

# TCanvasText v1.0

for Borland Delphi &C++ Builder



## User Manual

1998-2004 HongDi science & technology development co.,ltd. of Huzhou,ZheJiang,China



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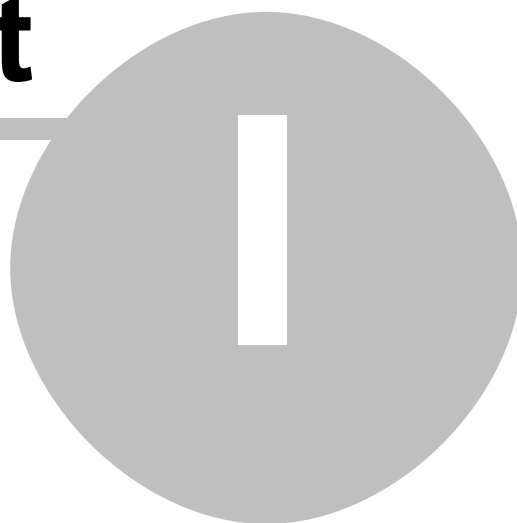
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# Part

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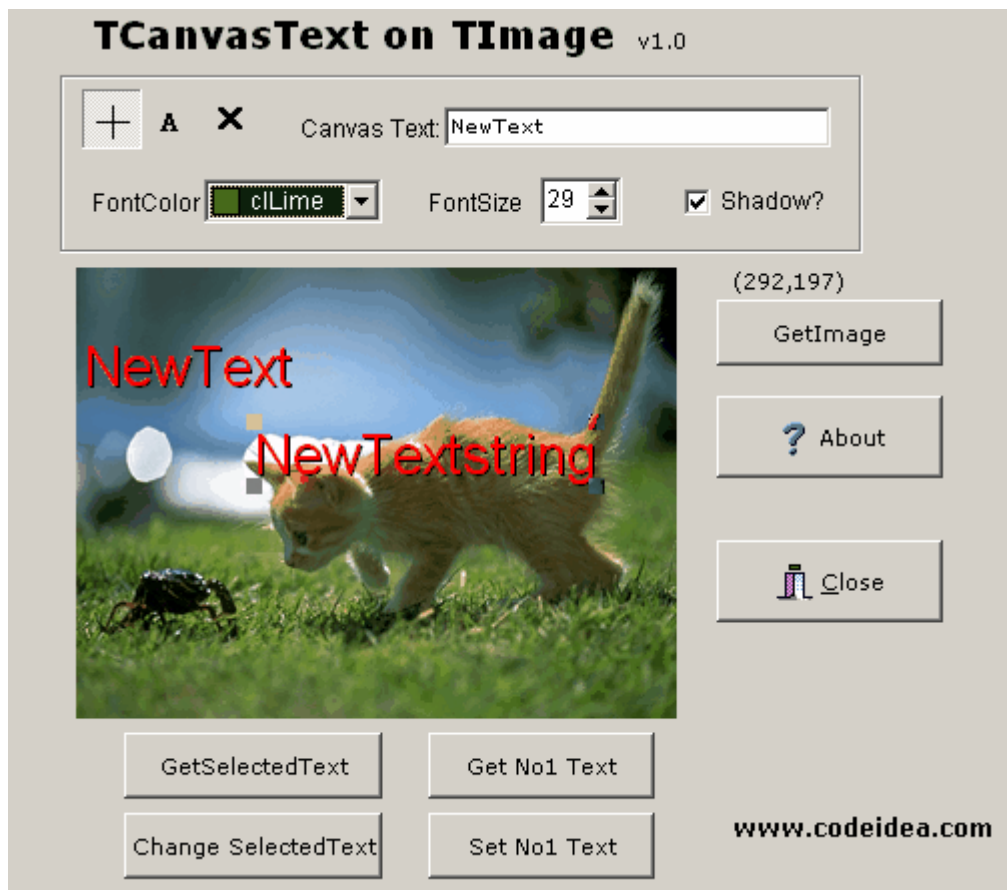


# 1 TCanvasText

TCanvasText is a text component for TImage.

**key feature:**

- 1.working for TImage;
- 2.can drag, add, delete text string on TImage;
- 3.can change the text and font style;



## 1.1 Events

### 1.1.1 OnPaint

Please read Delphi or C++ Builder Help file.

## 1.2 Methods

### 1.2.1 DeleteSelectedShape

**function** DeleteSelectedShape:boolean;

**Description:**

Delete current selected shape(s).

**Return Value:**

true : delete success  
false : delete failed

### 1.2.2 DeleteShape

**function** DeleteShape(ShapeNo:Integer):**Boolean**;

**Description:**

Delete a text shape

**Sample:**

```
procedure Form1.Button1Click(Sender:TObject)
begin
    CanvasText1.DeleteShapebyNo(1)
end;
```

**Return Value:**

true : delete success  
false : delete failed

### 1.2.3 DrawAllShape

**procedure** DrawAllShape;

**Description:**

Redraw all shapes on the TImage's canvas



### 1.2.4 GetSelectedShape

**function** GetSelectedShape: integer;

**Description:**

Get the selected shape's shape no.

**Example:**

```
TheShapeNo:= CanvasText1.GetSelectedShape;
```

### 1.2.5 GetSelectedShapeText

**function** GetSelectedShapeText():String;

**Description:**

Get the current selected shape's text.

### 1.2.6 GetShapesCount

**function** GetShapesCount: integer;

**Description:**

Get the count of text shapes that you have added .

**Example:**

```
ShowMessage('There are ' + IntToStr(CanvasText1.GetShapesCount)+ ' in your form!')
```

### 1.2.7 GetShapeText

**function** GetShapeText(ShapeID:integer):String;

**Description:**

Know a shape's no, Get the string.

**Example:**

```
Shape1:= CanvasText1.GetShapeText(1);
```

### 1.2.8 GetTImage

**function** GetTImage: TBitmap;

**Description:**

get the timage's bitmap, it is to say the bitmap do not contain the text(s).

### 1.2.9 SetSelectedShapeText

**function** SetSelectedShapeText(Text:String):Boolean;

**Description:**

Set the selected shape's text.

### 1.2.10 SetShapeText

**function** SetShapeText(Shapeld:integer;Text:String):Boolean;

**Description:**

Set the shape's text.

## 1.3 Properties

### 1.3.1 AComponent

**property** AComponent:TImage

**Description:**

Set the related TImage component.

**Example:**

```
CanvasText1.AComponent:= Image1;
```

### 1.3.2 ColorOfBackground

**property** ColorOfShadow:TColor

**Description:**

specify the shadow color .

**Example:**

```
CanvasText1.ColorOfShadow := clBule;
```

**See Also:**

[ColorOfHot](#)

### 1.3.3 ColorOfHot

**property** ColorOfHot:TColor

**Description:**

Specify the color of hot square;

**Example:**

```
MyCAD1.ColorofHot:=clRed;
```

**See also:**

[ColorofBackground](#)

### 1.3.4 Font

**property** Font:TCADFont;

**Description:**

Set the Font,it is differ with TFont, added some properties.

**Note:**

Please **leave out** the Size , Height, instead LogHeight,LogWidth.

**Example:**

```
Mycad1.Font.LogHeight:=SpinEdit2.Value;  
Mycad1.Font.LogWidth:=SpinEdit2.Value;
```

### 1.3.5 LabelValue

**property** LabelValue:TLabel

**Description:**

Show the parameter about the current shape. It can show the length of a TMyLine or height and width of a TMyRectangle

**Example:**

```
MyCAD1.LabelValue:=Form1.Label2;
```

**See also:**

[LabelXY](#)

### 1.3.6 LabelXY

**property** LabelXY:TLabel

**Description:**

Show current mouse cursor 's coordinate, it is changed by mouse moving;

**Example:**

**Delphi syntax:**

```
MyCAD.LabelXY:=Form1.Label1;
```

**C++ syntax:**

```
MyCAD->LabelXY =Form1->Label1;
```

**See also:**

[LabelValue](#)

### 1.3.7 Pen

**property** Pen:TPen

**Description:**

Set the pen that you need;

### 1.3.8 Shadow

**property** Shadow:Boolean;

**Description:**

Is a shadow for the text .

### 1.3.9 ShapeTool

**property** ShapeTool:TDrawTool

**Description:**

Set the current's Tool, you can change it when you need.

**Example:**

```
// Set Text draw tool  
CanvasText1.ShapeTool:=SpText;
```

### 1.3.10 Text

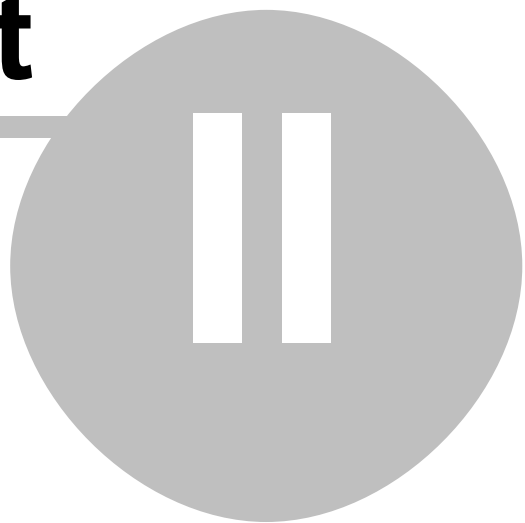
**property** Text:string;

**Description:**

Set the current's string . that will addinto the TImage component.

# Part

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## 2 About Crystal Component

Our goal is to provide you with useful components and we hope makes it easier for you to create great application with us. we have been serving the image and graphic components since 1998.

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You can get all information about our other products from our web.

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