

Balloon OCX is an ActiveX Control for creating cool, customized tooltips for all of your Visual Basic controls.

To add the Balloon OCX component to a Visual Basic project do the following:

- 1) Load Visual Basic.
- 2) From the Project Menu select "Components..."
- 3) Select component "Balloon_OCX" and click the OK Button. The component should appear in your toolbar.
- 4) Double-click on the component in the toolbar to add to a Visual Basic form.

The seven functions of Balloon OCX are:

AboutBox – Display information about Balloon OCX.

Example:

BalloonOCX1>AboutBox

AddToolTip – Function to add a custom tooltip to a control.

Arguments:

- ByVal objControl As Object
- ByVal strToolTipText As String
- Optional ByVal lngBalloonStyle As Long
- Optional ByVal strTitle As String
- Optional ByVal lngIcon As Long
- Optional ByVal lngBackColor As Long
- Optional ByVal lngForeColor As Long
- Optional ByVal lngVisibleTime As Long = 5000
- Optional ByVal lngDelayTime As Long = 100
- Optional ByVal blnShadow As Boolean = True
- Optional ByVal blnCenter As Boolean
- Optional ByVal blnShowOnDemand As Boolean
- Optional ByVal bytOpacity as Byte = 255 (A value of 0 to 255, the smaller the value the more transparent the window. Note: Balloon tooltips only – does not work with standard tooltips)
- Optional ByVal fntFont As StdFont (for setting font type, size, bold, italic, underline, strikeout)
- Optional ByVal strCustomIcon As String (file path of custom icon)
- Optional ByVal intIconPosX As Integer = 10 (X position of custom icon)
- Optional ByVal intIconPosY As Integer = 10 (Y position of custom icon)
- Optional ByVal strWaveFile As String (If passed speech is overridden)

Returns: Long (handle of tooltip window, 0 if not successful)

Example:

```
Dim i As Integer
Dim sIcon as String
Dim fFont = New StdFont
fFont.Bold = False
fFont.Italic = False
fFont.Size = 10
fFont.Underline = False
fFont.Name = "Sans Serif"
sIcon = "C:\help.ico"
i = BalloonOCX1.AddToolTip(Command1, "Hello" & vbCrLf & "World!", balBalloon, "Title",
balInfo, RGB(0, 255, 0), 0, 5000, 500, True, True, False, 200, fFont, sIcon, 5, 5)
```

DestroyAllToolTips – Function to destroy all tooltip windows created by Balloon OCX.

Arguments:

None

Returns: Integer

1 = Success

0 = Error

Example:

```
Dim i As Integer
i = BalloonOCX1.DestroyAllToolTips
```

DestroyToolTip – Function to destroy a specific tooltip window created by Balloon OCX.

Arguments:

obj As Object

Returns: Integer

1 = Success

0 = Error

Example:

```
Dim i As Integer
i = BalloonOCX1.DestroyToolTip(Command1)
```

MoveCursor – Function to move the mouse cursor to a specific control. If the control is associated with a tooltip it will display.

Arguments:

ByVal objControl As Object
Optional blnCenter As Boolean
Optional intX As Integer
Optional intY As Integer

Returns: None

Example:

BalloonOCX1.MoveCursor(Command1, True)

ShowToolTip – Function to display an “on demand” tooltip at specific X & Y coordinates.

Arguments:

ByVal objControl As Object
ByVal X As Long
ByVal Y As Long
Optional ByVal lngDestroyAfterNseconds As Long

Returns: Integer

1 = Success
0 = Error

Example:

Dim i As Long
Dim b As Boolean
i = BalloonOCX1.AddToolTip(Text1, “Invalid Entry”, balBalloon, “Error”, balError, RGB(0, 255, 0), 0, 5000, 100, True, True, True)
b = BalloonOCX1.ShowToolTip(Text1, 0, Text1.Height / Screen.TwipsPerPixelX - 1, 5000)

ShowToolTipCentered – Function to display an “on demand” tooltip centered in control.

Arguments:

ByVal objControl As Object
Optional ByVal lngDestroyAfterNseconds As Long

Returns: Integer

1 = Success

0 = Error

Example:

```
Dim i As Long
Dim b As Boolean
i = BalloonOCX1.AddToolTip(Text1, "Invalid Entry", balBalloon, "Error", balError, RGB( 0, 255, 0), 0, 5000, 100, True, True, True)
b = BalloonOCX1.ShowToolTipCentered(Text1, 5000)
```

The three properties of Balloon OCX are:

SoundFile - Set this to a valid WAV file if you want your tooltips to make a sound. Set this property before adding tooltips via function AddToolTip.

Example:

```
Dim i As Integer
BalloonOCX1.SoundFile = "C:\MyDir\balloon.wav"
i = BalloonOCX1.AddToolTip(Command1, "Hello" & vbCrLf & "World!", balBalloon, "Title", balInfo, RGB(0, 255, 0), 0, 5000, 500)
```

Speech – Set this to True to enable Microsoft Text to Speech (TTS) technology. Note: To enable speech you must have the Microsoft Speech Object Library (file SAPI.DLL) installed on your system. Get it for free at:

<http://www.microsoft.com/downloads/details.aspx?FamilyId=5E86EC97-40A7-453F-B0EE-6583171B4530&displaylang=en>

Example:

```
BalloonOCX1.Speech = True
```

Voice – Set this to an integer representing a specific voice installed on your system. Default is 0.

Example:

```
BalloonOCX1.Voice = 1
```

Balloon OCX has one collection object named **ToolTips** which contains the tooltip window handles.

Example:

```
'Display tooltip window handles
Dim i As Integer
Dim s As String
For i = 1 To BalloonOCX1.ToolTips.Count
    s = s & BalloonOCX1.ToolTips.Item(i) & vbCrLf
Next
```

```
MsgBox s, vbInformation, i - 1 & " tooltips"
'Destroy tooltip associated with Command1
i = BalloonOCX1.DestroyToolTip(Command1)
s = ""
For i = 1 To BalloonOCX1.ToolTip.Count
    s = s & BalloonOCX1.ToolTip.Item(i) & vbCrLf
Next
MsgBox s, vbInformation, i - 1 & " tooltips"
```

Please visit <http://www.skysof.com> for other fine ActiveX Controls, .NET components and shareware.

Email questions, concerns, ideas to kusluski@mail.ic.net