808080). For instance the "<**gra** FFFFFF;1;1>gradient-center</**gra**>" generates the following picture:

gradient-center

- **<out rrggbb;width> ... </out>** shows the text with outlined characters, where rr/gg/bb represents the red/green/blue values of the outline color, 808080 if missing as gray, width indicates the size of the outline, 1 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**out** 000000> <fgcolor=FFFFFF>outlined</fgcolor></**out**>" generates the following picture:

outlined

- **<sha rrggbb;width;offset> ... </sha>** define a text with a shadow, where rr/gg/bb represents the red/green/blue values of the shadow color, 808080 if missing as gray, width indicates the size of shadow, 4 if missing, and offset indicates the offset from the origin to display the text's shadow, 2 if missing. The text color or <fgcolor> defines the color to show the inside text. The HTML tag can be used to define the height of the font. For instance the "<**sha**>shadow</**sha**>" generates the following picture:

shadow

or "*<**sha** 404040;5;0><fgcolor=FFFFFF>outline anti-aliasing</fgcolor>*
*</**sha**>*" gets:

property TimeScale.UserData as Variant

Indicates any extra data associated with the TimeScale object.

Type	Description
Variant	A VARIANT expression that indicates any extra data you can associate with the time scale.

By default, the UserData property is empty. You can use the UserData property to associate any extra data to the current time scale. The Caption property defines the HTML caption to be displayed on the top of the time scale. The MajorTimeLabel property defines the time label to be shown on the major rulers, while the MinorTimeLabel property specifies the time label to be shown on minor rulers.

property TimeScale.Visible as Boolean

Specifies whether the TimeScale is visible or hidden.

Type	Description
Boolean	A Boolean expression that specifies whether the time scale is visible or hidden.

By default, the Visible property is True, which means that the time scale is shown. The Visible property shows or hides the time scale. The Position property indicates the position of the time scale. The Width property of the time scale indicates the width in pixels of the time scale. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime.

The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale.

property TimeScale.Width as Long

Gets or sets a value that indicates the TimeScale's width, in pixels.

Type	Description
Long	A Long expression that specifies the width of the time scale.

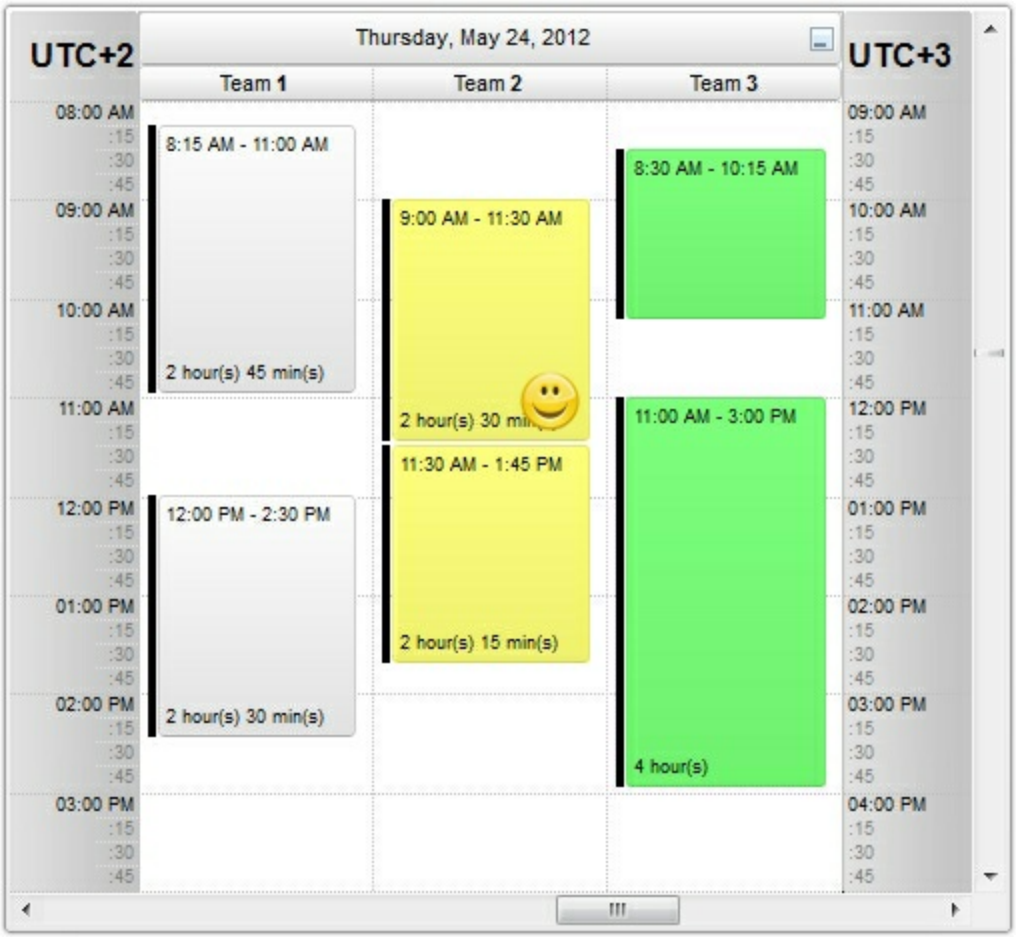
By default, the Width property is 64 pixels. The Width property of the time scale indicates the width in pixels of the time scale. The MinWidth property indicates the minimum width for the time scale, and the MaxWidth indicates the maximum size of the time scale. The Visible property shows or hides the time scale.The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime.

The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The AllowResize property may specify whether a time scale is resizable or not, while AllowResizeTimeScale property on exDisallow may specify that no time scale can be resized at runtime. The LayoutStartChanging(exScheduleResizeTimeScale) and LayoutEndChanging(exScheduleResizeTimeScale) properties notifies your application once the user resizes a time scale.

TimeScales object

The TimeScales object holds a collection of TimeScale objects. The control handles one or more time scales. Each time scale can display a different time zone, and can be aligned to any side of the schedule view. The TimeScales collection is accessible through the TimeScales property of the control. The TimeScaleFromPoint method gets the TimeScale object from the cursor. The TimeScalesFont defines the font to display the control's time scales. The TimeZone property defines the time zone of the time scale. The AllowMoveTimeScale property indicates the keys the user can move at runtime the time scale from a side to another. The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale. The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day.

The following screen show shows the control with two time-scales:



The TimeScales object support the following properties and methods:

Name	Description
Add	Adds a TimeScale object to the collection and returns a reference to the newly created object.
Clear	Removes all objects in a collection.
Count	Returns the number of objects in a collection.

Item	Returns a specific TimeScale of the TimeScales collection.
Remove	Removes a specific member from the TimeScales collection.

method TimeScales.Add (TimeZone as String)

Adds a TimeScale object to the collection and returns a reference to the newly created object.

Type	Description
TimeZone as String	A String expression that defines the time-zone to be displayed. In other words, the time to be added to current time. The TimeZone property can be used to programmatically update the time zone. For instance, the "+03:00" adds a three hours to the current time, while "-02:00" delays the current time scale with 2 hours earlier.

Return	Description
TimeScale	A TimeScale object being created.

By default, the control adds a TimeScale object that can be accessed through the TimeScales(0) property. The newly added time scale is aligned to left, so you can use the AlignLeft property on False, to align the time scale to the right. The TimeZone property can be used to programmatically update the time zone. The Visible property shows or hides the time scale. The Position property changes the position of the time scale from left to right.

The DayStartTime property defines the starting time of the day, and the DayEndTime property defines the ending time of the day. The TimeScaleFromPoint method gets the TimeScale object from the cursor. The AllowResizeTimeScale property indicates the keys the user can resize at runtime the time scale.

method TimeScales.Clear ()

Removes all objects in a collection.

Type	Description

The Clear method removes all time-scales from the control. The Remove method removes a time scale giving its time zone or its index. The Visible property shows or hides the time scale. The Position property changes the position of the time scale from left to right. The Item property accesses the time scale object its time zone or its index. The TimeZone property can be used to programmatically update the time zone. The Index property defines the index of the time scale in the TimeScales collection.

property TimeScales.Count as Long

Returns the number of objects in a collection.

Type	Description
Long	A long expression that specifies the number of time scales in the control.

The Count property indicates the number of time scales in the control. The Item property accesses the time scale object its time zone or its index. The Remove method removes a time scale giving its time zone or its index. The Clear method removes all time-scales from the control. The Visible property shows or hides the time scale. The Position property changes the position of the time scale from left to right. The TimeZone property can be used to programmatically update the time zone. The Index property defines the index of the time scale in the TimeScales collection. The **for each statement** is supported by the TimeScales collection, so the TimeScales collection can be enumerated using a sample like *for each ts in TimeScales*

property TimeScales.Item (Index as Variant) as TimeScale

Returns a specific TimeScale of the TimeScales collection.

Type	Description
Index as Variant	A long expression that specifies the index of the time scale to be accessed, or a string expression that indicates the time-zone of the time scale to be accessed.
TimeScale	A TimeScale object associated with giving index or time-zone, or empty/nothing/NULL if no object is associated.

The Item property accesses the time scale object its time zone or its index. The Count property indicates the number of time scales in the control. The Remove method removes a time scale giving its time zone or its index. The Clear method removes all time-scales from the control. The Visible property shows or hides the time scale. The Position property changes the position of the time scale from left to right. The TimeZone property can be used to programmatically update the time zone. The Index property defines the index of the time scale in the TimeScales collection. The TimeScaleFromPoint method gets the TimeScale object from the cursor. The **for each statement** is supported by the TimeScales collection, so the TimeScales collection can be enumerated using a sample like *for each ts in TimeScales*

method TimeScales.Remove (Index as Variant)

Removes a specific member from the TimeScales collection.

Type	Description
Index as Variant	A long expression that specifies the index of the time scale to be removed, or a string expression that indicates the time-zone of the time scale to be removed.

The Remove method removes a time scale giving its time zone or its index. The Clear method removes all time-scales from the control. The Visible property shows or hides the time scale. The Position property changes the position of the time scale from left to right. The Item property accesses the time scale object its time zone or its index. The TimeZone property can be used to programmatically update the time zone. The Index property defines the index of the time scale in the TimeScales collection.

ExSchedule events

The ExSchedule component supports the following events:

Name	Description
AddEvent	Notifies your application once the a new event is added.
AnchorClick	Occurs when an anchor element is clicked.
ChangeEvent	Occurs once an event is added, removed or updated/changed.
Click	Occurs when the user presses and then releases the left mouse button over the control.
DblClick	Occurs when the user dblclk the left mouse button over an object.
Error	Fired when an internal error occurs.
Event	Notifies the application once the control fires an event.
KeyDown	Occurs when the user presses a key while an object has the focus.
KeyPress	Occurs when the user presses and releases an ANSI key.
KeyUp	Occurs when the user releases a key while an object has the focus.
LayoutEndChanging	Notifies your application once the control's layout has been changed.
LayoutStartChanging	Occurs when the control's layout is about to be changed.
MouseDown	Occurs when the user presses a mouse button.
MouseMove	Occurs when the user moves the mouse.
MouseUp	Occurs when the user releases a mouse button.
OLECompleteDrag	Occurs when a source component is dropped onto a target component, informing the source component that a drag action was either performed or canceled
OLEDragDrop	Occurs when a source component is dropped onto a target component when the source component determines that a drop can occur.
OLEDragOver	Occurs when one component is dragged over another.
OLEGiveFeedback	Allows the drag source to specify the type of OLE drag-and-drop operation and the visual feedback.
	Occurs on a drag source when a drop target calls the

OLESetData	GetData method and there is no data in a specified format in the OLE drag-and-drop DataObject.
OLEStartDrag	Occurs when the OLEDrag method is called.
PictureClick	Occurs when the user clicks a picture within an event (Event.Pictures/ExtraPictures).
RClick	Occurs once the user right clicks the control.
RemoveEvent	Occurs once an event is removed.
ScrollButtonClick	Occurs when the user clicks a button in the scrollbar.
UpdateEvent	Notifies your application once the event changes the starting or ending margins.

event AddEvent (Ev as Event)

Notifies your application once the a new event is added.

Type	Description
Ev as Event	The Ev object indicates the new appointment/event being added.

The control fires the AddEvent event once the user creates a new appointment, or the Events.Add method has been invoked. You can use the AddEvent event to change the event's label, pictures, and so on. You can use the UserData property to associate any extra data to your event/appointment. The AddEvent event is fired also during loading an XML document using the LoadXML method. The control fires the LayoutStartChanging(*exScheduleCreateEvent*)/LayoutEndChanging(*exScheduleCreateEvent*) event once the user creates a new event using the mouse. The Start and End properties of the Event are known at the moment the AddEvent event occurs. You can handle the AddEvent event to invoke your dialogs in other to update any other property of the newly added event. You can also, call the Remove event in case you need to remove the event. The ChangeEvent(exAddEvent) event is equivalent with the AddEvent event.

The AllowCreateEvent property specifies the keys combination to let user creates new events at runtime. The CreateEventLabel property indicates the label to be shown when the user creates a new event at runtime. You can use the Background(exScheduleCreateEventBackColor) and Background(exScheduleCreateEventForeColor) properties to specify the visual appearance of the events being updated at runtime * moving or resizing).

Syntax for AddEvent event, **/NET** version, on:

C#

```
private void AddEvent(object sender,exontrol.EXSCHEDULELib.Event Ev)
{
}
```

VB

```
Private Sub AddEvent(ByVal sender As System.Object,ByVal Ev As
exontrol.EXSCHEDULELib.Event) Handles AddEvent
End Sub
```

Syntax for AddEvent event, **/COM** version, on:

C#

```
private void AddEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent e)
```

```
{
}
```

C++

```
void OnAddEvent(LPDISPATCH Ev)
{
}
```

C++ Builder

```
void __fastcall AddEvent(TObject *Sender,Exschedulelib_tlb::IEvent *Ev)
{
}
```

Delphi

```
procedure AddEvent(ASender: TObject; Ev : IEvent);
begin
end;
```

Delphi 8 (.NET only)

```
procedure AddEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent);
begin
end;
```

Powe…

```
begin event AddEvent(oleobject Ev)
end event AddEvent
```

VB.NET

```
Private Sub AddEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_AddEventEvent) Handles AddEvent
End Sub
```

VB6

```
Private Sub AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
End Sub
```

VBA

```
Private Sub AddEvent(ByVal Ev As Object)
End Sub
```

VFP

```
LPARAMETERS Ev
```

Xbas…

```
PROCEDURE OnAddEvent(oSchedule,Ev)
RETURN
```

Syntax for AddEvent event, **/COM** version (others), on:

Java…
```
<SCRIPT EVENT="AddEvent(Ev)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…
```
<SCRIPT LANGUAGE="VBScript">
Function AddEvent(Ev)
End Function
</SCRIPT>
```

Visual Data…
```
Procedure OnComAddEvent Variant llEv
   Forward Send OnComAddEvent llEv
End_Procedure
```

Visual Objects
```
METHOD OCX_AddEvent(Ev) CLASS MainDialog
RETURN NIL
```

X++
```
void onEvent_AddEvent(COM _Ev)
{
}
```

XBasic
```
function AddEvent as v (Ev as OLE::Exontrol.Schedule.1::IEvent)
end function
```

dBASE
```
function nativeObject_AddEvent(Ev)
return
```

The following VB sample shows how you can change the event's pattern once a new event is created:

```
Private Sub Schedule1_AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
   With Ev.BodyPattern
      .Type = exPatternBDiagonal
      .Color = RGB(128, 128, 128)
   End With
End Sub
```

The following VB sample asks the user if he wants to keep the newly created event, and if

not, removes it:

```
Dim iCreatingEvent As Long

Private Sub Schedule1_AddEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
   If Not (iCreatingEvent = 0) Then
      If Not MsgBox("Do you allow creating this new event?", vbQuestion Or
vbYesNoCancel) = vbYes Then
         Schedule1.Events.Remove (Ev.Handle)
      End If
   End If
End Sub

Private Sub Schedule1_LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleCreateEvent) Then
      iCreatingEvent = iCreatingEvent + 1
   End If
End Sub

Private Sub Schedule1_LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
   If (Operation = exScheduleCreateEvent) Then
      iCreatingEvent = iCreatingEvent - 1
   End If
End Sub
```

event AnchorClick (AnchorID as String, Options as String)

Occurs when an anchor element is clicked.

Type	Description
AnchorID as String	A string expression that specifies the identifier of the anchor being clicked. For instance if you have a <a id;options>anchor, the id is the AnchorID, while the options is passed to the Options parameter.
Options as String	A string expression that specifies the options being used in the <a ;options> declaration.

The control fires the AnchorClick event to notify that the user clicks an anchor element. An anchor is a piece of text or some other object (for example an image) which marks the beginning and/or the end of a hypertext link.
The **<a>** element is used to mark that piece of text (or inline image), and to give its hypertextual relationship to other documents. The AnchorClick event is fired only if prior clicking the control it shows the hand cursor. For instance, if the cell is disabled, the hand cursor is not shown when hovers the anchor element, and so the AnchorClick event is not fired. Use the FormatAnchor property to specify the visual effect for anchor elements. For instance, if the user clicks the anchor *<a1>anchor*, the control fires the AnchorClick event, where the AnchorID parameter is 1, and the Options parameter is empty. Also, if the user clicks the anchor *<a 1;yourextradata>anchor*, the AnchorID parameter of the AnchorClick event is 1, and the Options parameter is "yourextradata". You can use the AnchorFromPoint property to retrieve the identifier of the anchor element from the cursor.

Currently, the recognizable anchors elements are in the event's body, by using the <a> elements in the LongLabel or ExtraLabel property.

Syntax for AnchorClick event, **/NET** version, on:

C#

```
private void AnchorClick(object sender,string AnchorID,string Options)
{
}
```

VB

```
Private Sub AnchorClick(ByVal sender As System.Object,ByVal AnchorID As
String,ByVal Options As String) Handles AnchorClick
End Sub
```

Syntax for AnchorClick event, **/COM** version, on:

C#

```
private void AnchorClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent e)
{
}
```

C++

```
void OnAnchorClick(LPCTSTR AnchorID,LPCTSTR Options)
{
}
```

C++ Builder

```
void __fastcall AnchorClick(TObject *Sender,BSTR AnchorID,BSTR Options)
{
}
```

Delphi

```
procedure AnchorClick(ASender: TObject; AnchorID : WideString;Options :
WideString);
begin
end;
```

Delphi 8 (.NET only)

```
procedure AnchorClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent);
begin
end;
```

Powe…

```
begin event AnchorClick(string AnchorID,string Options)
end event AnchorClick
```

VB.NET

```
Private Sub AnchorClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent) Handles AnchorClick
End Sub
```

VB6

```
Private Sub AnchorClick(ByVal AnchorID As String,ByVal Options As String)
End Sub
```

VBA

```
Private Sub AnchorClick(ByVal AnchorID As String,ByVal Options As String)
End Sub
```

VFP

```
LPARAMETERS AnchorID,Options
```

Xbas…

```
PROCEDURE OnAnchorClick(oSchedule,AnchorID,Options)
RETURN
```

Syntax for AnchorClick event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="AnchorClick(AnchorID,Options)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function AnchorClick(AnchorID,Options)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComAnchorClick String llAnchorID String llOptions
   Forward Send OnComAnchorClick llAnchorID llOptions
End_Procedure
```

Visual Objects

```
METHOD OCX_AnchorClick(AnchorID,Options) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_AnchorClick(str _AnchorID,str _Options)
{
}
```

XBasic

```
function AnchorClick as v (AnchorID as C,Options as C)
end function
```

dBASE

```
function nativeObject_AnchorClick(AnchorID,Options)
return
```

The following samples adds a <a rem>remove to all events:

VBA (MS Access, Excell...)

```
With Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
End With
```

VB6

```
With Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
End With
```

VB.NET

```
With Exschedule1
   .DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
End With
```

VB.NET for /COM

```
With AxSchedule1
   .DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
End With
```

C++

```
/*
   Copy and paste the following directives to your header file as
   it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control
Library'

   #import <ExSchedule.dll>
   using namespace EXSCHEDULELib;
*/
EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutDefaultEventLongLabel(L"<%=%256%><br><a
rem>remove</a>");
```

C++ Builder

```
Schedule1->DefaultEventLongLabel = L"<%=%256%><br><a rem>remove</a>";
```

C#

```
exschedule1.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>";
```

JavaScript

```
<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>";
</SCRIPT>
```

C# for /COM

```
axSchedule1.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>";
```

X++ (Dynamics Ax 2009)

```
public void init()
{
   ;

   super();

   exschedule1.DefaultEventLongLabel("<%=%256%><br><a rem>remove</a>");
}
```

Delphi 8 (.NET only)

```
with AxSchedule1 do
begin
   DefaultEventLongLabel := '<%=%256%><br><a rem>remove</a>';
end
```

Delphi (standard)

```
with Schedule1 do
begin
```

```
   DefaultEventLongLabel := '<%=%256%><br><a rem>remove</a>';
end
```

VFP

```
with thisform.Schedule1
   .DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
endwith
```

dBASE Plus

```
local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
```

XBasic (Alpha Five)

```
Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
```

Visual Objects

```

oDCOCX_Exontrol1:DefaultEventLongLabel := "<%=%256%><br><a
rem>remove</a>"
```

PowerBuilder

```
OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.DefaultEventLongLabel = "<%=%256%><br><a rem>remove</a>"
```

The following samples displays the identifier of the anchor/<a> being clicked.

VBA (MS Access, Excell...)

```
' AnchorClick event - Occurs when an anchor element is clicked.
Private Sub Schedule1_AnchorClick(ByVal AnchorID As String,ByVal Options As String)
   With Schedule1
      Debug.Print( AnchorID )
   End With
End Sub
```

VB6

```
' AnchorClick event - Occurs when an anchor element is clicked.
Private Sub Schedule1_AnchorClick(ByVal AnchorID As String,ByVal Options As String)
   With Schedule1
      Debug.Print( AnchorID )
   End With
End Sub
```

VB.NET

```
' AnchorClick event - Occurs when an anchor element is clicked.
Private Sub Exschedule1_AnchorClick(ByVal sender As System.Object,ByVal AnchorID
As String,ByVal Options As String) Handles Exschedule1.AnchorClick
   With Exschedule1
      Debug.Print( AnchorID )
   End With
End Sub
```

VB.NET for /COM

```
' AnchorClick event - Occurs when an anchor element is clicked.
Private Sub AxSchedule1_AnchorClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent) Handles
```

```
AxSchedule1.AnchorClick
    With AxSchedule1
        Debug.Print( e.anchorID )
    End With
End Sub
```

C++

```
// AnchorClick event - Occurs when an anchor element is clicked.
void OnAnchorClickSchedule1(LPCTSTR AnchorID,LPCTSTR Options)
{
    /*
        Copy and paste the following directives to your header file as
        it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0
Control Library'
        #import <ExSchedule.dll>
        using namespace EXSCHEDULELib;
    */
    EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
    OutputDebugStringW( L"AnchorID" );
}
```

C++ Builder

```
// AnchorClick event - Occurs when an anchor element is clicked.
void __fastcall TForm1::Schedule1AnchorClick(TObject *Sender,BSTR AnchorID,BSTR
Options)
{
    OutputDebugString( L"AnchorID" );
}
```

C#

```
// AnchorClick event - Occurs when an anchor element is clicked.
private void exschedule1_AnchorClick(object sender,string AnchorID,string Options)
{
    System.Diagnostics.Debug.Print( AnchorID.ToString() );
}
//this.exschedule1.AnchorClick += new
exontrol.EXSCHEDULELib.exg2antt.AnchorClickEventHandler(this.exschedule1_A
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="AnchorClick(AnchorID,Options)"
LANGUAGE="JScript">
    alert( AnchorID );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
</SCRIPT>
```

C# for /COM

```
// AnchorClick event - Occurs when an anchor element is clicked.
private void axSchedule1_AnchorClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent e)
{
    System.Diagnostics.Debug.Print( e.anchorID.ToString() );
}
//this.axSchedule1.AnchorClick += new
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEventHandler(this.axSchedule1
```

X++ (Dynamics Ax 2009)

```
// AnchorClick event - Occurs when an anchor element is clicked.
void onEvent_AnchorClick(str _AnchorID,str _Options)
{
    ;
    print( _AnchorID );
}

public void init()
{
    ;

    super();

}
```

Delphi 8 (.NET only)

```
// AnchorClick event - Occurs when an anchor element is clicked.
procedure TWinForm1.AxSchedule1_AnchorClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_AnchorClickEvent);
begin
    with AxSchedule1 do
    begin
        OutputDebugString( e.anchorID );
    end
end;
```

Delphi (standard)

```
// AnchorClick event - Occurs when an anchor element is clicked.
procedure TForm1.Schedule1AnchorClick(ASender: TObject; AnchorID :
WideString;Options : WideString);
```

```
begin
   with Schedule1 do
   begin
      OutputDebugString( AnchorID );
   end
end;
```

VFP

```
*** AnchorClick event - Occurs when an anchor element is clicked. ***
LPARAMETERS AnchorID,Options
   with thisform.Schedule1
      DEBUGOUT( AnchorID )
   endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   AnchorClick = class::nativeObject_AnchorClick
endwith
*/
// Occurs when an anchor element is clicked.
function nativeObject_AnchorClick(AnchorID,Options)
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(AnchorID)
return

local oSchedule

oSchedule = form.Activex1.nativeObject
```

XBasic (Alpha Five)

```
' Occurs when an anchor element is clicked.
function AnchorClick as v (AnchorID as C,Options as C)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? AnchorID
end function

Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

Visual Objects

```
METHOD OCX_Exontrol1AnchorClick(AnchorID,Options) CLASS MainDialog
   // AnchorClick event - Occurs when an anchor element is clicked.
   OutputDebugString(String2Psz( AsString(AnchorID) ))
RETURN NIL
```

PowerBuilder

```
/*begin event AnchorClick(string AnchorID,string Options) - Occurs when an anchor
element is clicked.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(AnchorID) ))
*/
/*end event AnchorClick*/

OleObject oSchedule

oSchedule = ole_1.Object
```

event ChangeEvent (Ev as Event, Operation as ChangeOperationEnum)

Occurs once an event is added, removed or updated/changed.

Type	Description
Ev as Event	An Event object being added, removed or changed.
Operation as ChangeOperationEnum	A ChangeOperationEnum type that specifies the operation that just occured.

The ChangeEvent event notifies your application once a new event is added, if any event is removed, or a any property of the event is changed. The ChangeEvent(exAddEvent) event is equivalent with the AddEvent event. The ChangeEvent(exRemoveEvent) event is equivalent with the RemoveEvent event. The ChangeEvent(exUpdateEvent + EventKnownPropertyEnum) event occurs once the EventKnownPropertyEnum property of the Ev is changed. For instance, the ChangeEvent(exUpdateEvent + exEventEndDateTime) event (16 + 2 = 18) indicates that the ending position of the event (Ev) is changed, or the end margin of the event is resized.

Syntax for ChangeEvent event, **/NET** version, on:

C#

```
private void ChangeEvent(object sender,exontrol.EXSCHEDULELib.Event
Ev,exontrol.EXSCHEDULELib.ChangeOperationEnum Operation)
{
}
```

VB

```
Private Sub ChangeEvent(ByVal sender As System.Object,ByVal Ev As
exontrol.EXSCHEDULELib.Event,ByVal Operation As
exontrol.EXSCHEDULELib.ChangeOperationEnum) Handles ChangeEvent
End Sub
```

Syntax for ChangeEvent event, **/COM** version, on:

C#

```
private void ChangeEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_ChangeEventEvent e)
{
}
```

C++

```
void OnChangeEvent(LPDISPATCH Ev,long Operation)
{
}
```

C++ Builder

```
void __fastcall ChangeEvent(TObject *Sender,Exschedulelib_tlb::IEvent
*Ev,Exschedulelib_tlb::ChangeOperationEnum Operation)
{
}
```

Delphi

```
procedure ChangeEvent(ASender: TObject; Ev : IEvent;Operation :
ChangeOperationEnum);
begin
end;
```

Delphi 8 (.NET only)

```
procedure ChangeEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_ChangeEventEvent);
begin
end;
```

Powe…

```
begin event ChangeEvent(oleobject Ev,long Operation)
end event ChangeEvent
```

VB.NET

```
Private Sub ChangeEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_ChangeEventEvent) Handles ChangeEvent
End Sub
```

VB6

```
Private Sub ChangeEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent,ByVal Operation
As EXSCHEDULELibCtl.ChangeOperationEnum)
End Sub
```

VBA

```
Private Sub ChangeEvent(ByVal Ev As Object,ByVal Operation As Long)
End Sub
```

VFP

```
LPARAMETERS Ev,Operation
```

Xbas…

```
PROCEDURE OnChangeEvent(oSchedule,Ev,Operation)
RETURN
```

Syntax for ChangeEvent event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="ChangeEvent(Ev,Operation)" LANGUAGE="JScript">
```

```
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function ChangeEvent(Ev,Operation)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComChangeEvent Variant llEv OLEChangeOperationEnum
llOperation
   Forward Send OnComChangeEvent llEv llOperation
End_Procedure
```

Visual Objects

```
METHOD OCX_ChangeEvent(Ev,Operation) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_ChangeEvent(COM _Ev,int _Operation)
{
}
```

XBasic

```
function ChangeEvent as v (Ev as OLE::Exontrol.Schedule.1::IEvent,Operation as
OLE::Exontrol.Schedule.1::ChangeOperationEnum)
end function
```

dBASE

```
function nativeObject_ChangeEvent(Ev,Operation)
return
```

event Click ()

Occurs when the user presses and then releases the left mouse button over the control.

Type	Description

The Click event notifies your application once the user presses and releases the let mouse button over the control. Unlike Click event, the RClick event occurs once the user right clicks the control. The Click event does not occur, if the user presses the left mouse button, drag to a new position and releases the button. By default, the control selects the event being clicked. You can use the AllowSelectEvent property to disable selecting the event being clicked. Use a MouseDown or MouseUp event procedure to specify actions that will occur when a mouse button is pressed or released. Unlike the Click and DblClick events, MouseDown and MouseUp events lets you distinguish between the left, right, and middle mouse buttons. You can also write code for mouse-keyboard combinations that use the SHIFT, CTRL, and ALT keyboard modifiers.

During Click event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Syntax for Click event, **/NET** version, on:

C#
```
private void Click(object sender)
```

```
{
}
```

VB

```
Private Sub Click(ByVal sender As System.Object) Handles Click
End Sub
```

Syntax for Click event, **/COM** version, on:

C#

```
private void ClickEvent(object sender, EventArgs e)
{
}
```

C++

```
void OnClick()
{
}
```

C++ Builder

```
void __fastcall Click(TObject *Sender)
{
}
```

Delphi

```
procedure Click(ASender: TObject; );
begin
end;
```

Delphi 8 (.NET only)

```
procedure ClickEvent(sender: System.Object; e: System.EventArgs);
begin
end;
```

Powe…

```
begin event Click()
end event Click
```

VB.NET

```
Private Sub ClickEvent(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles ClickEvent
End Sub
```

VB6

```
Private Sub Click()
End Sub
```

VBA

```
Private Sub Click()
End Sub
```

VFP

```
LPARAMETERS nop
```

Xbas…

```
PROCEDURE OnClick(oSchedule)
RETURN
```

Syntax for Click event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="Click()" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function Click()
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComClick
   Forward Send OnComClick
End_Procedure
```

Visual Objects

```
METHOD OCX_Click() CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_Click()
{
}
```

XBasic

```
function Click as v ()
end function
```

dBASE

```
function nativeObject_Click()
return
```

The following samples display the date/time from the cursor.

VBA (MS Access, Excell...)

```
' Click event - Occurs when the user presses and then releases the left mouse button over the control.
Private Sub Schedule1_Click()
   With Schedule1
      Debug.Print( .DateTimeFromPoint(-1,-1) )
   End With
End Sub
```

VB6

```
' Click event - Occurs when the user presses and then releases the left mouse button over the control.
Private Sub Schedule1_Click()
   With Schedule1
      Debug.Print( .DateTimeFromPoint(-1,-1) )
   End With
End Sub
```

VB.NET

```
' Click event - Occurs when the user presses and then releases the left mouse button over the control.
Private Sub Exschedule1_Click(ByVal sender As System.Object) Handles Exschedule1.Click
   With Exschedule1
      Debug.Print( .get_DateTimeFromPoint(-1,-1) )
   End With
End Sub
```

VB.NET for /COM

```
' Click event - Occurs when the user presses and then releases the left mouse button over the control.
Private Sub AxSchedule1_ClickEvent(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles AxSchedule1.ClickEvent
    With AxSchedule1
        Debug.Print( .get_DateTimeFromPoint(-1,-1) )
    End With
End Sub
```

C++

```
// Click event - Occurs when the user presses and then releases the left mouse button over the control.
void OnClickSchedule1()
{
    /*
        Copy and paste the following directives to your header file as
        it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0 Control Library'
        #import <ExSchedule.dll>
        using namespace EXSCHEDULELib;
    */
    EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)->GetControlUnknown();
    OutputDebugStringW( _bstr_t(spSchedule1->GetDateTimeFromPoint(-1,-1)) );
}
```

C++ Builder

```
// Click event - Occurs when the user presses and then releases the left mouse button over the control.
void __fastcall TForm1::Schedule1Click(TObject *Sender)
```

```
{
   OutputDebugString( PChar(Schedule1->DateTimeFromPoint[-1,-1]) );
}
```

C#

```
// Click event - Occurs when the user presses and then releases the left
mouse button over the control.
private void exschedule1_Click(object sender)
{
   System.Diagnostics.Debug.Print(
exschedule1.get_DateTimeFromPoint(-1,-1).ToString() );
}
//this.exschedule1.Click += new
exontrol.EXSCHEDULELib.exg2antt.ClickEventHandler(this.exschedule1_Click);
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="Click()" LANGUAGE="JScript">
   alert( Schedule1.DateTimeFromPoint(-1,-1) );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
</SCRIPT>
```

C# for /COM

```
// Click event - Occurs when the user presses and then releases the left
mouse button over the control.
private void axSchedule1_ClickEvent(object sender, EventArgs e)
{
```

```
   System.Diagnostics.Debug.Print(
axSchedule1.get_DateTimeFromPoint(-1,-1).ToString() );
}
//this.axSchedule1.ClickEvent += new
EventHandler(this.axSchedule1_ClickEvent);
```

X++ (Dynamics Ax 2009)

```
// Click event - Occurs when the user presses and then releases the left
mouse button over the control.
void onEvent_Click()
{
   ;
   print( exschedule1.DateTimeFromPoint(-1,-1) );
}

public void init()
{
   ;

   super();

}
```

Delphi 8 (.NET only)

```
// Click event - Occurs when the user presses and then releases the left
mouse button over the control.
procedure TWinForm1.AxSchedule1_ClickEvent(sender: System.Object; e:
System.EventArgs);
begin
   with AxSchedule1 do
   begin
      OutputDebugString( get_DateTimeFromPoint(-1,-1) );
   end
end;
```

Delphi (standard)

```
// Click event - Occurs when the user presses and then releases the left mouse button over the control.
procedure TForm1.Schedule1Click(ASender: TObject; );
begin
   with Schedule1 do
   begin
      OutputDebugString( DateTimeFromPoint[-1,-1] );
   end
end;
```

VFP

```
*** Click event - Occurs when the user presses and then releases the left mouse button over the control. ***
LPARAMETERS nop
   with thisform.Schedule1
      DEBUGOUT( .DateTimeFromPoint(-1,-1) )
   endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   Click = class::nativeObject_Click
endwith
*/
// Occurs when the user presses and then releases the left mouse button over the control.
function nativeObject_Click()
```

```
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(oSchedule.DateTimeFromPoint(-1,-1))
return

local oSchedule

oSchedule = form.Activex1.nativeObject
```

XBasic (Alpha Five)

```
' Occurs when the user presses and then releases the left mouse button over the control.
function Click as v ()
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? oSchedule.DateTimeFromPoint(-1,-1)
end function

Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

Visual Objects

```
METHOD OCX_Exontrol1Click() CLASS MainDialog
   // Click event - Occurs when the user presses and then releases the left mouse button over the control.
   OutputDebugString(String2Psz( AsString(oDCOCX_Exontrol1:[DateTimeFromPoint,-1,-1]) ))
RETURN NIL
```

PowerBuilder

```
/*begin event Click() - Occurs when the user presses and then releases the left mouse
button over the control.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(oSchedule.DateTimeFromPoint(-1,-1)) ))
*/
/*end event Click*/

OleObject oSchedule

oSchedule = ole_1.Object
```

event DblClick (Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS)

Occurs when the user dblclk the left mouse button over an object.

Type	Description
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in container coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in container coordinates

The DblClick event occurs once the user double clicks the control. By default, the control toggles the schedule view or edit the event from the cursor, when the user double click the schedule panel. In other words, if a double click occurs in the schedule view, the previously view is being displayed or inline editing the event is started. The AllowToggleSchedule property on exDisallow to prevent toggling the schedule view when double clicking the control. The AllowEditEvent property indicates the keys combination to perform the inline edit event.

During Click event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.

- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Syntax for DblClick event, **/NET** version, on:

C#
```
private void DblClick(object sender,short Shift,int X,int Y)
{
}
```

VB
```
Private Sub DblClick(ByVal sender As System.Object,ByVal Shift As Short,ByVal X
As Integer,ByVal Y As Integer) Handles DblClick
End Sub
```

Syntax for DblClick event, **/COM** version, on:

C#
```
private void DblClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_DblClickEvent e)
{
}
```

C++
```
void OnDblClick(short Shift,long X,long Y)
{
}
```

C++ Builder
```
void __fastcall DblClick(TObject *Sender,short Shift,int X,int Y)
{
}
```

Delphi
```
procedure DblClick(ASender: TObject; Shift : Smallint;X : Integer;Y : Integer);
begin
end;
```

Delphi 8 (.NET only)
```
procedure DblClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_DblClickEvent);
begin
end;
```

Powe...
```
begin event DblClick(integer Shift,long X,long Y)
```

```
end event DblClick
```

VB.NET

```
Private Sub DblClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_DblClickEvent) Handles DblClick
End Sub
```

VB6

```
Private Sub DblClick(Shift As Integer,X As Single,Y As Single)
End Sub
```

VBA

```
Private Sub DblClick(ByVal Shift As Integer,ByVal X As Long,ByVal Y As Long)
End Sub
```

VFP

```
LPARAMETERS Shift,X,Y
```

Xbas…

```
PROCEDURE OnDblClick(oSchedule,Shift,X,Y)
RETURN
```

Syntax for DblClick event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="DblClick(Shift,X,Y)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function DblClick(Shift,X,Y)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComDblClick Short llShift OLE_XPOS_PIXELS llX OLE_YPOS_PIXELS
llY
   Forward Send OnComDblClick llShift llX llY
End_Procedure
```

Visual Objects

```
METHOD OCX_DblClick(Shift,X,Y) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_DblClick(int _Shift,int _X,int _Y)
{
```

```
}
```

XBasic

```
function DblClick as v (Shift as N,X as
OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
end function
```

dBASE

```
function nativeObject_DblClick(Shift,X,Y)
return
```

The following sample displays the date being double clicked.

VBA (MS Access, Excell...)

```
' DblClick event - Occurs when the user dblclk the left mouse button over an object.
Private Sub Schedule1_DblClick(ByVal Shift As Integer,ByVal X As Long,ByVal Y As Long)
   With Schedule1
      Debug.Print( .DateTimeFromPoint(-1,-1) )
   End With
End Sub

With Schedule1
   .AllowToggleSchedule = 0
End With
```

VB6

```
' DblClick event - Occurs when the user dblclk the left mouse button over an object.
Private Sub Schedule1_DblClick(Shift As Integer,X As Single,Y As Single)
   With Schedule1
      Debug.Print( .DateTimeFromPoint(-1,-1) )
   End With
End Sub

With Schedule1
```

```
    .AllowToggleSchedule = exDisallow
End With
```

VB.NET

```
' DblClick event - Occurs when the user dblclk the left mouse button over an object.
Private Sub Exschedule1_DblClick(ByVal sender As System.Object,ByVal Shift As Short,ByVal X As Integer,ByVal Y As Integer) Handles Exschedule1.DblClick
    With Exschedule1
        Debug.Print( .get_DateTimeFromPoint(-1,-1) )
    End With
End Sub

With Exschedule1
    .AllowToggleSchedule = exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow
End With
```

VB.NET for /COM

```
' DblClick event - Occurs when the user dblclk the left mouse button over an object.
Private Sub AxSchedule1_DblClick(ByVal sender As System.Object, ByVal e As AxEXSCHEDULELib._IScheduleEvents_DblClickEvent) Handles AxSchedule1.DblClick
    With AxSchedule1
        Debug.Print( .get_DateTimeFromPoint(-1,-1) )
    End With
End Sub

With AxSchedule1
    .AllowToggleSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow
End With
```

C++

```
// DblClick event - Occurs when the user dblclk the left mouse button over an object.
void OnDblClickSchedule1(short Shift,long X,long Y)
```

```
{
   /*
      Copy and paste the following directives to your header file as
      it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0
Control Library'
      #import <ExSchedule.dll>
      using namespace EXSCHEDULELib;
   */
   EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
   OutputDebugStringW( _bstr_t(spSchedule1->GetDateTimeFromPoint(-1,-1)) );
}

EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->PutAllowToggleSchedule(EXSCHEDULELib::exDisallow);
```

C++ Builder

```
// DblClick event - Occurs when the user dblclk the left mouse button over an
object.
void __fastcall TForm1::Schedule1DblClick(TObject *Sender,short Shift,int X,int Y)
{
   OutputDebugString( PChar(Schedule1->DateTimeFromPoint[-1,-1]) );
}

Schedule1->AllowToggleSchedule = Exschedulelib_tlb::AllowKeysEnum::exDisallow;
```

C#

```
// DblClick event - Occurs when the user dblclk the left mouse button over an
object.
private void exschedule1_DblClick(object sender,short Shift,int X,int Y)
{
   System.Diagnostics.Debug.Print(
exschedule1.get_DateTimeFromPoint(-1,-1).ToString() );
```

```
}
//this.exschedule1.DblClick += new
exontrol.EXSCHEDULELib.exg2antt.DblClickEventHandler(this.exschedule1_DblC


exschedule1.AllowToggleSchedule =
exontrol.EXSCHEDULELib.AllowKeysEnum.exDisallow;
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="DblClick(Shift,X,Y)" LANGUAGE="JScript">
   alert( Schedule1.DateTimeFromPoint(-1,-1) );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
   Schedule1.AllowToggleSchedule = 0;
</SCRIPT>
```

C# for /COM

```
// DblClick event - Occurs when the user dblclk the left mouse button over an
object.
private void axSchedule1_DblClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_DblClickEvent e)
{
   System.Diagnostics.Debug.Print(
axSchedule1.get_DateTimeFromPoint(-1,-1).ToString() );
}
//this.axSchedule1.DblClick += new
AxEXSCHEDULELib._IScheduleEvents_DblClickEventHandler(this.axSchedule1_Dl


axSchedule1.AllowToggleSchedule = EXSCHEDULELib.AllowKeysEnum.exDisallow;
```

X++ (Dynamics Ax 2009)

```
// DblClick event - Occurs when the user dblclk the left mouse button over an object.
void onEvent_DblClick(int _Shift,int _X,int _Y)
{
    ;
    print( exschedule1.DateTimeFromPoint(-1,-1) );
}

public void init()
{
    ;

    super();

    exschedule1.AllowToggleSchedule(0/*exDisallow*/);
}
```

Delphi 8 (.NET only)

```
// DblClick event - Occurs when the user dblclk the left mouse button over an object.
procedure TWinForm1.AxSchedule1_DblClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_DblClickEvent);
begin
    with AxSchedule1 do
    begin
        OutputDebugString( get_DateTimeFromPoint(-1,-1) );
    end
end;

with AxSchedule1 do
begin
    AllowToggleSchedule := EXSCHEDULELib.AllowKeysEnum.exDisallow;
end
```

Delphi (standard)

```
// DblClick event - Occurs when the user dblclk the left mouse button over an object.
procedure TForm1.Schedule1DblClick(ASender: TObject; Shift : Smallint;X : Integer;Y : Integer);
begin
   with Schedule1 do
   begin
      OutputDebugString( DateTimeFromPoint[-1,-1] );
   end
end;

with Schedule1 do
begin
   AllowToggleSchedule := EXSCHEDULELib_TLB.exDisallow;
end
```

VFP

```
*** DblClick event - Occurs when the user dblclk the left mouse button over an object. ***
LPARAMETERS Shift,X,Y
   with thisform.Schedule1
      DEBUGOUT( .DateTimeFromPoint(-1,-1) )
   endwith

with thisform.Schedule1
   .AllowToggleSchedule = 0
endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   DblClick = class::nativeObject_DblClick
endwith
*/
// Occurs when the user dblclk the left mouse button over an object.
function nativeObject_DblClick(Shift,X,Y)
```

```
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(oSchedule.DateTimeFromPoint(-1,-1))
return

local oSchedule

oSchedule = form.Activex1.nativeObject
oSchedule.AllowToggleSchedule = 0
```

XBasic (Alpha Five)

```
' Occurs when the user dblclk the left mouse button over an object.
function DblClick as v (Shift as N,X as OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? oSchedule.DateTimeFromPoint(-1,-1)
end function

Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.AllowToggleSchedule = 0
```

Visual Objects

```
METHOD OCX_Exontrol1DblClick(Shift,X,Y) CLASS MainDialog
   // DblClick event - Occurs when the user dblclk the left mouse button over
an object.
   OutputDebugString(String2Psz( AsString(oDCOCX_Exontrol1:
[DateTimeFromPoint,-1,-1]) ))
RETURN NIL



oDCOCX_Exontrol1:AllowToggleSchedule := exDisallow
```

PowerBuilder

```
/*begin event DblClick(integer Shift,long X,long Y) - Occurs when the user dblclk the left mouse button over an object.*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(oSchedule.DateTimeFromPoint(-1,-1)) ))
*/
/*end event DblClick*/

OleObject oSchedule

oSchedule = ole_1.Object
oSchedule.AllowToggleSchedule = 0
```

event Error (Error as Long, Description as String)

Fired when an internal error occurs.

Type	Description
Error as Long	A long expression that indicates the error number.
Description as String	A string expression that describes the error.

The Error event occurs when an internal error occurs. The Error event is usually fired when the control is bounded to an ADO/DAO Recordset. For instance, if the user changes a field, the control tries to update the current record. If it fails, the Error event is fired. The DataSource property binds the control to a database.

Syntax for Error event, **/NET** version, on:

C#
```
private void Error(object sender,int Err,string Description)
{
}
```

VB
```
Private Sub Error(ByVal sender As System.Object,ByVal Err As Integer,ByVal
Description As String) Handles Error
End Sub
```

Syntax for Error event, **/COM** version, on:

C#
```
private void Error(object sender, AxEXSCHEDULELib._IScheduleEvents_ErrorEvent
e)
{
}
```

C++
```
void OnError(long Error,LPCTSTR Description)
{
}
```

C++ Builder
```
void __fastcall Error(TObject *Sender,long Error,BSTR Description)
{
}
```

Delphi
```
procedure Error(ASender: TObject; Error : Integer;Description : WideString);
begin
```

```
end;
```

Delphi 8 (.NET only)

```
procedure Error(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent);
begin
end;
```

Powe…

```
begin event Error(long Error,string Description)
end event Error
```

VB.NET

```
Private Sub Error(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_ErrorEvent) Handles Error
End Sub
```

VB6

```
Private Sub Error(ByVal Error As Long,ByVal Description As String)
End Sub
```

VBA

```
Private Sub Error(ByVal Error As Long,ByVal Description As String)
End Sub
```

VFP

```
LPARAMETERS Error,Description
```

Xbas…

```
PROCEDURE OnError(oSchedule,Error,Description)
RETURN
```

Syntax for Error event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="Error(Error,Description)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function Error(Error,Description)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComError Integer llError String llDescription
   Forward Send OnComError llError llDescription
```

```
End_Procedure
```

Visual Objects

```
METHOD OCX_Error(Error,Description) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_Error(int _Error,str _Description)
{
}
```

XBasic

```
function Error as v (Error as N,Description as C)
end function
```

dBASE

```
function nativeObject_Error(Error,Description)
return
```

event Event (EventID as Long)

Notifies the application once the control fires an event.

Type	Description
EventID as Long	A Long expression that specifies the identifier of the event. Each internal event of the control has an unique identifier. Use the EventParam(-2) to display entire information about fired event (such as name, identifier, and properties). The EventParam(-1) retrieves the number of parameters of fired event

The Event notification occurs ANY time the control fires an event. For instance if a RClick event occurs, then a Event(1) occurs also, so the events inside the Event are differentiated by its EventID. Print the EventParam(-2) during the Event notification, and you get debugging information for the name, ID, and parameters of the fired event. For instance, Click event has no parameter, which means that the EventParam(-1) gets 0.

Click here to watch a movie on how you can use the eXHelper to get information about the fired events using the Event handler. The Event notification is sent any time the control fires a specified event. For instance, if the BarResize event occurs, the order of the events are Event(120) and next BarResize. You can use any of these notifications based on your requirements or limitations of the programming environment you are using.

This is useful for X++, which does not support event with parameters passed by reference. Also, this could be useful for C++ Builder or Delphi, which does not handle properly the events with parameters of VARIANT type.

In X++ the "Error executing code: FormActiveXControl (data source), method ... called with invalid parameters" occurs when handling events that have parameters passed by reference. Passed by reference, means that in the event handler, you can change the value for that parameter, and so the control will takes the new value, and use it. The X++ is NOT able to handle properly events with parameters by reference, so we have the solution.

The solution is using and handling the Event notification and EventParam method., instead handling the event that gives the "invalid parameters" error executing code.

Let's assume that we need to handle the BarParentChange event to change the _Cancel parameter from false to true, which fires the "Error executing code: FormActiveXControl (data source), method onEvent_BarParentChange called with invalid parameters." We need to know the identifier of the BarParentChange event (each event has an unique identifier and it is static, defined in the control's type library). If you are not familiar with what a type library means just handle the Event of the control as follows:

```
// Notifies the application once the control fires an event.
void onEvent_Event(int _EventID)
{
   print exschedule1.EventParam(-2).toString();
}
```

This code allows you to display the information for each event of the control being fired as in the list bellow:

```
"MouseMove/-606( 1 , 0 , 145 , 36 )" VT_BSTR
"BarParentChange/125( 192998632 , 'B' , 192999592 , =false )" VT_BSTR
"BeforeDrawPart/54( 2 , -1962866148 , =0 , =0 , =0 , =0 , =false )" VT_BSTR
"AfterDrawPart/55( 2 , -1962866148 , 0 , 0 , 0 , 0 )" VT_BSTR
"MouseMove/-606( 1 , 0 , 145 , 35 )" VT_BSTR
```

Each line indicates an event, and the following information is provided: the name of the event, its identifier, and the list of parameters being passed to the event. The parameters that starts with = character, indicates a parameter by reference, in other words one that can changed during the event handler.

Now, we can see that the identifier for the BarParentChange event is 125, so we need to handle the Event event as:

```
// Notifies the application once the control fires an event.
void onEvent_Event(int _EventID)
{
   ;
   if ( _EventID == 125 ) /*event BarParentChange (Item as HITEM, Key as Variant, NewItem as HITEM, Cancel as Boolean) */
      exschedule1.EventParam( 3 /*Cancel*/, COMVariant::createFromBoolean(true) );
}
```

The code checks if the BarParentChange (_EventID == 125) event is fired, and changes the third parameter of the event to true. The definition for BarParentChange event can be consulted in the control's documentation or in the ActiveX explorer. So, anytime you need to access the original parameters for the event you should use the EventParam method that allows you to get or set a parameter. If the parameter is not passed by reference, you can not change the parameter's value.

Now, let's add some code to see a complex sample, so let's say that we need to prevent moving the bar from an item to any disabled item. So, we need to specify the Cancel

parameter as not Items.EnableItem(NewItem), in other words cancels if the new parent is disabled. Shortly the code will be:

```
// Notifies the application once the control fires an event.
void onEvent_Event(int _EventID)
{
   ;
   if ( _EventID == 125 ) /*event BarParentChange (Item as HITEM, Key as Variant, NewItem as HITEM, Cancel as Boolean) */
      if ( !exschedule1.Items().EnableItem( exschedule1.EventParam( 2 /*NewItem*/ ) ) )
         exschedule1.EventParam( 3 /*Cancel*/, COMVariant::createFromBoolean(true) );
}
```

In conclusion, anytime the X++ fires the "invalid parameters." while handling an event, you can use and handle the Event notification and EventParam methods of the control

Syntax for Event event, **/NET** version, on:

C#

```
private void Event(object sender,int EventID)
{
}
```

VB

```
Private Sub Event(ByVal sender As System.Object,ByVal EventID As Integer)
Handles Event
End Sub
```

Syntax for Event event, **/COM** version, on:

C#

```
private void Event(object sender, AxEXSCHEDULELib._IScheduleEvents_EventEvent e)
{
}
```

C++

```
void OnEvent(long EventID)
{
}
```

C++ Builder

```
void __fastcall Event(TObject *Sender,long EventID)
{
}
```

Delphi

```
procedure Event(ASender: TObject; EventID : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure Event(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_EventEvent);
begin
end;
```

Powe…

```
begin event Event(long EventID)
end event Event
```

VB.NET

```
Private Sub Event(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_EventEvent) Handles Event
End Sub
```

VB6

```
Private Sub Event(ByVal EventID As Long)
End Sub
```

VBA

```
Private Sub Event(ByVal EventID As Long)
End Sub
```

VFP

```
LPARAMETERS EventID
```

Xbas…

```
PROCEDURE OnEvent(oSchedule,EventID)
RETURN
```

Syntax for Event event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="Event(EventID)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function Event(EventID)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComEvent Integer llEventID
   Forward Send OnComEvent llEventID
End_Procedure
```

Visual Objects

```
METHOD OCX_Event(EventID) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_Event(int _EventID)
{
}
```

XBasic

```
function Event as v (EventID as N)
end function
```

dBASE

```
function nativeObject_Event(EventID)
return
```

event KeyDown (KeyCode as Integer, Shift as Integer)

Occurs when the user presses a key while an object has the focus.

Type	Description
KeyCode as Integer	An integer that represent the key code.
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys at the time of the event. The shift argument is a bit field with the least-significant bits corresponding to the SHIFT key (bit 0), the CTRL key (bit 1), and the ALT key (bit 2). These bits correspond to the values 1, 2, and 4, respectively. Some, all, or none of the bits can be set, indicating that some, all, or none of the keys are pressed. For example, if both CTRL and ALT are pressed, the value of shift is 6.

Use KeyDown and KeyUp event procedures if you need to respond to both the pressing and releasing of a key. You test for a condition by first assigning each result to a temporary integer variable and then comparing shift to a bit mask. Use the And operator with the shift argument to test whether the condition is greater than 0, indicating that the modifier was pressed, as in this example:

ShiftDown = (Shift And 1) > 0
CtrlDown = (Shift And 2) > 0
AltDown = (Shift And 4) > 0
In a procedure, you can test for any combination of conditions, as in this example:
If AltDown And CtrlDown Then

Syntax for KeyDown event, **/NET** version, on:

C#
```
private void KeyDown(object sender,ref short KeyCode,short Shift)
{
}
```

VB
```
Private Sub KeyDown(ByVal sender As System.Object,ByRef KeyCode As
Short,ByVal Shift As Short) Handles KeyDown
End Sub
```

Syntax for KeyDown event, **/COM** version, on:

C#
```
private void KeyDownEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_KeyDownEvent e)
```

```
{
}
```

C++

```
void OnKeyDown(short FAR* KeyCode,short Shift)
{
}
```

C++ Builder

```
void __fastcall KeyDown(TObject *Sender,short * KeyCode,short Shift)
{
}
```

Delphi

```
procedure KeyDown(ASender: TObject; var KeyCode : Smallint;Shift : Smallint);
begin
end;
```

Delphi 8 (.NET only)

```
procedure KeyDownEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_KeyDownEvent);
begin
end;
```

Powe…

```
begin event KeyDown(integer KeyCode,integer Shift)
end event KeyDown
```

VB.NET

```
Private Sub KeyDownEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_KeyDownEvent) Handles KeyDownEvent
End Sub
```

VB6

```
Private Sub KeyDown(KeyCode As Integer,Shift As Integer)
End Sub
```

VBA

```
Private Sub KeyDown(KeyCode As Integer,ByVal Shift As Integer)
End Sub
```

VFP

```
LPARAMETERS KeyCode,Shift
```

Xbas…

```
PROCEDURE OnKeyDown(oSchedule,KeyCode,Shift)
RETURN
```

Syntax for KeyDown event, **/COM** version (others), on:

Java…
```
<SCRIPT EVENT="KeyDown(KeyCode,Shift)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…
```
<SCRIPT LANGUAGE="VBScript">
Function KeyDown(KeyCode,Shift)
End Function
</SCRIPT>
```

Visual Data…
```
Procedure OnComKeyDown Short llKeyCode Short llShift
   Forward Send OnComKeyDown llKeyCode llShift
End_Procedure
```

Visual Objects
```
METHOD OCX_KeyDown(KeyCode,Shift) CLASS MainDialog
RETURN NIL
```

X++
```
void onEvent_KeyDown(COMVariant /*short*/ _KeyCode,int _Shift)
{
}
```

XBasic
```
function KeyDown as v (KeyCode as N,Shift as N)
end function
```

dBASE
```
function nativeObject_KeyDown(KeyCode,Shift)
return
```

event KeyPress (KeyAscii as Integer)

Occurs when the user presses and releases an ANSI key.

Type	Description
KeyAscii as Integer	An integer that returns a standard numeric ANSI keycode.

The KeyPress event lets you immediately test keystrokes for validity or for formatting characters as they are typed. Changing the value of the keyascii argument changes the character displayed. Use KeyDown and KeyUp event procedures to handle any keystroke not recognized by KeyPress, such as function keys, editing keys, navigation keys, and any combinations of these with keyboard modifiers. Unlike the KeyDown and KeyUp events, KeyPress does not indicate the physical state of the keyboard; instead, it passes a character. KeyPress interprets the uppercase and lowercase of each character as separate key codes and, therefore, as two separate characters.

Syntax for KeyPress event, **/NET** version, on:

C#
```
private void KeyPress(object sender,ref short KeyAscii)
{
}
```

VB
```
Private Sub KeyPress(ByVal sender As System.Object,ByRef KeyAscii As Short)
Handles KeyPress
End Sub
```

Syntax for KeyPress event, **/COM** version, on:

C#
```
private void KeyPressEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_KeyPressEvent e)
{
}
```

C++
```
void OnKeyPress(short FAR* KeyAscii)
{
}
```

C++ Builder
```
void __fastcall KeyPress(TObject *Sender,short * KeyAscii)
{
}
```

Delphi

```
procedure KeyPress(ASender: TObject; var KeyAscii : Smallint);
begin
end;
```

Delphi 8 (.NET only)

```
procedure KeyPressEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_KeyPressEvent);
begin
end;
```

Powe…

```
begin event KeyPress(integer KeyAscii)
end event KeyPress
```

VB.NET

```
Private Sub KeyPressEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_KeyPressEvent) Handles KeyPressEvent
End Sub
```

VB6

```
Private Sub KeyPress(KeyAscii As Integer)
End Sub
```

VBA

```
Private Sub KeyPress(KeyAscii As Integer)
End Sub
```

VFP

```
LPARAMETERS KeyAscii
```

Xbas…

```
PROCEDURE OnKeyPress(oSchedule,KeyAscii)
RETURN
```

Syntax for KeyPress event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="KeyPress(KeyAscii)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function KeyPress(KeyAscii)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComKeyPress Short llKeyAscii
   Forward Send OnComKeyPress llKeyAscii
End_Procedure
```

Visual Objects

```
METHOD OCX_KeyPress(KeyAscii) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_KeyPress(COMVariant /*short*/ _KeyAscii)
{
}
```

XBasic

```
function KeyPress as v (KeyAscii as N)
end function
```

dBASE

```
function nativeObject_KeyPress(KeyAscii)
return
```

event KeyUp (KeyCode as Integer, Shift as Integer)

Occurs when the user releases a key while an object has the focus.

Type	Description
KeyCode as Integer	An integer that represent the key code.
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys at the time of the event. The shift argument is a bit field with the least-significant bits corresponding to the SHIFT key (bit 0), the CTRL key (bit 1), and the ALT key (bit 2). These bits correspond to the values 1, 2, and 4, respectively. Some, all, or none of the bits can be set, indicating that some, all, or none of the keys are pressed. For example, if both CTRL and ALT are pressed, the value of shift is 6.

Use the KeyUp event procedure to respond to the releasing of a key.

Syntax for KeyUp event, **/NET** version, on:

C#
```
private void KeyUp(object sender,ref short KeyCode,short Shift)
{
}
```

VB
```
Private Sub KeyUp(ByVal sender As System.Object,ByRef KeyCode As Short,ByVal
Shift As Short) Handles KeyUp
End Sub
```

Syntax for KeyUp event, **/COM** version, on:

C#
```
private void KeyUpEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_KeyUpEvent e)
{
}
```

C++
```
void OnKeyUp(short FAR* KeyCode,short Shift)
{
}
```

C++ Builder
```
void __fastcall KeyUp(TObject *Sender,short * KeyCode,short Shift)
```

```
{
}
```

Delphi

```
procedure KeyUp(ASender: TObject; var KeyCode : Smallint;Shift : Smallint);
begin
end;
```

Delphi 8 (.NET only)

```
procedure KeyUpEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_KeyUpEvent);
begin
end;
```

Powe…

```
begin event KeyUp(integer KeyCode,integer Shift)
end event KeyUp
```

VB.NET

```
Private Sub KeyUpEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_KeyUpEvent) Handles KeyUpEvent
End Sub
```

VB6

```
Private Sub KeyUp(KeyCode As Integer,Shift As Integer)
End Sub
```

VBA

```
Private Sub KeyUp(KeyCode As Integer,ByVal Shift As Integer)
End Sub
```

VFP

```
LPARAMETERS KeyCode,Shift
```

Xbas…

```
PROCEDURE OnKeyUp(oSchedule,KeyCode,Shift)
RETURN
```

Syntax for KeyUp event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="KeyUp(KeyCode,Shift)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function KeyUp(KeyCode,Shift)
```

```
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComKeyUp Short llKeyCode Short llShift
    Forward Send OnComKeyUp llKeyCode llShift
End_Procedure
```

Visual Objects

```
METHOD OCX_KeyUp(KeyCode,Shift) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_KeyUp(COMVariant /*short*/ _KeyCode,int _Shift)
{
}
```

XBasic

```
function KeyUp as v (KeyCode as N,Shift as N)
end function
```

dBASE

```
function nativeObject_KeyUp(KeyCode,Shift)
return
```

event LayoutEndChanging (Operation as LayoutChangingEnum)

Notifies your application once the control's layout has been changed.

Type	Description
Operation as LayoutChangingEnum	A LayoutChangingEnum expression that indicates the operation that ends .

Generally, the LayoutEndChanging event occurs once an UI operation is performed (ended). For instance, if the user resizes an event the LayoutEndChanging(exScheduleResizeStartEvent) or LayoutEndChanging(exScheduleResizeEndEvent) may occurs once the user resized an event. Once the operation starts the LayoutStartChanging with the same code (operation) is fired. Another sample of using the LayoutStartChanging/LayoutEndChanging events, is to be notified once the user changes the selected dates in the calendar panel or in the schedule view, using the exCalendarSelectionChange or exScheduleSelectionChange. Generally speaking, a LayoutEndChanging(Operation) is preceded by a LayoutStartChanging(Operation).

The LayoutEndChanging event may occurs in the following situations:

- *exLayoutResizePanels(**0**),* one of the panels is resized. The PaneWidth property indicates the width of the left/right panel.
- *exCalendarSelectionChange(**1**),* specifies whether the selection in the calendar panel is changed. The Selection property of the Calendar returns a safe array of selected dates. The /NET or /WPF version provides the SelDates property of List<DateTime> type to get or sets the new selection using a collection of DateTime objects. The Calendar.SelCount and Calendar.SelDate properties gives the selection dates. The LayoutEndChanging(exCalendarSelectionChange) notifies once the selection of dates in the calendar section is changed.
- *exCalendarFocusDateChange(**2**),* specifies whether the focused date in the calendar panel is changed. The FocusDate property indicates the date being focused in the calendar.
- *exCalendarDateChange(**3**),* notifies whether the browsing date in the calendar panel is changed. The Date property indicates the month date being browsed in the calendar.
- *exScheduleMove(**4**),* notifies once the user moved the schedule view to a new position by drag and drop. By default, you can press the SHIFT + Click and drag the schedule view to a new position. The AllowMoveSchedule property indicates the keys combination so the user can move the schedule to a new position.
- *exScheduleResize(**5**),* occurs once the schedule view is resized. By default, you can click the middle mouse button, and drag the cursor to a new position, so the schedule view gets zoomed or resized. The AllowResizeSchedule property indicates the keys combination so the user can resize the schedule view at runtime.
- *exScheduleResizeTimeScale(**6**)*, notifies once the user is resized the control's time

scale. The TimeScales property access the control's TimeScale objects.

- *exLayoutCalendarAutoHide(**7**)*, notifies your application once the calendar panel is shown or hidden. The OnResizeControl property on exCalendarAutoHide makes the calendar goes away if the cursor is not in it. The PaneWidth property indicates the width of the left/right panel. For instance, the PaneWidth(False) on 0, indicates that the calendar panel is hidden, or if it not zero, the calendar panel is shown. You can call the FitSelToView method during this operation so the schedule fits the selected dates in its client area.
- *exScheduleCreateEvent(**8**)*, occurs once a new event is created using the mouse. The AddEvent event notifies your application once a new event is added to the schedule view.
- *exScheduleResizeGroup(**9**)*, specifies whether the user resized a group. The user can resize a group by clicking the groups header between two groups, and start dragging the cursor to a new position, and so the group is being resized.
- *exScheduleSelectionChange(**10**),* indicates whether the user is selected events in the schedule panel. The Selection property gets or sets a safe array of selected events. The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects. The Selected property of the Event indicates whether the current event is selected or unselected. The Selectable property indicates whether a specified event can be selected at runtime. The AllowSelectEvent property indicates the combination of the keys to let user selects the events.
- *exScheduleMoveEvent(**11**),* indicates whether the user is about to move events in the schedule panel. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleResizeStartEvent(**12**),* indicates whether the user resized the starting point of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleResizeEndEvent(**13**),* indicates whether the user resized the ending point of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleMoveMarkTime(**14**),* indicates whether the user moved a MarkTime object. The Movable property of the MarkTime object indicates whether the user can move at runtime the MarkTime object using the Mouse. The MarkTimeFromPoint(-1,-1) property indicates the MarkTime object from the cursor.

Use the Parent property to move the calendar panel to other place.

Syntax for LayoutEndChanging event, **/NET** version, on:

C#
```
private void LayoutEndChanging(object
sender,exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
```

```
}
```

VB

```
Private Sub LayoutEndChanging(ByVal sender As System.Object,ByVal Operation
As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles LayoutEndChanging
End Sub
```

Syntax for LayoutEndChanging event, **/COM** version, on:

C#

```
private void LayoutEndChanging(object sender,
AxEXSCHEDULELib._IScheduleEvents_LayoutEndChangingEvent e)
{
}
```

C++

```
void OnLayoutEndChanging(long Operation)
{
}
```

C++ Builder

```
void __fastcall LayoutEndChanging(TObject
*Sender,Exschedulelib_tlb::LayoutChangingEnum Operation)
{
}
```

Delphi

```
procedure LayoutEndChanging(ASender: TObject; Operation :
LayoutChangingEnum);
begin
end;
```

Delphi 8 (.NET only)

```
procedure LayoutEndChanging(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_LayoutEndChangingEvent);
begin
end;
```

Powe…

```
begin event LayoutEndChanging(long Operation)
end event LayoutEndChanging
```

VB.NET

```
Private Sub LayoutEndChanging(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_LayoutEndChangingEvent) Handles
LayoutEndChanging
```

```
End Sub
```

VB6

```
Private Sub LayoutEndChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
End Sub
```

VBA

```
Private Sub LayoutEndChanging(ByVal Operation As Long)
End Sub
```

VFP

```
LPARAMETERS Operation
```

Xbas…

```
PROCEDURE OnLayoutEndChanging(oSchedule,Operation)
RETURN
```

Syntax for LayoutEndChanging event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="LayoutEndChanging(Operation)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function LayoutEndChanging(Operation)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComLayoutEndChanging OLELayoutChangingEnum llOperation
    Forward Send OnComLayoutEndChanging llOperation
End_Procedure
```

Visual Objects

```
METHOD OCX_LayoutEndChanging(Operation) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_LayoutEndChanging(int _Operation)
{
}
```

XBasic

```
function LayoutEndChanging as v (Operation as
OLE::Exontrol.Schedule.1::LayoutChangingEnum)
```

```
end function
```

dBASE

```
function nativeObject_LayoutEndChanging(Operation)
return
```

The following two samples shows how to use a separate calendar control, instead the schedule's calendar panel:

- ***Using the eXCalendar as a separate control***

  Insert the CalendarCombo or eXCalendar to a form, and name it Calendar1. Next, add the eXSchedule component to the same form, and name it to Schedule1. Now, use the following code:

```
Private Sub Calendar1_SelectionChanged()
   Schedule1.Calendar.Selection = Calendar1.Value
End Sub

Private Sub Form_Load()
   With Schedule1
      .OnResizeControl = 768
      .Calendar.Selection = Calendar1.Value
   End With
End Sub
```

  If you want so synchronize the dates, so once the user clicks another date in the schedule view, you can use a code as follows:

```
Private Sub Schedule1_MouseDown(Button, Shift, X, Y)
   If (Shift = 0) Then
      If (Button = 1) Then
         With Schedule1
            Dim d As Date
            d = Fix(.DateTimeFromPoint(-1, -1))
            If (d <> 0) Then
               Calendar1.Value = d
            End If
         End With
      End If
```

```
    End If
End Sub
```

SHIFT + Click the schedule view, and move the view to a new position, and then click. The new date in the calendar is selected. The *Fix(.DateTimeFromPoint(-1, -1))* gets the integer part of the date, in other words, just the date from the cursor, not including the time section. The *.DateTimeFromPoint(-1, -1)* gets the date including the time being clicked.

- ***Using the Calendar Panel of the ExSchedule component as a separate control.***

Insert the eXSchedule control to a form, and name it Calendar1. Next, add a new eXSchedule to the same form, and name it to Schedule1. Now, use the following code:

```
Private Sub Calendar1_LayoutEndChanging(Operation)
    If (Operation = exCalendarSelectionChange) Then
        Schedule1.Calendar.Selection = Calendar1.Calendar.Selection
    End If
End Sub

Private Sub Form_Load()
    With Calendar1
        .OnResizeControl = 257
    End With
    With Schedule1
        .OnResizeControl = 768
        .Calendar.Selection = Calendar1.Calendar.Selection
    End With
End Sub
```

If you want so synchronize the dates, so once the user clicks another date in the schedule view, you can use a code as follows:

```
Private Sub Schedule1_MouseDown(Button, Shift, X, Y)
    If (Shift = 0) Then
        If (Button = 1) Then
            With Schedule1
                Dim d As Date
                d = Fix(.DateTimeFromPoint(-1, -1))
```

```
            If (d <> 0) Then
               Calendar1.Calendar.Selection = d
            End If
         End With
      End If
   End If
End Sub
```

SHIFT + Click the schedule view, and move the view to a new position, and then click. The new date in the calendar is selected. The *Fix(.DateTimeFromPoint(-1, -1))* gets the integer part of the date, in other words, just the date from the cursor, not including the time section. The *.DateTimeFromPoint(-1, -1)* gets the date including the time being clicked.

The samples changes the Selection property of the Schedule's Calendar object, when the selection is changed in the second (the calendar) control.

event LayoutStartChanging (Operation as LayoutChangingEnum)

Occurs when the control's layout is about to be changed.

Type	Description
Operation as LayoutChangingEnum	A LayoutChangingEnum expression that indicates the operation is about to begin.

Generally, the LayoutStartChanging event occurs once an UI operation is performed (started). For instance, if the user resizes an event the LayoutStartChanging(exScheduleResizeStartEvent) or LayoutStartChanging(exScheduleResizeEndEvent) may occurs once the user starts resizing an event. Once the operation ends the LayoutEndChanging with the same code (operation) is fired. Another sample of using the LayoutStartChanging/LayoutEndChanging events, is to be notified once the user changes the selected dates in the calendar panel or in the schedule view, using the exCalendarSelectionChange or exScheduleSelectionChange. Generally speaking, a LayoutStartChanging(Operation) is followed by a LayoutEndChanging(Operation).

The LayoutStartChanging event may occurs in the following situations:

- *exLayoutResizePanels(**0**),* one of the panels is being resized. The PaneWidth property indicates the width of the left/right panel.
- *exCalendarSelectionChange(**1**),* specifies whether the selection in the calendar panel is changing. The Selection property of the Calendar returns a safe array of selected dates. The /NET or /WPF version provides the SelDates property of List<DateTime> type to get or sets the new selection using a collection of DateTime objects.
- *exCalendarFocusDateChange(**2**),* specifies whether the focused date in the calendar panel is changing. The FocusDate property indicates the date being focused in the calendar. The AllowFocusDate property specifies the combination of keys that allows the user to focus a new date, in the calendar panel. The Background(exCalendarFocusDate) changes the visual appearance of the focused date, while the Background(exCalendarFocusDateForeColor) changes the foreground color of the focused date.
- *exCalendarDateChange(**3**),* notifies whether the browsing date in the calendar panel is changing. The Date property indicates the month date being browsed in the calendar. The FirstVisibleDate/LastVisibleDate property indicates the first visible date in the calendar panel.
- *exScheduleMove(**4**),* notifies once the user is about to move the schedule view to a new position by drag and drop. By default, you can press the SHIFT + Click and drag the schedule view to a new position. The AllowMoveSchedule property indicates the keys combination so the user can move the schedule to a new position.
- *exScheduleResize(**5**),* occurs once the schedule view is resizing. By default, you can

click the middle mouse button, and drag the cursor to a new position, so the schedule view gets zoomed or resized. The AllowResizeSchedule property indicates the keys combination so the user can resize the schedule view at runtime.

- *exScheduleResizeTimeScale(**6**)*, notifies once the user is resizing the control's time scale. The TimeScales property access the control's TimeScale objects.
- *exLayoutCalendarAutoHide(**7**)*, notifies your application once the calendar panel is shown or hidden. The OnResizeControl property on exCalendarAutoHide makes the calendar goes away if the cursor is not in it. The PaneWidth property indicates the width of the left/right panel. For instance, the PaneWidth(False) on 0, indicates that the calendar panel is hidden, or if it not zero, the calendar panel is shown. You can call the FitSelToView method during this operation so the schedule fits the selected dates in its client area.
- *exScheduleCreateEvent(**8**)*, occurs once a new event is creating using the mouse. The AddEvent event notifies your application once a new event is added to the schedule view.
- *exScheduleResizeGroup(**9**)*, specifies whether the user is resizing a group. The user can resize a group by clicking the groups header between two groups, and start dragging the cursor to a new position, and so the group is being resized.
- *exScheduleSelectionChange(**10**),* indicates whether the user is about to select events in the schedule panel. The Selection property gets or sets a safe array of selected events. The /NET or /WPF version provides the SelEvents property of List<Event> type to get or sets the new selection using a collection of Event objects.
- *exScheduleMoveEvent(**11**),* indicates whether the user is about to move events in the schedule panel. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleResizeStartEvent(**12**),* indicates whether the user is about to resize the starting point of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleResizeEndEvent(**13**),* indicates whether the user is about to resize the ending point of the event. The control fires the UpdateEvent event once the margin of the events are being updated.
- *exScheduleMoveMarkTime(**14**),* indicates whether the user is about to move a MarkTime object. The Movable property of the MarkTime object indicates whether the user can move at runtime the MarkTime object using the Mouse. The MarkTimeFromPoint(-1,-1) property indicates the MarkTime object from the cursor.
- *exScheduleEditEvent(**15**)*, indicates whether the user edits the event's caption. The event notifies once the user starts inline editing an appointment. The Editable property of the Event indicates the property of the Event to be edited at runtime. *You can use the EventFromPoint(-1,-1) method during the LayoutStartChanging(exScheduleEditEvent) to store the event from the cursor to a global member, and when LayoutEndChanging(exScheduleEditEvent) occurs, you can use the previously stored member to identify the event being edited.*

- exScheduleMoveGroup,(**18**),

Syntax for LayoutStartChanging event, **/NET** version, on:

C#
```
private void LayoutStartChanging(object
sender,exontrol.EXSCHEDULELib.LayoutChangingEnum Operation)
{
}
```

VB
```
Private Sub LayoutStartChanging(ByVal sender As System.Object,ByVal Operation
As exontrol.EXSCHEDULELib.LayoutChangingEnum) Handles LayoutStartChanging
End Sub
```

Syntax for LayoutStartChanging event, **/COM** version, on:

C#
```
private void LayoutStartChanging(object sender,
AxEXSCHEDULELib._IScheduleEvents_LayoutStartChangingEvent e)
{
}
```

C++
```
void OnLayoutStartChanging(long Operation)
{
}
```

C++ Builder
```
void __fastcall LayoutStartChanging(TObject
*Sender,Exschedulelib_tlb::LayoutChangingEnum Operation)
{
}
```

Delphi
```
procedure LayoutStartChanging(ASender: TObject; Operation :
LayoutChangingEnum);
begin
end;
```

Delphi 8 (.NET only)
```
procedure LayoutStartChanging(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_LayoutStartChangingEvent);
begin
end;
```

Powe…

```
begin event LayoutStartChanging(long Operation)
end event LayoutStartChanging
```

VB.NET

```
Private Sub LayoutStartChanging(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_LayoutStartChangingEvent) Handles
LayoutStartChanging
End Sub
```

VB6

```
Private Sub LayoutStartChanging(ByVal Operation As
EXSCHEDULELibCtl.LayoutChangingEnum)
End Sub
```

VBA

```
Private Sub LayoutStartChanging(ByVal Operation As Long)
End Sub
```

VFP

```
LPARAMETERS Operation
```

Xbas…

```
PROCEDURE OnLayoutStartChanging(oSchedule,Operation)
RETURN
```

Syntax for LayoutStartChanging event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="LayoutStartChanging(Operation)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function LayoutStartChanging(Operation)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComLayoutStartChanging OLELayoutChangingEnum llOperation
    Forward Send OnComLayoutStartChanging llOperation
End_Procedure
```

Visual Objects

```
METHOD OCX_LayoutStartChanging(Operation) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_LayoutStartChanging(int _Operation)
{
}
```

XBasic

```
function LayoutStartChanging as v (Operation as
OLE::Exontrol.Schedule.1::LayoutChangingEnum)
end function
```

dBASE

```
function nativeObject_LayoutStartChanging(Operation)
return
```

event MouseDown (Button as Integer, Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS)

Occurs when the user presses a mouse button.

Type	Description
Button as Integer	An integer that identifies the button that was pressed to cause the event as as 1 for Left Mouse Button, 2 for Right Mouse Button and 4 for Middle Mouse Button.
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys when the button specified in the button argument is pressed or released.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The X value is always expressed in container coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The Y value is always expressed in container coordinates.

Use a MouseDown or MouseUp event procedure to specify actions that will occur when a mouse button is pressed or released. Unlike the Click and DblClick events, MouseDown and MouseUp events lets you distinguish between the left, right, and middle mouse buttons. You can also write code for mouse-keyboard combinations that use the SHIFT, CTRL, and ALT keyboard modifiers.

During Click event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.

- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Use the Parent property to move the calendar panel to other place.

Syntax for MouseDown event, **/NET** version, on:

C#
```
private void MouseDownEvent(object sender,short Button,short Shift,int X,int Y)
{
}
```

VB
```
Private Sub MouseDownEvent(ByVal sender As System.Object,ByVal Button As
Short,ByVal Shift As Short,ByVal X As Integer,ByVal Y As Integer) Handles
MouseDownEvent
End Sub
```

Syntax for MouseDown event, **/COM** version, on:

C#
```
private void MouseDownEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_MouseDownEvent e)
{
}
```

C++
```
void OnMouseDown(short Button,short Shift,long X,long Y)
{
}
```

C++ Builder
```
void __fastcall MouseDown(TObject *Sender,short Button,short Shift,int X,int Y)
{
}
```

Delphi
```
procedure MouseDown(ASender: TObject; Button : Smallint;Shift : Smallint;X :
Integer;Y : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure MouseDownEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_MouseDownEvent);
begin
end;
```

Powe…

```
begin event MouseDown(integer Button,integer Shift,long X,long Y)
end event MouseDown
```

VB.NET

```
Private Sub MouseDownEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_MouseDownEvent) Handles
MouseDownEvent
End Sub
```

VB6

```
Private Sub MouseDown(Button As Integer,Shift As Integer,X As Single,Y As Single)
End Sub
```

VBA

```
Private Sub MouseDown(ByVal Button As Integer,ByVal Shift As Integer,ByVal X As
Long,ByVal Y As Long)
End Sub
```

VFP

```
LPARAMETERS Button,Shift,X,Y
```

Xbas…

```
PROCEDURE OnMouseDown(oSchedule,Button,Shift,X,Y)
RETURN
```

Syntax for MouseDown event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="MouseDown(Button,Shift,X,Y)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function MouseDown(Button,Shift,X,Y)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComMouseDown Short llButton Short llShift OLE_XPOS_PIXELS llX
OLE_YPOS_PIXELS llY
```

```
    Forward Send OnComMouseDown llButton llShift llX llY
End_Procedure
```

Visual Objects

```
METHOD OCX_MouseDown(Button,Shift,X,Y) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_MouseDown(int _Button,int _Shift,int _X,int _Y)
{
}
```

XBasic

```
function MouseDown as v (Button as N,Shift as N,X as
OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
end function
```

dBASE

```
function nativeObject_MouseDown(Button,Shift,X,Y)
return
```

The following two samples shows how to use a separate calendar control, instead the schedule's calendar panel:

- ***Using the eXCalendar as a separate control***

  Insert the CalendarCombo or eXCalendar to a form, and name it Calendar1. Next, add the eXSchedule component to the same form, and name it to Schedule1. Now, use the following code:

```
Private Sub Calendar1_SelectionChanged()
   Schedule1.Calendar.Selection = Calendar1.Value
End Sub

Private Sub Form_Load()
   With Schedule1
      .OnResizeControl = 768
      .Calendar.Selection = Calendar1.Value
   End With
End Sub
```

  If you want so synchronize the dates, so once the user clicks another date in the

schedule view, you can use a code as follows:

```
Private Sub Schedule1_MouseDown(Button, Shift, X, Y)
   If (Shift = 0) Then
      If (Button = 1) Then
         With Schedule1
            Dim d As Date
            d = Fix(.DateTimeFromPoint(-1, -1))
            If (d <> 0) Then
               Calendar1.Value = d
            End If
         End With
      End If
   End If
End Sub
```

SHIFT + Click the schedule view, and move the view to a new position, and then click. The new date in the calendar is selected. The *Fix(.DateTimeFromPoint(-1, -1))* gets the integer part of the date, in other words, just the date from the cursor, not including the time section. The *.DateTimeFromPoint(-1, -1)* gets the date including the time being clicked.

- ***Using the Calendar Panel of the ExSchedule component as a separate control.***

Insert the eXSchedule control to a form, and name it Calendar1. Next, add a new eXSchedule to the same form, and name it to Schedule1. Now, use the following code:

```
Private Sub Calendar1_LayoutEndChanging(Operation)
   If (Operation = exCalendarSelectionChange) Then
      Schedule1.Calendar.Selection = Calendar1.Calendar.Selection
   End If
End Sub

Private Sub Form_Load()
   With Calendar1
      .OnResizeControl = 257
   End With
   With Schedule1
```

```
    .OnResizeControl = 768
    .Calendar.Selection = Calendar1.Calendar.Selection
  End With
End Sub
```

If you want so synchronize the dates, so once the user clicks another date in the schedule view, you can use a code as follows:

```
Private Sub Schedule1_MouseDown(Button, Shift, X, Y)
  If (Shift = 0) Then
    If (Button = 1) Then
      With Schedule1
        Dim d As Date
        d = Fix(.DateTimeFromPoint(-1, -1))
        If (d <> 0) Then
          Calendar1.Calendar.Selection = d
        End If
      End With
    End If
  End If
End Sub
```

SHIFT + Click the schedule view, and move the view to a new position, and then click. The new date in the calendar is selected. The *Fix(.DateTimeFromPoint(-1, -1))* gets the integer part of the date, in other words, just the date from the cursor, not including the time section. The *.DateTimeFromPoint(-1, -1)* gets the date including the time being clicked.

The samples changes the Selection property of the Schedule's Calendar object, when the selection is changed in the second (the calendar) control.

event MouseMove (Button as Integer, Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS)

Occurs when the user moves the mouse.

Type	Description
Button as Integer	Gets which mouse button was pressed as 1 for Left Mouse Button, 2 for Right Mouse Button and 4 for Middle Mouse Button.
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in container coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in container coordinates.

The MouseMove event is generated continually as the mouse pointer moves across objects. Unless another object has captured the mouse, an object recognizes a MouseMove event whenever the mouse position is within its borders. During the MouseMove event you can call the ShowToolTip method to display any custom tooltip. For instance, you can display a tooltip when the cursor is hovering an anchor element <a> like shown in the bellow samples:

During MouseMove event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.

- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Syntax for MouseMove event, **/NET** version, on:

C#
```
private void MouseMoveEvent(object sender,short Button,short Shift,int X,int Y)
{
}
```

VB
```
Private Sub MouseMoveEvent(ByVal sender As System.Object,ByVal Button As Short,ByVal Shift As Short,ByVal X As Integer,ByVal Y As Integer) Handles MouseMoveEvent
End Sub
```

Syntax for MouseMove event, **/COM** version, on:

C#
```
private void MouseMoveEvent(object sender, AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent e)
{
}
```

C++
```
void OnMouseMove(short Button,short Shift,long X,long Y)
{
}
```

C++ Builder
```
void __fastcall MouseMove(TObject *Sender,short Button,short Shift,int X,int Y)
{
}
```

Delphi
```
procedure MouseMove(ASender: TObject; Button : Smallint;Shift : Smallint;X : Integer;Y : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure MouseMoveEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent);
begin
end;
```

Powe…

```
begin event MouseMove(integer Button,integer Shift,long X,long Y)
end event MouseMove
```

VB.NET

```
Private Sub MouseMoveEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent) Handles
MouseMoveEvent
End Sub
```

VB6

```
Private Sub MouseMove(Button As Integer,Shift As Integer,X As Single,Y As Single)
End Sub
```

VBA

```
Private Sub MouseMove(ByVal Button As Integer,ByVal Shift As Integer,ByVal X As
Long,ByVal Y As Long)
End Sub
```

VFP

```
LPARAMETERS Button,Shift,X,Y
```

Xbas…

```
PROCEDURE OnMouseMove(oSchedule,Button,Shift,X,Y)
RETURN
```

Syntax for MouseMove event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="MouseMove(Button,Shift,X,Y)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function MouseMove(Button,Shift,X,Y)
End Function
</SCRIPT>
```

Visual Data...

```
Procedure OnComMouseMove Short llButton Short llShift OLE_XPOS_PIXELS llX
OLE_YPOS_PIXELS llY
    Forward Send OnComMouseMove llButton llShift llX llY
End_Procedure
```

Visual Objects

```
METHOD OCX_MouseMove(Button,Shift,X,Y) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_MouseMove(int _Button,int _Shift,int _X,int _Y)
{
}
```

XBasic

```
function MouseMove as v (Button as N,Shift as N,X as
OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
end function
```

dBASE

```
function nativeObject_MouseMove(Button,Shift,X,Y)
return
```

The following samples show how to show a custom tooltip when the cursor hovers to an anchor <a> element.

VBA (MS Access, Excell...)

```
' MouseMove event - Occurs when the user moves the mouse.
Private Sub Schedule1_MouseMove(ByVal Button As Integer,ByVal Shift As
Integer,ByVal X As Long,ByVal Y As Long)
   With Schedule1
      s = .AnchorFromPoint(-1,-1)
      .ShowToolTip s,"info","","+16"
   End With
End Sub
```

VB6

```
' MouseMove event - Occurs when the user moves the mouse.
Private Sub Schedule1_MouseMove(Button As Integer,Shift As Integer,X As Single,Y As Single)
   With Schedule1
      s = .AnchorFromPoint(-1,-1)
      .ShowToolTip s,"info","","+16"
   End With
End Sub
```

VB.NET

```
' MouseMove event - Occurs when the user moves the mouse.
Private Sub Exschedule1_MouseMoveEvent(ByVal sender As System.Object,ByVal Button As Short,ByVal Shift As Short,ByVal X As Integer,ByVal Y As Integer) Handles Exschedule1.MouseMoveEvent
   Dim s
   With Exschedule1
      s = .get_AnchorFromPoint(-1,-1)
      .ShowToolTip(s,"info","","+16")
   End With
End Sub
```

VB.NET for /COM

```
' MouseMove event - Occurs when the user moves the mouse.
Private Sub AxSchedule1_MouseMoveEvent(ByVal sender As System.Object, ByVal e As AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent) Handles AxSchedule1.MouseMoveEvent
   Dim s
   With AxSchedule1
      s = .get_AnchorFromPoint(-1,-1)
      .ShowToolTip(s,"info","","+16")
   End With
End Sub
```

C++

```
// MouseMove event - Occurs when the user moves the mouse.
void OnMouseMoveSchedule1(short Button,short Shift,long X,long Y)
{
   /*
      Copy and paste the following directives to your header file as
      it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0
Control Library'
      #import <ExSchedule.dll>
      using namespace EXSCHEDULELib;
   */
   EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
   _bstr_t s = spSchedule1->GetAnchorFromPoint(-1,-1);
   spSchedule1->ShowToolTip(L"s","info","","+16",vtMissing);
}
```

C++ Builder

```
// MouseMove event - Occurs when the user moves the mouse.
void __fastcall TForm1::Schedule1MouseMove(TObject *Sender,short Button,short
Shift,int X,int Y)
{
   String s = Schedule1->AnchorFromPoint[-1,-1];
   Schedule1-
>ShowToolTip(L"s",TVariant("info"),TVariant(""),TVariant("+16"),TNoParam());
}
```

C#

```
// MouseMove event - Occurs when the user moves the mouse.
private void exschedule1_MouseMoveEvent(object sender,short Button,short Shift,int
X,int Y)
{
   string s = exschedule1.get_AnchorFromPoint(-1,-1);
   exschedule1.ShowToolTip(s.ToString(),"info","","+16",null);
}
//this.exschedule1.MouseMoveEvent += new
exontrol.EXSCHEDULELib.exg2antt.MouseMoveEventHandler(this.exschedule1_
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="MouseMove(Button,Shift,X,Y)"
LANGUAGE="JScript">
   var s = Schedule1.AnchorFromPoint(-1,-1);
   Schedule1.ShowToolTip(s,"info","","+16",null);
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
</SCRIPT>
```

C# for /COM

```
// MouseMove event - Occurs when the user moves the mouse.
private void axSchedule1_MouseMoveEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent e)
{
   string s = axSchedule1.get_AnchorFromPoint(-1,-1);
   axSchedule1.ShowToolTip(s.ToString(),"info","","+16",null);
}
//this.axSchedule1.MouseMoveEvent += new
AxEXSCHEDULELib._IScheduleEvents_MouseMoveEventHandler(this.axSchedule
```

X++ (Dynamics Ax 2009)

```
// MouseMove event - Occurs when the user moves the mouse.
void onEvent_MouseMove(int _Button,int _Shift,int _X,int _Y)
{
    str s;
    ;
    s = exschedule1.AnchorFromPoint(-1,-1);
    exschedule1.ShowToolTip(s,"info","","+16");
}

public void init()
{
    ;

    super();

}
```

Delphi 8 (.NET only)

```
// MouseMove event - Occurs when the user moves the mouse.
procedure TWinForm1.AxSchedule1_MouseMoveEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_MouseMoveEvent);
begin
    with AxSchedule1 do
    begin
        s := get_AnchorFromPoint(-1,-1);
        ShowToolTip(s,'info','','+16',Nil);
    end
end;
```

Delphi (standard)

```
// MouseMove event - Occurs when the user moves the mouse.
procedure TForm1.Schedule1MouseMove(ASender: TObject; Button : Smallint;Shift :
Smallint;X : Integer;Y : Integer);
begin
   with Schedule1 do
   begin
      s := AnchorFromPoint[-1,-1];
      ShowToolTip(s,'info','','+16',Null);
   end
end;
```

VFP

```
*** MouseMove event - Occurs when the user moves the mouse. ***
LPARAMETERS Button,Shift,X,Y
   with thisform.Schedule1
      s = .AnchorFromPoint(-1,-1)
      .ShowToolTip(s,"info","","+16")
   endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   MouseMove = class::nativeObject_MouseMove
endwith
*/
// Occurs when the user moves the mouse.
function nativeObject_MouseMove(Button,Shift,X,Y)
   local oSchedule,s
   oSchedule = form.Activex1.nativeObject
   s = oSchedule.AnchorFromPoint(-1,-1)
```

```
   oSchedule.ShowToolTip(Str(s),"info","","+16")
return

local oSchedule

oSchedule = form.Activex1.nativeObject
```

XBasic (Alpha Five)

```
' Occurs when the user moves the mouse.
function MouseMove as v (Button as N,Shift as N,X as
OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
   Dim oSchedule as P
   Dim s as
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   s = oSchedule.AnchorFromPoint(-1,-1)
   oSchedule.ShowToolTip(s,"info","","+16")
end function

Dim oSchedule as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
```

Visual Objects

```
METHOD OCX_Exontrol1MouseMove(Button,Shift,X,Y) CLASS MainDialog
   // MouseMove event - Occurs when the user moves the mouse.
   local s as USUAL
   s := oDCOCX_Exontrol1:[AnchorFromPoint,-1,-1]
   oDCOCX_Exontrol1:ShowToolTip(AsString(s),"info","","+16",nil)
RETURN NIL
```

PowerBuilder

```
/*begin event MouseMove(integer Button,integer Shift,long X,long Y) - Occurs when
the user moves the mouse.*/
/*
   OleObject oSchedule
   any s
   oSchedule = ole_1.Object
   s = oSchedule.AnchorFromPoint(-1,-1)
   oSchedule.ShowToolTip(String(s),"info","","+16")
*/
/*end event MouseMove*/

OleObject oSchedule

oSchedule = ole_1.Object
```

event MouseUp (Button as Integer, Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS)

Occurs when the user releases a mouse button.

Type	Description
Button as Integer	An integer that identifies the button that was pressed to cause the event as as 1 for Left Mouse Button, 2 for Right Mouse Button and 4 for Middle Mouse Button.
Shift as Integer	An integer that corresponds to the state of the SHIFT, CTRL, and ALT keys when the button specified in the button argument is pressed or released.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The x values is always expressed in container coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The y values is always expressed in container coordinates.

Use a MouseDown or MouseUp event procedure to specify actions that will occur when a mouse button is pressed or released. Unlike the Click and DblClick events, MouseDown and MouseUp events lets you distinguish between the left, right, and middle mouse buttons. You can also write code for mouse-keyboard combinations that use the SHIFT, CTRL, and ALT keyboard modifiers.

During Click event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.

- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Syntax for MouseUp event, **/NET** version, on:

C#
```
private void MouseUpEvent(object sender,short Button,short Shift,int X,int Y)
{
}
```

VB
```
Private Sub MouseUpEvent(ByVal sender As System.Object,ByVal Button As
Short,ByVal Shift As Short,ByVal X As Integer,ByVal Y As Integer) Handles
MouseUpEvent
End Sub
```

Syntax for MouseUp event, **/COM** version, on:

C#
```
private void MouseUpEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_MouseUpEvent e)
{
}
```

C++
```
void OnMouseUp(short Button,short Shift,long X,long Y)
{
}
```

C++ Builder
```
void __fastcall MouseUp(TObject *Sender,short Button,short Shift,int X,int Y)
{
}
```

Delphi
```
procedure MouseUp(ASender: TObject; Button : Smallint;Shift : Smallint;X :
Integer;Y : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure MouseUpEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_MouseUpEvent);
begin
end;
```

Powe…

```
begin event MouseUp(integer Button,integer Shift,long X,long Y)
end event MouseUp
```

VB.NET

```
Private Sub MouseUpEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_MouseUpEvent) Handles MouseUpEvent
End Sub
```

VB6

```
Private Sub MouseUp(Button As Integer,Shift As Integer,X As Single,Y As Single)
End Sub
```

VBA

```
Private Sub MouseUp(ByVal Button As Integer,ByVal Shift As Integer,ByVal X As
Long,ByVal Y As Long)
End Sub
```

VFP

```
LPARAMETERS Button,Shift,X,Y
```

Xbas…

```
PROCEDURE OnMouseUp(oSchedule,Button,Shift,X,Y)
RETURN
```

Syntax for MouseUp event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="MouseUp(Button,Shift,X,Y)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function MouseUp(Button,Shift,X,Y)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComMouseUp Short llButton Short llShift OLE_XPOS_PIXELS llX
OLE_YPOS_PIXELS llY
   Forward Send OnComMouseUp llButton llShift llX llY
End_Procedure
```

Visual Objects

```
METHOD OCX_MouseUp(Button,Shift,X,Y) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_MouseUp(int _Button,int _Shift,int _X,int _Y)
{
}
```

XBasic

```
function MouseUp as v (Button as N,Shift as N,X as
OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
end function
```

dBASE

```
function nativeObject_MouseUp(Button,Shift,X,Y)
return
```

event OLECompleteDrag (Effect as Long)

Occurs when a source component is dropped onto a target component, informing the source component that a drag action was either performed or canceled

Type	Description
Effect as Long	A long set by the source object identifying the action that has been performed, thus allowing the source to take appropriate action if the component was moved (such as the source deleting data if it is moved from one component to another

The OLECompleteDrag event is the final event to be called in an OLE drag/drop operation. This event informs the source component of the action that was performed when the object was dropped onto the target component. The target sets this value through the effect parameter of the OLEDragDrop event. Based on this, the source can then determine the appropriate action it needs to take. For example, if the object was moved into the target (exDropEffectMove), the source needs to delete the object from itself after the move. The control supports only manual OLE drag and drop events. In order to enable OLE drag and drop feature into control you have to set the OLEDropMode and OLEDrag properties.

The settings for Effect are:

- exOLEDropEffectNone (0), Drop target cannot accept the data, or the drop operation was cancelled
- exOLEDropEffectCopy (1), Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
- exOLEDropEffectMove (2), Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.

Syntax for OLECompleteDrag event, **/NET** version, on:

C#
```
// OLECompleteDrag event is not supported. Use the
DragEnter,DragLeave,DragOver, DragDrop ... events.
```

VB
```
// OLECompleteDrag event is not supported. Use the
DragEnter,DragLeave,DragOver, DragDrop ... events.
```

Syntax for OLECompleteDrag event, **/COM** version, on:

C#
```
private void OLECompleteDrag(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLECompleteDragEvent e)
{
```

```
}
```

C++

```
void OnOLECompleteDrag(long Effect)
{
}
```

C++ Builder

```
void __fastcall OLECompleteDrag(TObject *Sender,long Effect)
{
}
```

Delphi

```
procedure OLECompleteDrag(ASender: TObject; Effect : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure OLECompleteDrag(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLECompleteDragEvent);
begin
end;
```

Powe…

```
begin event OLECompleteDrag(long Effect)
end event OLECompleteDrag
```

VB.NET

```
Private Sub OLECompleteDrag(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLECompleteDragEvent) Handles
OLECompleteDrag
End Sub
```

VB6

```
Private Sub OLECompleteDrag(ByVal Effect As Long)
End Sub
```

VBA

```
Private Sub OLECompleteDrag(ByVal Effect As Long)
End Sub
```

VFP

```
LPARAMETERS Effect
```

Xbas…

```
PROCEDURE OnOLECompleteDrag(oSchedule,Effect)
RETURN
```

Syntax for OLECompleteDrag event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="OLECompleteDrag(Effect)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function OLECompleteDrag(Effect)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComOLECompleteDrag Integer llEffect
   Forward Send OnComOLECompleteDrag llEffect
End_Procedure
```

Visual Objects

```
METHOD OCX_OLECompleteDrag(Effect) CLASS MainDialog
RETURN NIL
```

X++

```
// OLECompleteDrag event is not supported. Use the
DragEnter,DragLeave,DragOver, DragDrop ... events.
```

XBasic

```
function OLECompleteDrag as v (Effect as N)
end function
```

dBASE

```
function nativeObject_OLECompleteDrag(Effect)
return
```

event OLEDragDrop (Data as ExDataObject, Effect as Long, Button as Integer, Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS)

Occurs when a source component is dropped onto a target component when the source component determines that a drop can occur.

Type	Description
Data as ExDataObject	An ExDataObject object containing formats that the source will provide and, in addition, possibly the data for those formats. If no data is contained in the ExDataObject, it is provided when the control calls the GetData method. The SetData and Clear methods cannot be used here.
Effect as Long	A Long set by the target component identifying the action that has been performed (if any), thus allowing the source to take appropriate action if the component was moved (such as the source deleting the data). The possible values are listed in Remarks.
Button as Integer	An integer which acts as a bit field corresponding to the state of a mouse button when it is depressed. The left button is bit 0, the right button is bit 1, and the middle button is bit 2. These bits correspond to the values 1, 2, and 4, respectively. It indicates the state of the mouse buttons; some, all, or none of these three bits can be set, indicating that some, all, or none of the buttons are depressed.
Shift as Integer	An integer which acts as a bit field corresponding to the state of the SHIFT, CTRL, and ALT keys when they are depressed. The SHIFT key is bit 0, the CTRL key is bit 1, and the ALT key is bit 2. These bits correspond to the values 1, 2, and 4, respectively. The shift parameter indicates the state of these keys; some, all, or none of the bits can be set, indicating that some, all, or none of the keys are depressed. For example, if both the CTRL and ALT keys were depressed, the value of shift would be 6.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The X value is always expressed in container coordinates
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The Y value is always expressed in container coordinates.

In the /NET Assembly, you have to use the DragDrop event as explained here:

- *https://www.exontrol.com/sg.jsp?content=support/faq/net/#dragdrop*

The OLEDragDrop event is fired when the user has dropped files or clipboard information into the control. Use the OLEDropMode property on exOLEDropManual to enable OLE drop and drop support. Use the EventFromPoint property to get the event from point. Use the DateTimeFromPoint property to get the date-time from point in the schedule part of the control. Use the DateFromPoint property to retrieve the date from the cursor over the calendar section of the control. Use the Add method to add a event to the control. The Background(exScheduleOLEDropPosition) property specifies the visual appearance of the line to be shown when the cursor is hovering the schedule part of the control, during an OLE drag and drop operation.

The settings for Effect are:

- exOLEDropEffectNone (0), Drop target cannot accept the data, or the drop operation was cancelled
- exOLEDropEffectCopy (1), Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
- exOLEDropEffectMove (2), Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.

Syntax for OLEDragDrop event, **/NET** version, on:

C#
```
// OLEDragDrop event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

VB
```
// OLEDragDrop event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

Syntax for OLEDragDrop event, **/COM** version, on:

C#
```
private void OLEDragDrop(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLEDragDropEvent e)
{
}
```

C++
```
void OnOLEDragDrop(LPDISPATCH Data,long FAR* Effect,short Button,short
Shift,long X,long Y)
{
}
```

C++ Builder

```
void __fastcall OLEDragDrop(TObject *Sender,Exschedulelib_tlb::IExDataObject
*Data,long * Effect,short Button,short Shift,int X,int Y)
{
}
```

Delphi

```
procedure OLEDragDrop(ASender: TObject; Data : IExDataObject;var Effect :
Integer;Button : Smallint;Shift : Smallint;X : Integer;Y : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure OLEDragDrop(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLEDragDropEvent);
begin
end;
```

Powe…

```
begin event OLEDragDrop(oleobject Data,long Effect,integer Button,integer
Shift,long X,long Y)
end event OLEDragDrop
```

VB.NET

```
Private Sub OLEDragDrop(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLEDragDropEvent) Handles OLEDragDrop
End Sub
```

VB6

```
Private Sub OLEDragDrop(ByVal Data As EXSCHEDULELibCtl.IExDataObject,Effect
As Long,ByVal Button As Integer,ByVal Shift As Integer,ByVal X As Single,ByVal Y As
Single)
End Sub
```

VBA

```
Private Sub OLEDragDrop(ByVal Data As Object,Effect As Long,ByVal Button As
Integer,ByVal Shift As Integer,ByVal X As Long,ByVal Y As Long)
End Sub
```

VFP

```
LPARAMETERS Data,Effect,Button,Shift,X,Y
```

Xbas…

```
PROCEDURE OnOLEDragDrop(oSchedule,Data,Effect,Button,Shift,X,Y)
RETURN
```

Syntax for OLEDragDrop event, **/COM** version (others), on:

Java...
```
<SCRIPT EVENT="OLEDragDrop(Data,Effect,Button,Shift,X,Y)"
LANGUAGE="JScript">
</SCRIPT>
```

VBSc...
```
<SCRIPT LANGUAGE="VBScript">
Function OLEDragDrop(Data,Effect,Button,Shift,X,Y)
End Function
</SCRIPT>
```

Visual Data...
```
Procedure OnComOLEDragDrop Variant llData Integer llEffect Short llButton
Short llShift OLE_XPOS_PIXELS llX OLE_YPOS_PIXELS llY
   Forward Send OnComOLEDragDrop llData llEffect llButton llShift llX llY
End_Procedure
```

Visual Objects
```
METHOD OCX_OLEDragDrop(Data,Effect,Button,Shift,X,Y) CLASS MainDialog
RETURN NIL
```

X++
```
// OLEDragDrop event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

XBasic
```
function OLEDragDrop as v (Data as OLE::Exontrol.Schedule.1::IExDataObject,Effect
as N,Button as N,Shift as N,X as OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS)
end function
```

dBASE
```
function nativeObject_OLEDragDrop(Data,Effect,Button,Shift,X,Y)
return
```

The following VB sample adds a new event for each dragged file (Open the Windows Explorer, click and drag a file to the control) :

```
Private Sub Schedule1_OLEDragDrop(ByVal Data As EXSCHEDULELibCtl.IExDataObject,
Effect As Long, ByVal Button As Integer, ByVal Shift As Integer, ByVal X As Single, ByVal Y As
Single)
   If Data.GetFormat(exCFFiles) Then
```

```
    With Schedule1
      Dim d As Date
      d = .DateTimeFromPoint(-1, -1)
      If Not (d = 0) Then
        With .Events
          Dim f As Variant
          For Each f In Data.Files
            .Add(d, d + 2 / 24).ExtraLabel = f
          Next
        End With
      End If
    End With
  End If
End Sub
```

The sample queries the date-time over the schedule part of the control, and add a new event for each dragged file.

event OLEDragOver (Data as ExDataObject, Effect as Long, Button as Integer, Shift as Integer, X as OLE_XPOS_PIXELS, Y as OLE_YPOS_PIXELS, State as Integer)

Occurs when one component is dragged over another.

Type	Description
Data as ExDataObject	An ExDataObject object containing formats that the source will provide and, in addition, possibly the data for those formats. If no data is contained in the ExDataObject, it is provided when the control calls the GetData method. The SetData and Clear methods cannot be used here
Effect as Long	A Long set by the target component identifying the action that has been performed (if any), thus allowing the source to take appropriate action if the component was moved (such as the source deleting the data). The possible values are listed in Remarks.
Button as Integer	An integer which acts as a bit field corresponding to the state of a mouse button when it is depressed. The left button is bit 0, the right button is bit 1, and the middle button is bit 2. These bits correspond to the values 1, 2, and 4, respectively. It indicates the state of the mouse buttons; some, all, or none of these three bits can be set, indicating that some, all, or none of the buttons are depressed.
Shift as Integer	An integer which acts as a bit field corresponding to the state of the SHIFT, CTRL, and ALT keys when they are depressed. The SHIFT key is bit 0, the CTRL key is bit 1, and the ALT key is bit 2. These bits correspond to the values 1, 2, and 4, respectively. The shift parameter indicates the state of these keys; some, all, or none of the bits can be set, indicating that some, all, or none of the keys are depressed. For example, if both the CTRL and ALT keys were depressed, the value of shift would be 6.
X as OLE_XPOS_PIXELS	A single that specifies the current X location of the mouse pointer. The X value is always expressed in container coordinates.
Y as OLE_YPOS_PIXELS	A single that specifies the current Y location of the mouse pointer. The Y value is always expressed in container coordinates.

State as Integer	An integer that corresponds to the transition state of the control being dragged in relation to a target form or control. The possible values are listed in Remarks.

The Background(exScheduleOLEDropPosition) property specifies the visual appearance of the line to be shown when the cursor is hovering the schedule part of the control, during an OLE drag and drop operation.

The settings for effect are:

- exOLEDropEffectNone (0), Drop target cannot accept the data, or the drop operation was cancelled
- exOLEDropEffectCopy (1), Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
- exOLEDropEffectMove (2), Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.

The settings for state are:

- exOLEDragEnter (0), Source component is being dragged within the range of a target.
- exOLEDragLeave (1), Source component is being dragged out of the range of a target.
- exOLEOLEDragOver (2), Source component has moved from one position in the target to another.

Note If the state parameter is 1, indicating that the mouse pointer has left the target, then the x and y parameters will contain zeros.
The source component should always mask values from the effect parameter to ensure compatibility with future implementations of ActiveX components. As a precaution against future problems, drag sources and drop targets should mask these values appropriately before performing any comparisons.
For example, a source component should not compare an effect against, say, exOLEDropEffectCopy, such as in this manner:

If Effect = exOLEDropEffectCopy...
Instead, the source component should mask for the value or values being sought, such as this:
If Effect And exOLEDropEffectCopy = exOLEDropEffectCopy...
-or-
If (Effect And exOLEDropEffectCopy)...
This allows for the definition of new drop effects in future versions while preserving backwards compatibility with your existing code.
The control supports only manual OLE drag and drop events.

Syntax for OLEDragOver event, **/NET** version, on:

C#

```
// OLEDragOver event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

VB

```
// OLEDragOver event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

Syntax for OLEDragOver event, **/COM** version, on:

C#

```
private void OLEDragOver(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLEDragOverEvent e)
{
}
```

C++

```
void OnOLEDragOver(LPDISPATCH Data,long FAR* Effect,short Button,short
Shift,long X,long Y,short State)
{
}
```

C++ Builder

```
void __fastcall OLEDragOver(TObject *Sender,Exschedulelib_tlb::IExDataObject
*Data,long * Effect,short Button,short Shift,int X,int Y,short State)
{
}
```

Delphi

```
procedure OLEDragOver(ASender: TObject; Data : IExDataObject;var Effect :
Integer;Button : Smallint;Shift : Smallint;X : Integer;Y : Integer;State : Smallint);
begin
end;
```

Delphi 8 (.NET only)

```
procedure OLEDragOver(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLEDragOverEvent);
begin
end;
```

Powe…

```
begin event OLEDragOver(oleobject Data,long Effect,integer Button,integer
Shift,long X,long Y,integer State)
end event OLEDragOver
```

VB.NET

```
Private Sub OLEDragOver(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLEDragOverEvent) Handles OLEDragOver
End Sub
```

VB6

```
Private Sub OLEDragOver(ByVal Data As EXSCHEDULELibCtl.IExDataObject,Effect
As Long,ByVal Button As Integer,ByVal Shift As Integer,ByVal X As Single,ByVal Y As
Single,ByVal State As Integer)
End Sub
```

VBA

```
Private Sub OLEDragOver(ByVal Data As Object,Effect As Long,ByVal Button As
Integer,ByVal Shift As Integer,ByVal X As Long,ByVal Y As Long,ByVal State As
Integer)
End Sub
```

VFP

```
LPARAMETERS Data,Effect,Button,Shift,X,Y,State
```

Xbas…

```
PROCEDURE OnOLEDragOver(oSchedule,Data,Effect,Button,Shift,X,Y,State)
RETURN
```

Syntax for OLEDragOver event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="OLEDragOver(Data,Effect,Button,Shift,X,Y,State)"
LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function OLEDragOver(Data,Effect,Button,Shift,X,Y,State)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComOLEDragOver Variant llData Integer llEffect Short llButton Short
llShift OLE_XPOS_PIXELS llX OLE_YPOS_PIXELS llY Short llState
    Forward Send OnComOLEDragOver llData llEffect llButton llShift llX llY llState
End_Procedure
```

Visual Objects

```
METHOD OCX_OLEDragOver(Data,Effect,Button,Shift,X,Y,State) CLASS MainDialog
RETURN NIL
```

X++

```
// OLEDragOver event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

XBasic

```
function OLEDragOver as v (Data as OLE::Exontrol.Schedule.1::IExDataObject,Effect
as N,Button as N,Shift as N,X as OLE::Exontrol.Schedule.1::OLE_XPOS_PIXELS,Y as
OLE::Exontrol.Schedule.1::OLE_YPOS_PIXELS,State as N)
end function
```

dBASE

```
function nativeObject_OLEDragOver(Data,Effect,Button,Shift,X,Y,State)
return
```

event OLEGiveFeedback (Effect as Long, DefaultCursors as Boolean)

Allows the drag source to specify the type of OLE drag-and-drop operation and the visual feedback.

Type	Description
Effect as Long	A long integer set by the target component in the OLEDragOver event specifying the action to be performed if the user drops the selection on it. This allows the source to take the appropriate action (such as giving visual feedback). The possible values are listed in Remarks.
DefaultCursors as Boolean	Boolean value that determines whether to use the default mouse cursor, or to use a user-defined mouse cursor.True (default) = use default mouse cursor.False = do not use default cursor. Mouse cursor must be set with the MousePointer property of the Screen object.

The Background(exScheduleOLEDropPosition) property specifies the visual appearance of the line to be shown when the cursor is hovering the schedule part of the control, during an OLE drag and drop operation.

The settings for Effect are:

- exOLEDropEffectNone (0), Drop target cannot accept the data, or the drop operation was cancelled
- exOLEDropEffectCopy (1), Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
- exOLEDropEffectMove (2), Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.

If there is no code in the OLEGiveFeedback event, or if the defaultcursors parameter is set to True, the mouse cursor will be set to the default cursor provided by the control. The source component should always mask values from the effect parameter to ensure compatibility with future implementations of ActiveX components. As a precaution against future problems, drag sources and drop targets should mask these values appropriately before performing any comparisons.

For example, a source component should not compare an effect against, say, exOLEDropEffectCopy, such as in this manner:
If Effect = exOLEDropEffectCopy...
Instead, the source component should mask for the value or values being sought, such as this:
If Effect And exOLEDropEffectCopy = exOLEDropEffectCopy...

-or-
If (Effect And exOLEDropEffectCopy)…
This allows for the definition of new drop effects in future versions while preserving backwards compatibility with your existing code.
The control supports only manual OLE drag and drop events.

Syntax for OLEGiveFeedback event, **/NET** version, on:

C#
```
// OLEGiveFeedback event is not supported. Use the
DragEnter,DragLeave,DragOver, DragDrop ... events.
```

VB
```
// OLEGiveFeedback event is not supported. Use the
DragEnter,DragLeave,DragOver, DragDrop ... events.
```

Syntax for OLEGiveFeedback event, **/COM** version, on:

C#
```
private void OLEGiveFeedback(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLEGiveFeedbackEvent e)
{
}
```

C++
```
void OnOLEGiveFeedback(long Effect,BOOL FAR* DefaultCursors)
{
}
```

C++ Builder
```
void __fastcall OLEGiveFeedback(TObject *Sender,long Effect,VARIANT_BOOL *
DefaultCursors)
{
}
```

Delphi
```
procedure OLEGiveFeedback(ASender: TObject; Effect : Integer;var DefaultCursors
: WordBool);
begin
end;
```

Delphi 8 (.NET only)
```
procedure OLEGiveFeedback(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLEGiveFeedbackEvent);
begin
end;
```

Powe…

```
begin event OLEGiveFeedback(long Effect,boolean DefaultCursors)
end event OLEGiveFeedback
```

VB.NET

```
Private Sub OLEGiveFeedback(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLEGiveFeedbackEvent) Handles
OLEGiveFeedback
End Sub
```

VB6

```
Private Sub OLEGiveFeedback(ByVal Effect As Long,DefaultCursors As Boolean)
End Sub
```

VBA

```
Private Sub OLEGiveFeedback(ByVal Effect As Long,DefaultCursors As Boolean)
End Sub
```

VFP

```
LPARAMETERS Effect,DefaultCursors
```

Xbas…

```
PROCEDURE OnOLEGiveFeedback(oSchedule,Effect,DefaultCursors)
RETURN
```

Syntax for OLEGiveFeedback event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="OLEGiveFeedback(Effect,DefaultCursors)"
LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function OLEGiveFeedback(Effect,DefaultCursors)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComOLEGiveFeedback Integer llEffect Boolean llDefaultCursors
    Forward Send OnComOLEGiveFeedback llEffect llDefaultCursors
End_Procedure
```

Visual Objects

```
METHOD OCX_OLEGiveFeedback(Effect,DefaultCursors) CLASS MainDialog
RETURN NIL
```

X++

```
// OLEGiveFeedback event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

XBasic

```
function OLEGiveFeedback as v (Effect as N,DefaultCursors as L)
end function
```

dBASE

```
function nativeObject_OLEGiveFeedback(Effect,DefaultCursors)
return
```

event OLESetData (Data as ExDataObject, Format as Integer)

Occurs on a drag source when a drop target calls the GetData method and there is no data in a specified format in the OLE drag-and-drop DataObject.

Type	Description
Data as ExDataObject	An ExDataObject object in which to place the requested data. The component calls the SetData method to load the requested format.
Format as Integer	An integer specifying the format of the data that the target component is requesting. The source component uses this value to determine what to load into the ExDataObject object.

The OLESetData is not currently supported.

Syntax for OLESetData event, **/NET** version, on:

C#
```
// OLESetData event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

VB
```
// OLESetData event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

Syntax for OLESetData event, **/COM** version, on:

C#
```
private void OLESetData(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLESetDataEvent e)
{
}
```

C++
```
void OnOLESetData(LPDISPATCH Data,short Format)
{
}
```

C++ Builder
```
void __fastcall OLESetData(TObject *Sender,Exschedulelib_tlb::IExDataObject
*Data,short Format)
{
}
```

Delphi

```
procedure OLESetData(ASender: TObject; Data : IExDataObject;Format : Smallint);
begin
end;
```

Delphi 8 (.NET only)

```
procedure OLESetData(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLESetDataEvent);
begin
end;
```

Powe…

```
begin event OLESetData(oleobject Data,integer Format)
end event OLESetData
```

VB.NET

```
Private Sub OLESetData(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLESetDataEvent) Handles OLESetData
End Sub
```

VB6

```
Private Sub OLESetData(ByVal Data As EXSCHEDULELibCtl.IExDataObject,ByVal
Format As Integer)
End Sub
```

VBA

```
Private Sub OLESetData(ByVal Data As Object,ByVal Format As Integer)
End Sub
```

VFP

```
LPARAMETERS Data,Format
```

Xbas…

```
PROCEDURE OnOLESetData(oSchedule,Data,Format)
RETURN
```

Syntax for OLESetData event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="OLESetData(Data,Format)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function OLESetData(Data,Format)
End Function
```

```
</SCRIPT>
```

Visual Data…

```
Procedure OnComOLESetData Variant llData Short llFormat
    Forward Send OnComOLESetData llData llFormat
End_Procedure
```

Visual Objects

```
METHOD OCX_OLESetData(Data,Format) CLASS MainDialog
RETURN NIL
```

X++

```
// OLESetData event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

XBasic

```
function OLESetData as v (Data as OLE::Exontrol.Schedule.1::IExDataObject,Format
as N)
end function
```

dBASE

```
function nativeObject_OLESetData(Data,Format)
return
```

event OLEStartDrag (Data as ExDataObject, AllowedEffects as Long)

Occurs when the OLEDrag method is called.

Type	Description
Data as ExDataObject	An ExDataObject object containing formats that the source will provide and, optionally, the data for those formats. If no data is contained in the ExDataObject, it is provided when the control calls the GetData method. The programmer should provide the values for this parameter in this event. The SetData and Clear methods cannot be used here.
AllowedEffects as Long	A long containing the effects that the source component supports. The possible values are listed in Settings. The programmer should provide the values for this parameter in this event

In the /NET Assembly, you have to use the DragEnter event as explained here:

- *https://www.exontrol.com/sg.jsp?content=support/faq/net/#dragdrop*

The Background(exScheduleOLEDropPosition) property specifies the visual appearance of the line to be shown when the cursor is hovering the schedule part of the control, during an OLE drag and drop operation.

The settings for AllowEffects are:

- exOLEDropEffectNone (0), Drop target cannot accept the data, or the drop operation was cancelled
- exOLEDropEffectCopy (1), Drop results in a copy of data from the source to the target. The original data is unaltered by the drag operation.
- exOLEDropEffectMove (2), Drop results in data being moved from drag source to drop source. The drag source should remove the data from itself after the move.

The source component should logically Or together the supported values and places the result in the AllowedEffects parameter. The target component can use this value to determine the appropriate action (and what the appropriate user feedback should be). You may wish to defer putting data into the ExDataObject object until the target component requests it. This allows the source component to save time. If the user does not load any formats into the ExDataObject, then the drag/drop operation is canceled. Use exCFFiles and Files property to add files to the drag and drop data object.

The idea of drag and drop in exSchedule control is the same as in other controls. To start accepting drag and drop sources the exSchedule control MUST have the OLEDropMode

property to exOLEDropManual. Once that is is set, the exSchedule starts accepting any drag and drop sources.

The first step is if you want to be able to drag items from your exSchedule control to other controls the idea is to handle the OLE_StartDrag event. The event passes an object ExDataObject (Data) as argument. The Data and AllowedEffects can be changed only in the OLEStartDrag event. The OLE_StartDrag event is fired when user is about to drag items from the control. **The AllowedEffect parameter and SetData property must be set to continue drag and drop operation, as in the following sample**:

Syntax for OLEStartDrag event, **/NET** version, on:

C#
```
// OLEStartDrag event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

VB
```
// OLEStartDrag event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

Syntax for OLEStartDrag event, **/COM** version, on:

C#
```
private void OLEStartDrag(object sender,
AxEXSCHEDULELib._IScheduleEvents_OLEStartDragEvent e)
{
}
```

C++
```
void OnOLEStartDrag(LPDISPATCH Data,long FAR* AllowedEffects)
{
}
```

C++ Builder
```
void __fastcall OLEStartDrag(TObject *Sender,Exschedulelib_tlb::IExDataObject
*Data,long * AllowedEffects)
{
}
```

Delphi
```
procedure OLEStartDrag(ASender: TObject; Data : IExDataObject;var
AllowedEffects : Integer);
begin
end;
```

Delphi 8 (.NET only)

```
procedure OLEStartDrag(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_OLEStartDragEvent);
begin
end;
```

Powe…

```
begin event OLEStartDrag(oleobject Data,long AllowedEffects)
end event OLEStartDrag
```

VB.NET

```
Private Sub OLEStartDrag(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_OLEStartDragEvent) Handles OLEStartDrag
End Sub
```

VB6

```
Private Sub OLEStartDrag(ByVal Data As
EXSCHEDULELibCtl.IExDataObject,AllowedEffects As Long)
End Sub
```

VBA

```
Private Sub OLEStartDrag(ByVal Data As Object,AllowedEffects As Long)
End Sub
```

VFP

```
LPARAMETERS Data,AllowedEffects
```

Xbas…

```
PROCEDURE OnOLEStartDrag(oSchedule,Data,AllowedEffects)
RETURN
```

Syntax for OLEStartDrag event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="OLEStartDrag(Data,AllowedEffects)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function OLEStartDrag(Data,AllowedEffects)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComOLEStartDrag Variant llData Integer llAllowedEffects
   Forward Send OnComOLEStartDrag llData llAllowedEffects
End_Procedure
```

Visual Objects

```
METHOD OCX_OLEStartDrag(Data,AllowedEffects) CLASS MainDialog
RETURN NIL
```

X++

```
// OLEStartDrag event is not supported. Use the DragEnter,DragLeave,DragOver,
DragDrop ... events.
```

XBasic

```
function OLEStartDrag as v (Data as
OLE::Exontrol.Schedule.1::IExDataObject,AllowedEffects as N)
end function
```

dBASE

```
function nativeObject_OLEStartDrag(Data,AllowedEffects)
return
```

The following VB sample collects the focused/selected events and start dragging them (you can drop them to a WinWord, Excel application for instance):

```
Private Sub Schedule1_OLEStartDrag(ByVal Data As EXSCHEDULELibCtl.IExDataObject,
AllowedEffects As Long)
   With Schedule1
      Dim e As EXSCHEDULELibCtl.Event
      Set e = .EventFromPoint(-1, -1)
      If Not e Is Nothing Then
         Dim sDragDropText As String
         If Not (e.Selected) Then
            sDragDropText = sDragDropText & "Start: " & e.Start & ", End: " & e.End &
vbCrLf
         Else
            Dim s As Variant
            For Each s In .Selection
               sDragDropText = sDragDropText & "Start: " & s.Start & ", End: " & s.End &
vbCrLf
```

```
            Next
        End If

        AllowedEffects = 1
        Data.SetData sDragDropText
    End If
  End With
End Sub
```

event PictureClick (Key as String)

Occurs when the user clicks a picture within an event (Event.Pictures/ExtraPictures).

Type	Description
Key as String	A String expression that specifies the picture being clicked. The Key parameter indicates the Key being used when Pictures.Add method has been called.

The PictureClick event is fired once the user clicks a picture inside an event. Use the Add method of the ExPictures collection to add new images to the control. Use the Images method to add a list of icons to be used in the control. The Pictures or ExtraPictures property of the Event object indicates the list of pictures to be displayed in the Event object. The Pictures or ExtraPictures property may display a single or multiple pictures on different levels, using separators like , multiple elements in the same line, or / for a new line/level. You can use the ShowHandCursor property to specify whether the hand cursor is shown when the cursor hovers the picture. Also, you can display the images/icons on the LongLabel/ExtraLabel using the <img> HTML tag that can be include to a <a> HTML tag, like <a pic1><img>pic1</img>. You can use the AnchorClick event to get notified once an anchor <a> element is clicked. A picture or icon is being displayed only, if the LongLabel/ExtraLabel properties are being displayed, else the ShortLabel is displayed, but it can not display HTML tags. In other words, if the event's body can not display the picture as being too large, you can use the Width/Height property of the ExPicture to adjust the size of the displaying picture.

The PictureFromPoint property indicates the key of the picture from the cursor or empty string if no picture has been found. The EventFromPoint property may be used to get the Event object from the cursor.

Syntax for PictureClick event, **/NET** version, on:

C#

```
private void PictureClick(object sender,string Key)
{
}
```

VB

```
Private Sub PictureClick(ByVal sender As System.Object,ByVal Key As String)
Handles PictureClick
End Sub
```

Syntax for PictureClick event, **/COM** version, on:

C#

```
private void PictureClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent e)
```

```
{
}
```

C++

```
void OnPictureClick(LPCTSTR Key)
{
}
```

C++ Builder

```
void __fastcall PictureClick(TObject *Sender,BSTR Key)
{
}
```

Delphi

```
procedure PictureClick(ASender: TObject; Key : WideString);
begin
end;
```

Delphi 8 (.NET only)

```
procedure PictureClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent);
begin
end;
```

Powe…

```
begin event PictureClick(string Key)
end event PictureClick
```

VB.NET

```
Private Sub PictureClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent) Handles PictureClick
End Sub
```

VB6

```
Private Sub PictureClick(ByVal Key As String)
End Sub
```

VBA

```
Private Sub PictureClick(ByVal Key As String)
End Sub
```

VFP

```
LPARAMETERS Key
```

Xbas…

```
PROCEDURE OnPictureClick(oSchedule,Key)
RETURN
```

Syntax for PictureClick event, **/COM** version (others), on:

Java…
```
<SCRIPT EVENT="PictureClick(Key)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…
```
<SCRIPT LANGUAGE="VBScript">
Function PictureClick(Key)
End Function
</SCRIPT>
```

Visual Data…
```
Procedure OnComPictureClick String llKey
   Forward Send OnComPictureClick llKey
End_Procedure
```

Visual Objects
```
METHOD OCX_PictureClick(Key) CLASS MainDialog
RETURN NIL
```

X++
```
void onEvent_PictureClick(str _Key)
{
}
```

XBasic
```
function PictureClick as v (Key as C)
end function
```

dBASE
```
function nativeObject_PictureClick(Key)
return
```

The following samples displays a message once a picture is clicked:

VBA (MS Access, Excell...)

```
' PictureClick event - Occurs when the user clicks a picture within an event ( Event.Pictures/ExtraPictures ).
Private Sub Schedule1_PictureClick(ByVal Key As String)
   With Schedule1
      Debug.Print( Key )
   End With
```

```
End Sub

With Schedule1
   .BeginUpdate
   .OnResizeControl = 3073
   .Calendar.Selection = #5/24/2012#
   With .Pictures
      With .Add("pic1","c:\exontrol\images\card.png")
         .Width = 48
         .Height = 48
      End With
      With .Add("pic2","c:\exontrol\images\diary.png")
         .Width = 48
         .Height = 48
      End With
   End With
   With .Events
      .Add(#5/24/2012 8:45:00 AM#,#5/24/2012 2:30:00 PM#).Pictures = "pic1"
      With .Add(#5/24/2012 9:45:00 AM#,#5/24/2012 3:45:00 PM#)
         .ExtraPictures = "pic1,pic2"
         .ExtraPicturesAlign = 34
      End With
   End With
   .EndUpdate
End With
```

VB6

```
' PictureClick event - Occurs when the user clicks a picture within an event ( Event.Pictures/ExtraPictures ).
Private Sub Schedule1_PictureClick(ByVal Key As String)
   With Schedule1
      Debug.Print( Key )
   End With
End Sub

With Schedule1
```

```
   .BeginUpdate
   .OnResizeControl = OnResizeControlEnum.exResizePanelRight Or
OnResizeControlEnum.exCalendarFit Or OnResizeControlEnum.exCalendarAutoHide
   .Calendar.Selection = #5/24/2012#
   With .Pictures
      With .Add("pic1","c:\exontrol\images\card.png")
         .Width = 48
         .Height = 48
      End With
      With .Add("pic2","c:\exontrol\images\diary.png")
         .Width = 48
         .Height = 48
      End With
   End With
   With .Events
      .Add(#5/24/2012 8:45:00 AM#,#5/24/2012 2:30:00 PM#).Pictures = "pic1"
      With .Add(#5/24/2012 9:45:00 AM#,#5/24/2012 3:45:00 PM#)
         .ExtraPictures = "pic1,pic2"
         .ExtraPicturesAlign = exBottomRight
      End With
   End With
   .EndUpdate
End With
```

VB.NET

```
' PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
Private Sub Exschedule1_PictureClick(ByVal sender As System.Object,ByVal Key As
String) Handles Exschedule1.PictureClick
   With Exschedule1
      Debug.Print( Key )
   End With
End Sub

With Exschedule1
   .BeginUpdate()
```

```
   .OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit Or
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide
   .Calendar.Selection = #5/24/2012#
   With .Pictures
      With .Add("pic1","c:\exontrol\images\card.png")
         .Width = 48
         .Height = 48
      End With
      With .Add("pic2","c:\exontrol\images\diary.png")
         .Width = 48
         .Height = 48
      End With
   End With
   With .Events
      .Add(#5/24/2012 8:45:00 AM#,#5/24/2012 2:30:00 PM#).Pictures = "pic1"
      With .Add(#5/24/2012 9:45:00 AM#,#5/24/2012 3:45:00 PM#)
         .ExtraPictures = "pic1,pic2"
         .ExtraPicturesAlign =
exontrol.EXSCHEDULELib.ContentAlignmentEnum.exBottomRight
      End With
   End With
   .EndUpdate()
End With
```

VB.NET for /COM

```
' PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
Private Sub AxSchedule1_PictureClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent) Handles
AxSchedule1.PictureClick
   With AxSchedule1
      Debug.Print( e.key )
   End With
End Sub
```

```
With AxSchedule1
   .BeginUpdate()
   .OnResizeControl = EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight Or
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit Or
EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide
   .Calendar.Selection = #5/24/2012#
   With .Pictures
      With .Add("pic1","c:\exontrol\images\card.png")
         .Width = 48
         .Height = 48
      End With
      With .Add("pic2","c:\exontrol\images\diary.png")
         .Width = 48
         .Height = 48
      End With
   End With
   With .Events
      .Add(#5/24/2012 8:45:00 AM#,#5/24/2012 2:30:00 PM#).Pictures = "pic1"
      With .Add(#5/24/2012 9:45:00 AM#,#5/24/2012 3:45:00 PM#)
         .ExtraPictures = "pic1,pic2"
         .ExtraPicturesAlign = EXSCHEDULELib.ContentAlignmentEnum.exBottomRight
      End With
   End With
   .EndUpdate()
End With
```

C++

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
void OnPictureClickSchedule1(LPCTSTR Key)
{
   /*
      Copy and paste the following directives to your header file as
      it defines the namespace 'EXSCHEDULELib' for the library: 'ExSchedule 1.0
Control Library'
```

```
      #import <ExSchedule.dll>
      using namespace EXSCHEDULELib;
   */
   EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
   OutputDebugStringW( L"Key" );
}

EXSCHEDULELib::ISchedulePtr spSchedule1 = GetDlgItem(IDC_SCHEDULE1)-
>GetControlUnknown();
spSchedule1->BeginUpdate();
spSchedule1-
>PutOnResizeControl(EXSCHEDULELib::OnResizeControlEnum(EXSCHEDULELib::exResiz
| EXSCHEDULELib::exCalendarFit | EXSCHEDULELib::exCalendarAutoHide));
spSchedule1->GetCalendar()->PutSelection("5/24/2012");
EXSCHEDULELib::IExPicturesPtr var_ExPictures = spSchedule1->GetPictures();
   EXSCHEDULELib::IExPicturePtr var_ExPicture = var_ExPictures-
>Add(L"pic1","c:\\exontrol\\images\\card.png");
      var_ExPicture->PutWidth(48);
      var_ExPicture->PutHeight(48);
   EXSCHEDULELib::IExPicturePtr var_ExPicture1 = var_ExPictures-
>Add(L"pic2","c:\\exontrol\\images\\diary.png");
      var_ExPicture1->PutWidth(48);
      var_ExPicture1->PutHeight(48);
EXSCHEDULELib::IEventsPtr var_Events = spSchedule1->GetEvents();
   var_Events->Add("5/24/2012 8:45:00 AM","5/24/2012 2:30:00 PM")-
>PutPictures(L"pic1");
   EXSCHEDULELib::IEventPtr var_Event = var_Events->Add("5/24/2012 9:45:00
AM","5/24/2012 3:45:00 PM");
      var_Event->PutExtraPictures(L"pic1,pic2");
      var_Event->PutExtraPicturesAlign(EXSCHEDULELib::exBottomRight);
spSchedule1->EndUpdate();
```

C++ Builder

```
// PictureClick event - Occurs when the user clicks a picture within an event (
```

Event.Pictures/ExtraPictures).

```
void __fastcall TForm1::Schedule1PictureClick(TObject *Sender,BSTR Key)
{
   OutputDebugString( L"Key" );
}

Schedule1->BeginUpdate();
Schedule1->OnResizeControl =
Exschedulelib_tlb::OnResizeControlEnum::exResizePanelRight |
Exschedulelib_tlb::OnResizeControlEnum::exCalendarFit |
Exschedulelib_tlb::OnResizeControlEnum::exCalendarAutoHide;
Schedule1->Calendar->set_Selection(TVariant(TDateTime(2012,5,24).operator
double()));
Exschedulelib_tlb::IExPicturesPtr var_ExPictures = Schedule1->Pictures;
   Exschedulelib_tlb::IExPicturePtr var_ExPicture = var_ExPictures-
>Add(L"pic1",TVariant("c:\\exontrol\\images\\card.png"));
      var_ExPicture->Width = 48;
      var_ExPicture->Height = 48;
   Exschedulelib_tlb::IExPicturePtr var_ExPicture1 = var_ExPictures-
>Add(L"pic2",TVariant("c:\\exontrol\\images\\diary.png"));
      var_ExPicture1->Width = 48;
      var_ExPicture1->Height = 48;
Exschedulelib_tlb::IEventsPtr var_Events = Schedule1->Events;
   var_Events->Add(TVariant(TDateTime(2012,5,24,8,45,00,0).operator
double()),TVariant(TDateTime(2012,5,24,14,30,00,0).operator double()))->Pictures =
L"pic1";
   Exschedulelib_tlb::IEventPtr var_Event = var_Events-
>Add(TVariant(TDateTime(2012,5,24,9,45,00,0).operator
double()),TVariant(TDateTime(2012,5,24,15,45,00,0).operator double()));
      var_Event->ExtraPictures = L"pic1,pic2";
      var_Event->ExtraPicturesAlign =
Exschedulelib_tlb::ContentAlignmentEnum::exBottomRight;
Schedule1->EndUpdate();
```

C#

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
private void exschedule1_PictureClick(object sender,string Key)
{
   System.Diagnostics.Debug.Print( Key.ToString() );
}
//this.exschedule1.PictureClick += new
exontrol.EXSCHEDULELib.exg2antt.PictureClickEventHandler(this.exschedule1_P



exschedule1.BeginUpdate();
exschedule1.OnResizeControl =
exontrol.EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarFit |
exontrol.EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide;
exschedule1.Calendar.Selection =
Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
exontrol.EXSCHEDULELib.ExPictures var_ExPictures = exschedule1.Pictures;
   exontrol.EXSCHEDULELib.ExPicture var_ExPicture =
var_ExPictures.Add("pic1","c:\\exontrol\\images\\card.png");
      var_ExPicture.Width = 48;
      var_ExPicture.Height = 48;
   exontrol.EXSCHEDULELib.ExPicture var_ExPicture1 =
var_ExPictures.Add("pic2","c:\\exontrol\\images\\diary.png");
      var_ExPicture1.Width = 48;
      var_ExPicture1.Height = 48;
exontrol.EXSCHEDULELib.Events var_Events = exschedule1.Events;
   var_Events.Add(Convert.ToDateTime("5/24/2012 8:45:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 2:30:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Pictures = "pic1";
   exontrol.EXSCHEDULELib.Event var_Event =
var_Events.Add(Convert.ToDateTime("5/24/2012 9:45:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 3:45:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
```

```
    var_Event.ExtraPictures = "pic1,pic2";
    var_Event.ExtraPicturesAlign =
exontrol.EXSCHEDULELib.ContentAlignmentEnum.exBottomRight;
exschedule1.EndUpdate();
```

JavaScript

```
<SCRIPT FOR="Schedule1" EVENT="PictureClick(Key)" LANGUAGE="JScript">
  alert( Key );
</SCRIPT>

<OBJECT classid="clsid:9B09E13D-7A88-4299-9DBE-383380435377"
id="Schedule1"></OBJECT>

<SCRIPT LANGUAGE="JScript">
  Schedule1.BeginUpdate();
  Schedule1.OnResizeControl = 3073;
  Schedule1.Calendar.Selection = "5/24/2012";
  var var_ExPictures = Schedule1.Pictures;
    var var_ExPicture = var_ExPictures.Add("pic1","c:\\exontrol\\images\\card.png");
      var_ExPicture.Width = 48;
      var_ExPicture.Height = 48;
    var var_ExPicture1 =
var_ExPictures.Add("pic2","c:\\exontrol\\images\\diary.png");
      var_ExPicture1.Width = 48;
      var_ExPicture1.Height = 48;
  var var_Events = Schedule1.Events;
    var_Events.Add("5/24/2012 8:45:00 AM","5/24/2012 2:30:00 PM").Pictures =
"pic1";
    var var_Event = var_Events.Add("5/24/2012 9:45:00 AM","5/24/2012 3:45:00
PM");
      var_Event.ExtraPictures = "pic1,pic2";
      var_Event.ExtraPicturesAlign = 34;
  Schedule1.EndUpdate();
</SCRIPT>
```

C# for /COM

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
private void axSchedule1_PictureClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent e)
{
   System.Diagnostics.Debug.Print( e.key.ToString() );
}
//this.axSchedule1.PictureClick += new
AxEXSCHEDULELib._IScheduleEvents_PictureClickEventHandler(this.axSchedule1



axSchedule1.BeginUpdate();
axSchedule1.OnResizeControl =
EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight |
EXSCHEDULELib.OnResizeControlEnum.exCalendarFit |
EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide;
axSchedule1.Calendar.Selection =
Convert.ToDateTime("5/24/2012",System.Globalization.CultureInfo.GetCultureInfo("en-
US"));
EXSCHEDULELib.ExPictures var_ExPictures = axSchedule1.Pictures;
   EXSCHEDULELib.ExPicture var_ExPicture =
var_ExPictures.Add("pic1","c:\\exontrol\\images\\card.png");
      var_ExPicture.Width = 48;
      var_ExPicture.Height = 48;
   EXSCHEDULELib.ExPicture var_ExPicture1 =
var_ExPictures.Add("pic2","c:\\exontrol\\images\\diary.png");
      var_ExPicture1.Width = 48;
      var_ExPicture1.Height = 48;
EXSCHEDULELib.Events var_Events = axSchedule1.Events;
   var_Events.Add(Convert.ToDateTime("5/24/2012 8:45:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 2:30:00
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US"))).Pictures = "pic1";
   EXSCHEDULELib.Event var_Event =
var_Events.Add(Convert.ToDateTime("5/24/2012 9:45:00
AM",System.Globalization.CultureInfo.GetCultureInfo("en-
US")),Convert.ToDateTime("5/24/2012 3:45:00
```

```
PM",System.Globalization.CultureInfo.GetCultureInfo("en-US")));
        var_Event.ExtraPictures = "pic1,pic2";
        var_Event.ExtraPicturesAlign =
EXSCHEDULELib.ContentAlignmentEnum.exBottomRight;
axSchedule1.EndUpdate();
```

X++ (Dynamics Ax 2009)

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
void onEvent_PictureClick(str _Key)
{
    ;
    print( _Key );
}

public void init()
{
    COM com_Event,com_Events,com_ExPicture,com_ExPicture1,com_ExPictures;
    anytype var_Event,var_Events,var_ExPicture,var_ExPicture1,var_ExPictures;
    ;

    super();

    exschedule1.BeginUpdate();
    exschedule1.OnResizeControl(3073/*exResizePanelRight | exCalendarFit |
exCalendarAutoHide*/);

exschedule1.Calendar().Selection(COMVariant::createFromDate(str2Date("5/24/2012",2

    var_ExPictures = exschedule1.Pictures(); com_ExPictures = var_ExPictures;
        var_ExPicture = com_ExPictures.Add("pic1","c:\\exontrol\\images\\card.png");
com_ExPicture = var_ExPicture;
            com_ExPicture.Width(48);
            com_ExPicture.Height(48);
        var_ExPicture1 = com_ExPictures.Add("pic2","c:\\exontrol\\images\\diary.png");
```

```
com_ExPicture1 = var_ExPicture1;
        com_ExPicture1.Width(48);
        com_ExPicture1.Height(48);
   var_Events = exschedule1.Events(); com_Events = var_Events;
      var_Event =
COM::createFromObject(com_Events.Add(COMVariant::createFromUtcDateTime(str2Da
 8:45:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("5/24/2012
14:30:00",213)))); com_Event = var_Event;
      com_Event.Pictures("pic1");
      var_Event =
com_Events.Add(COMVariant::createFromUtcDateTime(str2Datetime("5/24/2012
9:45:00",213)),COMVariant::createFromUtcDateTime(str2Datetime("5/24/2012
15:45:00",213))); com_Event = var_Event;
        com_Event.ExtraPictures("pic1,pic2");
        com_Event.ExtraPicturesAlign(34/*exBottomRight*/);
   exschedule1.EndUpdate();
}
```

Delphi 8 (.NET only)

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
procedure TWinForm1.AxSchedule1_PictureClick(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_PictureClickEvent);
begin
   with AxSchedule1 do
   begin
      OutputDebugString( e.key );
   end
end;

with AxSchedule1 do
begin
   BeginUpdate();
   OnResizeControl :=
Integer(EXSCHEDULELib.OnResizeControlEnum.exResizePanelRight) Or
Integer(EXSCHEDULELib.OnResizeControlEnum.exCalendarFit) Or
```

```
Integer(EXSCHEDULELib.OnResizeControlEnum.exCalendarAutoHide);
  Calendar.Selection := '5/24/2012';
  with Pictures do
  begin
    with Add('pic1','c:\exontrol\images\card.png') do
    begin
      Width := 48;
      Height := 48;
    end;
    with Add('pic2','c:\exontrol\images\diary.png') do
    begin
      Width := 48;
      Height := 48;
    end;
  end;
  with Events do
  begin
    Add('5/24/2012 8:45:00 AM','5/24/2012 2:30:00 PM').Pictures := 'pic1';
    with Add('5/24/2012 9:45:00 AM','5/24/2012 3:45:00 PM') do
    begin
      ExtraPictures := 'pic1,pic2';
      ExtraPicturesAlign := EXSCHEDULELib.ContentAlignmentEnum.exBottomRight;
    end;
  end;
  EndUpdate();
end
```

Delphi (standard)

```
// PictureClick event - Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
procedure TForm1.Schedule1PictureClick(ASender: TObject; Key : WideString);
begin
  with Schedule1 do
  begin
    OutputDebugString( Key );
  end
```

```
end;

with Schedule1 do
begin
   BeginUpdate();
   OnResizeControl := Integer(EXSCHEDULELib_TLB.exResizePanelRight) Or
Integer(EXSCHEDULELib_TLB.exCalendarFit) Or
Integer(EXSCHEDULELib_TLB.exCalendarAutoHide);
   Calendar.Selection := '5/24/2012';
   with Pictures do
   begin
      with Add('pic1','c:\exontrol\images\card.png') do
      begin
         Width := 48;
         Height := 48;
      end;
      with Add('pic2','c:\exontrol\images\diary.png') do
      begin
         Width := 48;
         Height := 48;
      end;
   end;
   with Events do
   begin
      Add('5/24/2012 8:45:00 AM','5/24/2012 2:30:00 PM').Pictures := 'pic1';
      with Add('5/24/2012 9:45:00 AM','5/24/2012 3:45:00 PM') do
      begin
         ExtraPictures := 'pic1,pic2';
         ExtraPicturesAlign := EXSCHEDULELib_TLB.exBottomRight;
      end;
   end;
   EndUpdate();
end
```

VFP

```
*** PictureClick event - Occurs when the user clicks a picture within an event (
```

```
Event.Pictures/ExtraPictures ). ***
LPARAMETERS Key
   with thisform.Schedule1
      DEBUGOUT( Key )
   endwith

with thisform.Schedule1
   .BeginUpdate
   .OnResizeControl = 3073
   .Calendar.Selection = {^2012-5-24}
   with .Pictures
      with .Add("pic1","c:\exontrol\images\card.png")
         .Width = 48
         .Height = 48
      endwith
      with .Add("pic2","c:\exontrol\images\diary.png")
         .Width = 48
         .Height = 48
      endwith
   endwith
   with .Events
      .Add({^2012-5-24 8:45:00},{^2012-5-24 14:30:00}).Pictures = "pic1"
      with .Add({^2012-5-24 9:45:00},{^2012-5-24 15:45:00})
         .ExtraPictures = "pic1,pic2"
         .ExtraPicturesAlign = 34
      endwith
   endwith
   .EndUpdate
endwith
```

dBASE Plus

```
/*
with (this.ACTIVEX1.nativeObject)
   PictureClick = class::nativeObject_PictureClick
endwith
*/
```

```
// Occurs when the user clicks a picture within an event ( Event.Pictures/ExtraPictures ).
function nativeObject_PictureClick(Key)
   local oSchedule
   oSchedule = form.Activex1.nativeObject
   ? Str(Key)
return

local oSchedule,var_Event,var_Event1,var_Events,var_ExPicture,var_ExPicture1,var_ExPictures


oSchedule = form.Activex1.nativeObject
oSchedule.BeginUpdate()
oSchedule.OnResizeControl = 3073 /*exResizePanelRight | exCalendarFit | exCalendarAutoHide*/
oSchedule.Calendar.Selection = "05/24/2012"
var_ExPictures = oSchedule.Pictures
   var_ExPicture = var_ExPictures.Add("pic1","c:\exontrol\images\card.png")
      var_ExPicture.Width = 48
      var_ExPicture.Height = 48
   var_ExPicture1 = var_ExPictures.Add("pic2","c:\exontrol\images\diary.png")
      var_ExPicture1.Width = 48
      var_ExPicture1.Height = 48
var_Events = oSchedule.Events
   // var_Events.Add("05/24/2012 08:45:00","05/24/2012 14:30:00").Pictures = "pic1"
   var_Event = var_Events.Add("05/24/2012 08:45:00","05/24/2012 14:30:00")
   with (oSchedule)
      TemplateDef = [Dim var_Event]
      TemplateDef = var_Event
      Template = [var_Event.Pictures = "pic1"]
   endwith
   var_Event1 = var_Events.Add("05/24/2012 09:45:00","05/24/2012 15:45:00")
      var_Event1.ExtraPictures = "pic1,pic2"
      var_Event1.ExtraPicturesAlign = 34
oSchedule.EndUpdate()
```

XBasic (Alpha Five)

```
' Occurs when the user clicks a picture within an event (
Event.Pictures/ExtraPictures ).
function PictureClick as v (Key as C)
   Dim oSchedule as P
   oSchedule = topparent:CONTROL_ACTIVEX1.activex
   ? Key
end function

Dim oSchedule as P
Dim var_Event as P
Dim var_Event1 as P
Dim var_Events as P
Dim var_ExPicture as P
Dim var_ExPicture1 as P
Dim var_ExPictures as P

oSchedule = topparent:CONTROL_ACTIVEX1.activex
oSchedule.BeginUpdate()
oSchedule.OnResizeControl = 3073 'exResizePanelRight + exCalendarFit +
exCalendarAutoHide
oSchedule.Calendar.Selection = {05/24/2012}
var_ExPictures = oSchedule.Pictures
   var_ExPicture = var_ExPictures.Add("pic1","c:\exontrol\images\card.png")
      var_ExPicture.Width = 48
      var_ExPicture.Height = 48
   var_ExPicture1 = var_ExPictures.Add("pic2","c:\exontrol\images\diary.png")
      var_ExPicture1.Width = 48
      var_ExPicture1.Height = 48
var_Events = oSchedule.Events
   ' var_Events.Add({05/24/2012 08:45:00},{05/24/2012 14:30:00}).Pictures =
"pic1"
   var_Event = var_Events.Add({05/24/2012 08:45:00},{05/24/2012 14:30:00})
   oSchedule.TemplateDef = "Dim var_Event"
```

```
   oSchedule.TemplateDef = var_Event
   oSchedule.Template = "var_Event.Pictures = \"pic1\""

   var_Event1 = var_Events.Add({05/24/2012 09:45:00},{05/24/2012 15:45:00})
      var_Event1.ExtraPictures = "pic1,pic2"
      var_Event1.ExtraPicturesAlign = 34
oSchedule.EndUpdate()
```

Visual Objects

```
METHOD OCX_Exontrol1PictureClick(Key) CLASS MainDialog
   // PictureClick event - Occurs when the user clicks a picture within an event
( Event.Pictures/ExtraPictures ).
   OutputDebugString(String2Psz( AsString(Key) ))
RETURN NIL

local var_Event as IEvent
local var_Events as IEvents
local var_ExPicture,var_ExPicture1 as IExPicture
local var_ExPictures as IExPictures

oDCOCX_Exontrol1:BeginUpdate()
oDCOCX_Exontrol1:OnResizeControl := exResizePanelRight | exCalendarFit |
exCalendarAutoHide
oDCOCX_Exontrol1:Calendar:Selection := SToD("20120524")
var_ExPictures := oDCOCX_Exontrol1:Pictures
   var_ExPicture := var_ExPictures:Add("pic1","c:\exontrol\images\card.png")
      var_ExPicture:Width := 48
      var_ExPicture:Height := 48
   var_ExPicture1 := var_ExPictures:Add("pic2","c:\exontrol\images\diary.png")
      var_ExPicture1:Width := 48
      var_ExPicture1:Height := 48
var_Events := oDCOCX_Exontrol1:Events
   var_Events:Add(SToD("20120524 08:45:00"),SToD("20120524 14:30:00")):Pictures
:= "pic1"
   var_Event := var_Events:Add(SToD("20120524 09:45:00"),SToD("20120524
```

```
15:45:00"))
      var_Event:ExtraPictures := "pic1,pic2"
      var_Event:ExtraPicturesAlign := exBottomRight
oDCOCX_Exontrol1:EndUpdate()
```

PowerBuilder

```
/*begin event PictureClick(string Key) - Occurs when the user clicks a picture within an
event ( Event.Pictures/ExtraPictures ).*/
/*
   OleObject oSchedule
   oSchedule = ole_1.Object
   MessageBox("Information",string( String(Key) ))
*/
/*end event PictureClick*/

OleObject oSchedule,var_Event,var_Events,var_ExPicture,var_ExPicture1,var_ExPictures

oSchedule = ole_1.Object
oSchedule.BeginUpdate()
oSchedule.OnResizeControl = 3073 /*exResizePanelRight | exCalendarFit |
exCalendarAutoHide*/
oSchedule.Calendar.Selection = 2012-05-24
var_ExPictures = oSchedule.Pictures
   var_ExPicture = var_ExPictures.Add("pic1","c:\exontrol\images\card.png")
      var_ExPicture.Width = 48
      var_ExPicture.Height = 48
   var_ExPicture1 = var_ExPictures.Add("pic2","c:\exontrol\images\diary.png")
      var_ExPicture1.Width = 48
      var_ExPicture1.Height = 48
var_Events = oSchedule.Events
   var_Events.Add(DateTime(2012-05-24,08:45:00),DateTime(2012-05-
24,14:30:00)).Pictures = "pic1"
   var_Event = var_Events.Add(DateTime(2012-05-24,09:45:00),DateTime(2012-05-
24,15:45:00))
      var_Event.ExtraPictures = "pic1,pic2"
```

```
    var_Event.ExtraPicturesAlign = 34
oSchedule.EndUpdate()
```

event RClick ()

Occurs once the user right clicks the control.

Type	Description

The RClick event notifies your application once the user presses and releases the right mouse button over the control. Unlike RClick event, the Click event occurs once the user left clicks the control. The RClick event does not occur, if the user presses the right mouse button, drag to a new position and releases the button. By default, the control does nothing if the user right clicks the control. You can handle the RCLick event to provide a popup context support. Use a MouseDown or MouseUp event procedure to specify actions that will occur when a mouse button is pressed or released. Unlike the Click and DblClick events, MouseDown and MouseUp events lets you distinguish between the left, right, and middle mouse buttons. You can also write code for mouse-keyboard combinations that use the SHIFT, CTRL, and ALT keyboard modifiers.

During RClick event you can use the ...FromPoint(-1,-1) properties to get UI elements of the scheduler from the cursor as follows:

- Calendar.DateFromPoint property gets the date from the cursor in the Calendar panel.
- AnchorFromPoint property gets the anchor (<a>) element from the cursor.
- DateTimeFromPoint property gets the date/time from the cursor, in the Schedule panel.
- TimeFromPoint property gets the time from the cursor, in the Schedule panel.
- EventFromPoint property gets the Event object from the cursor.
- GroupFromPoint property retrieves the Group object from the cursor. Use the GroupHeaderFromPoint property to the Group object when cursor hovers the group's header.
- GroupHeaderFromPoint property retrieves the Group object from the cursor, when the cursor hovers just the group's header.
- MarkTimeFromPoint property gets the MarkTime object from the cursor. A MarkTime object is identified by a date/time where it is displaying.
- MarkZoneFromPoint property gets the MarkZone object from the cursor. A MarkZone object is identified by a starting date/time and ending date/time where it is displaying.
- NonworkingTimeFromPoint property indicates the NonworkingTime object from the cursor.
- PictureFromPoint property indicates the key of the picture from the cursor.
- TimeScaleFromPoint property returns the TimeScale object from the cursor.

All ...FromPoint properties that returns an Object, may return Nothing, Empty or NULL, if no object is found.

Syntax for RClick event, **/NET** version, on:

C#
```
private void RClick(object sender)
```

```
{
}
```

VB

```
Private Sub RClick(ByVal sender As System.Object) Handles RClick
End Sub
```

Syntax for RClick event, **/COM** version, on:

C#

```
private void RClick(object sender, EventArgs e)
{
}
```

C++

```
void OnRClick()
{
}
```

C++ Builder

```
void __fastcall RClick(TObject *Sender)
{
}
```

Delphi

```
procedure RClick(ASender: TObject; );
begin
end;
```

Delphi 8 (.NET only)

```
procedure RClick(sender: System.Object; e: System.EventArgs);
begin
end;
```

Powe…

```
begin event RClick()
end event RClick
```

VB.NET

```
Private Sub RClick(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles RClick
End Sub
```

VB6

```
Private Sub RClick()
End Sub
```

VBA

```
Private Sub RClick()
End Sub
```

VFP

```
LPARAMETERS nop
```

Xbas…

```
PROCEDURE OnRClick(oSchedule)
RETURN
```

Syntax for RClick event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="RClick()" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function RClick()
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComRClick
   Forward Send OnComRClick
End_Procedure
```

Visual Objects

```
METHOD OCX_RClick() CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_RClick()
{
}
```

XBasic

```
function RClick as v ()
end function
```

dBASE

```
function nativeObject_RClick()
return
```

event RemoveEvent (Ev as Event)

Occurs once an event is removed.

Type	Description
Ev as Event	An Event object to be removed.

The RemoveEvent event notifies your application once an event is about to be removed. You can use the RemoveEvent event to release any extra data associated with the Event. The Remove method removes the specified event. The RemoveSelection method removes or erases all selected events in the schedule view. The Clear method of the Events collection clears all events in the schedule component. The ClearAll method clear all objects in the control, including the events. Any of these methods invoke calling of the RemoveEvent event. Use the GroupID property of the Event object to move a (remove/add) an Event from a Group to another. The AllowMoveEventToOtherGroup property specifies the keys combination so the user can move events from a group to another. The ChangeEvent(exRemoveEvent) event is equivalent with the RemoveEvent event.

Syntax for RemoveEvent event, **/NET** version, on:

C#

```
private void RemoveEvent(object sender,exontrol.EXSCHEDULELib.Event Ev)
{
}
```

VB

```
Private Sub RemoveEvent(ByVal sender As System.Object,ByVal Ev As
exontrol.EXSCHEDULELib.Event) Handles RemoveEvent
End Sub
```

Syntax for RemoveEvent event, **/COM** version, on:

C#

```
private void RemoveEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_RemoveEventEvent e)
{
}
```

C++

```
void OnRemoveEvent(LPDISPATCH Ev)
{
}
```

C++ Builder

```
void __fastcall RemoveEvent(TObject *Sender,Exschedulelib_tlb::IEvent *Ev)
{
```

```
}
```

Delphi

```
procedure RemoveEvent(ASender: TObject; Ev : IEvent);
begin
end;
```

Delphi 8 (.NET only)

```
procedure RemoveEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_RemoveEventEvent);
begin
end;
```

Powe…

```
begin event RemoveEvent(oleobject Ev)
end event RemoveEvent
```

VB.NET

```
Private Sub RemoveEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_RemoveEventEvent) Handles RemoveEvent
End Sub
```

VB6

```
Private Sub RemoveEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
End Sub
```

VBA

```
Private Sub RemoveEvent(ByVal Ev As Object)
End Sub
```

VFP

```
LPARAMETERS Ev
```

Xbas…

```
PROCEDURE OnRemoveEvent(oSchedule,Ev)
RETURN
```

Syntax for RemoveEvent event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="RemoveEvent(Ev)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function RemoveEvent(Ev)
End Function
```

```
</SCRIPT>
```

Visual Data…

```
Procedure OnComRemoveEvent Variant llEv
   Forward Send OnComRemoveEvent llEv
End_Procedure
```

Visual Objects

```
METHOD OCX_RemoveEvent(Ev) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_RemoveEvent(COM _Ev)
{
}
```

XBasic

```
function RemoveEvent as v (Ev as OLE::Exontrol.Schedule.1::IEvent)
end function
```

dBASE

```
function nativeObject_RemoveEvent(Ev)
return
```

event ScrollButtonClick (ScrollBar as ScrollBarEnum, ScrollPart as ScrollPartEnum)

Occurs when the user clicks a button in the scrollbar.

Type	Description
ScrollBar as ScrollBarEnum	A ScrollBarEnum expression that specifies the scroll bar being clicked.
ScrollPart as ScrollPartEnum	A ScrollPartEnum expression that indicates the part of the scroll being clicked.

Use the ScrollButtonClick event to notify your application that the user clicks a button in the control's scrollbar. The ScrollButtonClick event is fired when the user clicks and releases the mouse over an enabled part of the scroll bar. Use the ScrollBars property to specify the visible scrollbars in the control. Use the ScrollPartVisible property to add or remove buttons/parts in the control's scrollbar. Use the ScrollPartEnable property to specify enable or disable parts in the control's scrollbar. Use the ScrolPartCaption property to specify the caption of the scroll's part. Use the Background property to change the visual appearance for any part in the control's scroll bar.

Syntax for ScrollButtonClick event, **/NET** version, on:

C#

```
private void ScrollButtonClick(object
sender,exontrol.EXSCHEDULELib.ScrollBarEnum
ScrollBar,exontrol.EXSCHEDULELib.ScrollPartEnum ScrollPart)
{
}
```

VB

```
Private Sub ScrollButtonClick(ByVal sender As System.Object,ByVal ScrollBar As
exontrol.EXSCHEDULELib.ScrollBarEnum,ByVal ScrollPart As
exontrol.EXSCHEDULELib.ScrollPartEnum) Handles ScrollButtonClick
End Sub
```

Syntax for ScrollButtonClick event, **/COM** version, on:

C#

```
private void ScrollButtonClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_ScrollButtonClickEvent e)
{
}
```

C++

```
void OnScrollButtonClick(long ScrollBar,long ScrollPart)
```

```
{
}
```

C++ Builder

```
void __fastcall ScrollButtonClick(TObject *Sender,Exschedulelib_tlb::ScrollBarEnum ScrollBar,Exschedulelib_tlb::ScrollPartEnum ScrollPart)
{
}
```

Delphi

```
procedure ScrollButtonClick(ASender: TObject; ScrollBar : ScrollBarEnum;ScrollPart : ScrollPartEnum);
begin
end;
```

Delphi 8 (.NET only)

```
procedure ScrollButtonClick(sender: System.Object; e: AxEXSCHEDULELib._IScheduleEvents_ScrollButtonClickEvent);
begin
end;
```

Powe…

```
begin event ScrollButtonClick(long ScrollBar,long ScrollPart)
end event ScrollButtonClick
```

VB.NET

```
Private Sub ScrollButtonClick(ByVal sender As System.Object, ByVal e As AxEXSCHEDULELib._IScheduleEvents_ScrollButtonClickEvent) Handles ScrollButtonClick
End Sub
```

VB6

```
Private Sub ScrollButtonClick(ByVal ScrollBar As EXSCHEDULELibCtl.ScrollBarEnum,ByVal ScrollPart As EXSCHEDULELibCtl.ScrollPartEnum)
End Sub
```

VBA

```
Private Sub ScrollButtonClick(ByVal ScrollBar As Long,ByVal ScrollPart As Long)
End Sub
```

VFP

```
LPARAMETERS ScrollBar,ScrollPart
```

Xbas…

```
PROCEDURE OnScrollButtonClick(oSchedule,ScrollBar,ScrollPart)
```

```
RETURN
```

Syntax for ScrollButtonClick event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="ScrollButtonClick(ScrollBar,ScrollPart)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function ScrollButtonClick(ScrollBar,ScrollPart)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComScrollButtonClick OLEScrollBarEnum llScrollBar
OLEScrollPartEnum llScrollPart
   Forward Send OnComScrollButtonClick llScrollBar llScrollPart
End_Procedure
```

Visual Objects

```
METHOD OCX_ScrollButtonClick(ScrollBar,ScrollPart) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_ScrollButtonClick(int _ScrollBar,int _ScrollPart)
{
}
```

XBasic

```
function ScrollButtonClick as v (ScrollBar as
OLE::Exontrol.Schedule.1::ScrollBarEnum,ScrollPart as
OLE::Exontrol.Schedule.1::ScrollPartEnum)
end function
```

dBASE

```
function nativeObject_ScrollButtonClick(ScrollBar,ScrollPart)
return
```

The following VB sample displays the identifier of the scroll's button being clicked:

```
With Schedule1
   .BeginUpdate
      .ScrollBars = exDisableBoth
```

```
        .ScrollPartVisible(exVScroll, exLeftB1Part Or exRightB1Part) = True
        .ScrollPartCaption(exVScroll, exLeftB1Part) = "<img></img>1"
        .ScrollPartCaption(exVScroll, exRightB1Part) = "<img></img>2"
    .EndUpdate
End With
```

```
Private Sub Schedule1_ScrollButtonClick(ByVal ScrollPart As
EXSCHEDULELibCtl.ScrollPartEnum)
    MsgBox (ScrollPart)
End Sub
```

The following VB.NET sample displays the identifier of the scroll's button being clicked:

```
With AxSchedule1
    .BeginUpdate()
    .ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth
    .set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part Or
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, True)
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part, "<img></img>1")
    .set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2")
    .EndUpdate()
End With
```

```
Private Sub AxSchedule1_ScrollButtonClick(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_ScrollButtonClickEvent) Handles
AxSchedule1.ScrollButtonClick
        MessageBox.Show( e.scrollPart.ToString())
End Sub
```

The following C# sample displays the identifier of the scroll's button being clicked:

```
axSchedule1.BeginUpdate();
axSchedule1.ScrollBars = EXSCHEDULELib.ScrollBarsEnum.exDisableBoth;
axSchedule1.set_ScrollPartVisible(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part |
```

```
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, true);
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exLeftB1Part , "<img></img>1");
axSchedule1.set_ScrollPartCaption(EXSCHEDULELib.ScrollBarEnum.exVScroll,
EXSCHEDULELib.ScrollPartEnum.exRightB1Part, "<img></img>2");
axSchedule1.EndUpdate();
```

```
private void axSchedule1_ScrollButtonClick(object sender,
AxEXSCHEDULELib._IScheduleEvents_ScrollButtonClickEvent e)
{
   MessageBox.Show(e.scrollPart.ToString());
}
```

The following C++ sample displays the identifier of the scroll's button being clicked:

```
m_schedule.BeginUpdate();
m_schedule.SetScrollBars( 15 /*exDisableBoth*/ );
m_schedule.SetScrollPartVisible( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ | 32
/*exRightB1Part*/, TRUE );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32768  /*exLeftB1Part*/ , _T("<img>
</img>1") );
m_schedule.SetScrollPartCaption( 0 /*exVScroll*/, 32 /*exRightB1Part*/ , _T("<img>
</img>2") );
m_schedule.EndUpdate();
```

```
void OnScrollButtonClickSchedule1(long ScrollPart)
{
   CString strFormat;
   strFormat.Format( _T("%i"), ScrollPart );
   MessageBox( strFormat );
}
```

The following VFP sample displays the identifier of the scroll's button being clicked:

```
With thisform.Schedule1
   .BeginUpdate
      .ScrollBars = 15
      .ScrollPartVisible(0, bitor(32768,32)) = .t.
```

```
    .ScrollPartCaption(0,32768) = "<img></img>1"
    .ScrollPartCaption(0, 32) = "<img></img>2"
  .EndUpdate
EndWith
```

```
*** ActiveX Control Event ***
LPARAMETERS scrollpart

wait window nowait ltrim(str(scrollpart))
```

event UpdateEvent (Ev as Event)

Notifies your application once the event changes the starting or ending margins.

Type	Description
Ev as Event	An Event object being updated.

The UpdateEvent event occurs once the event's margins are updated. The Start and End properties of the Event indicates the margins of the event. The UpdateEvent event may occur if the user moves or resizes the event. The UpdateEvent event occurs right after adding a new event (AddEvent). Removing an event does not fire the UpdateEvent event. The Movable property of the Event indicates whether the user can move the event at runtime. The Resizable property of the Event indicates whether the user can resize the event at runtime (start, end or both). You can use the UpdateEvent to update a dirty flag that indicates that the control's content must be saved.

The AllowMoveEvent property specifies the keys combination to let user moves the events at runtime. The AllowResizeEvent property specifies the keys combination to let user resizes the events at runtime. The AllowMoveEventToOtherGroup property specifies the keys combination so the user can move events from a group to another.

You can use the UpdateEventsLabel property to specify the label to be shown when the events are moved or resized at runtime. You can use the Background(exScheduleUpdateEventsBackColor) and Background(exScheduleUpdateEventsForeColor) properties to specify the visual appearance of the events being updated at runtime * moving or resizing).

In case you want to ensure that the user updates an event at runtime, you need to use the LayoutStartChanging and LayoutEndChanging events. The LayoutStartChanging(exScheduleMoveEvent) event occurs once the user starts moving an event by dragging the event to a new position. The LayoutEndChanging(exScheduleMoveEvent) event occurs once the user moved the event by dragging the event to a new position. The LayoutStartChanging(exScheduleResizeStartEvent) event occurs once the user starts resizing the starting point of the event by dragging. The LayoutEndChanging(exScheduleResizeStartEvent) event occurs once the user resized the starting point of the event by dragging. The LayoutStartChanging(exScheduleResizeEndEvent) event occurs once the user starts resizing the ending margin of the event by dragging. The LayoutEndChanging(exScheduleResizeEndEvent) event occurs once the user resized the ending margin of the event by dragging.

The order of the events when the user moves the event using the UI is:

- LayoutStartChanging(exScheduleMoveEvent)
- UpdateEvent
- LayoutEndChanging(exScheduleMoveEvent)

The order of the events when the user resizes the event using the UI is:

- LayoutStartChanging(exScheduleResizeStartEvent or exScheduleResizeEndEvent)
- UpdateEvent
- LayoutEndChanging(exScheduleResizeStartEvent or exScheduleResizeEndEvent)

Syntax for UpdateEvent event, **/NET** version, on:

C#
```
private void UpdateEvent(object sender,exontrol.EXSCHEDULELib.Event Ev)
{
}
```

VB
```
Private Sub UpdateEvent(ByVal sender As System.Object,ByVal Ev As
exontrol.EXSCHEDULELib.Event) Handles UpdateEvent
End Sub
```

Syntax for UpdateEvent event, **/COM** version, on:

C#
```
private void UpdateEvent(object sender,
AxEXSCHEDULELib._IScheduleEvents_UpdateEventEvent e)
{
}
```

C++
```
void OnUpdateEvent(LPDISPATCH Ev)
{
}
```

C++ Builder
```
void __fastcall UpdateEvent(TObject *Sender,Exschedulelib_tlb::IEvent *Ev)
{
}
```

Delphi
```
procedure UpdateEvent(ASender: TObject; Ev : IEvent);
begin
end;
```

Delphi 8 (.NET only)

```
procedure UpdateEvent(sender: System.Object; e:
AxEXSCHEDULELib._IScheduleEvents_UpdateEventEvent);
begin
end;
```

Powe…

```
begin event UpdateEvent(oleobject Ev)
end event UpdateEvent
```

VB.NET

```
Private Sub UpdateEvent(ByVal sender As System.Object, ByVal e As
AxEXSCHEDULELib._IScheduleEvents_UpdateEventEvent) Handles UpdateEvent
End Sub
```

VB6

```
Private Sub UpdateEvent(ByVal Ev As EXSCHEDULELibCtl.IEvent)
End Sub
```

VBA

```
Private Sub UpdateEvent(ByVal Ev As Object)
End Sub
```

VFP

```
LPARAMETERS Ev
```

Xbas…

```
PROCEDURE OnUpdateEvent(oSchedule,Ev)
RETURN
```

Syntax for UpdateEvent event, **/COM** version (others), on:

Java…

```
<SCRIPT EVENT="UpdateEvent(Ev)" LANGUAGE="JScript">
</SCRIPT>
```

VBSc…

```
<SCRIPT LANGUAGE="VBScript">
Function UpdateEvent(Ev)
End Function
</SCRIPT>
```

Visual Data…

```
Procedure OnComUpdateEvent Variant llEv
```

```
    Forward Send OnComUpdateEvent llEv
End_Procedure
```

Visual Objects

```
METHOD OCX_UpdateEvent(Ev) CLASS MainDialog
RETURN NIL
```

X++

```
void onEvent_UpdateEvent(COM _Ev)
{
}
```

XBasic

```
function UpdateEvent as v (Ev as OLE::Exontrol.Schedule.1::IEvent)
end function
```

dBASE

```
function nativeObject_UpdateEvent(Ev)
return
```