-

A Sandcastle Documented Class Library

Calendar.NET Namespace

Send Feedback

[Missing <summary> documentation for "N:Calendar.NET"]

■ Classes

	Class	Description
4 \$	Calendar	A Winforms Calendar Control
43	CustomEvent	A custom or user-defined event
43	CustomRecurringFunction	An attribute to mark Custom Recurring Functions
4 3	HolidayEvent	An event that defines a holiday
9 3	RectangleComparer	

■ Interfaces

	Interface	Description
o ~ O	<u>IEvent</u>	An interface for creating event types

■ Delegates

Delegate	Description
$\underline{CustomRecurringFrequenciesHandler}$	A delegate for creating
	custom recurring
	frequencies

Enumerations

Enumeration	Description
CalendarViews	An enumeration describing various ways to view the calendar
RecurringFrequencies	An enumeration of built-in recurring event frequencies

-

A Sandcastle Documented Class Library

Calendar Class

Members See Also Send Feedback

A Winforms Calendar Control

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

C#

public class Calendar : UserControl

Visual Basic

Public Class Calendar _ Inherits <u>UserControl</u>

Visual C++

public ref class Calendar : public UserControl

■ Inheritance Hierarchy

System.Object
System.MarshalByRefObject
System.ComponentModel.Component
System.Windows.Forms.Control
System.Windows.Forms.ScrollableControl
System.Windows.Forms.ContainerControl
System.Windows.Forms.UserControl

Calendar.NET.Calendar

■ See Also

<u>Calendar Members</u> <u>Calendar.NET Namespace</u> -

A Sandcastle Documented Class Library

Calendar Members

Calendar Class Constructors Methods Properties Events See Also Send Feedback

The <u>Calendar</u> type exposes the following members.

■ Constructors

	Name	Description
≡	Calendar	Calendar Constructor

\blacksquare Methods

	Name	Description
Ģ Û	AccessibilityNotifyClients(AccessibleEvents, Int32)	Notifies the accessibility clapplications of the specified AccessibleEvents for the specified control. (Inherited from Control.)
Ģ	AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	Notifies the accessibility clapplications of the specified AccessibleEvents for the specified control. (Inherited from Control.)
≡	AddEvent	Adds an event to the calence
Ģ	AdjustFormScrollbars	(Inherited from ContainerControl.)
≅	BeginInvoke(Delegate)	Executes the specified deleasynchronously on the threather the control's underlying har was created on. (Inherited from Control.)
≅ ©	BeginInvoke(Delegate, Object[])	Executes the specified dele asynchronously with the sp arguments, on the thread th control's underlying handle created on. (Inherited from Control.)
≡	BringToFront	Brings the control to the from the z-order. (Inherited from Control.)
≅	Contains	Retrieves a value indicating whether the specified controlid of the control. (Inherited from Control.)
g Q	CreateAccessibilityInstance	Creates a new accessibility for the control.

		(Inherited from Control.)
€	CreateControl	Forces the creation of the cincluding the creation of the handle and any child contro (Inherited from Control.)
9	CreateControlsInstance	Creates a new instance of the control collection for the control (Inherited from Control.)
€₩	CreateGraphics	Creates the <u>Graphics</u> for the control. (Inherited from <u>Control</u> .)
<u></u>	CreateHandle	Creates a handle for the cor (Inherited from Control.)
€₩	CreateObjRef	Creates an object that conta the relevant information rec to generate a proxy used to communicate with a remote object. (Inherited from MarshalByRefObject.)
ē	<u>DefWndProc</u>	Sends the specified messag the default window procedu (Inherited from Control.)
ÿ	DestroyHandle	Destroys the handle association with the control. (Inherited from Control.)
≓ ₩	Dispose()	Releases all resources used Component . (Inherited from Component
ē	Dispose(Boolean)	(Inherited from ContainerControl.)
-≣ ∳	<u>DoDragDrop</u>	Begins a drag-and-drop ope (Inherited from Control.)
€\$	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
≡ŵ		

	EndInvoke	Retrieves the return value of asynchronous operation represented by the IAsyncF passed. (Inherited from Control .)
₫ ◊	Equals	Determines whether the spending object is equal to the currence object. (Inherited from object.)
9	Finalize	Releases unmanaged resour and performs other cleanup operations before the <u>Comp</u> is reclaimed by garbage collection. (Inherited from <u>Component</u>
=	<u>FindForm</u>	Retrieves the form that the is on. (Inherited from Control.)
≡	<u>Focus</u>	Sets input focus to the conti (Inherited from Control.)
	<u>GetAccessibilityObjectById</u>	Retrieves the specified <u>AccessibleObject</u> . (Inherited from <u>Control</u> .)
Ş	<u>GetAutoSizeMode</u>	Retrieves a value indicating control will behave when it AutoSize property is enable (Inherited from Control .)
≟ ₩	GetChildAtPoint(Point)	Retrieves the child control plocated at the specified coordinates. (Inherited from Control.)
∃₩	GetChildAtPoint(Point, GetChildAtPointSkip)	Retrieves the child control plocated at the specified coordinates, specifying who ignore child controls of a cotype. (Inherited from Control.)

=0	GetContainerControl	Returns the next <u>Container</u> up the control's chain of parcontrols. (Inherited from <u>Control</u> .)
≅	<u>GetHashCode</u>	Serves as a hash function for particular type. (Inherited from Object.)
=	GetLifetimeService	Retrieves the current lifetin service object that controls lifetime policy for this insta (Inherited from MarshalByRefObject.)
=₩	GetNextControl	Retrieves the next control f or back in the tab order of c controls. (Inherited from Control.)
=0	<u>GetPreferredSize</u>	Retrieves the size of a recta area into which a control cafitted. (Inherited from Control.)
ē û	GetScaledBounds	Retrieves the bounds within which the control is scaled. (Inherited from <u>Control</u> .)
<u></u>	<u>GetScrollState</u>	Determines whether the speflag has been set. (Inherited from ScrollableControl.)
Ģ	GetService	Returns an object that represervice provided by the Component (Inherited from Component
ē û	GetStyle	Retrieves the value of the specified control style bit for control. (Inherited from Control.)
ÿ	GetTopLevel	Determines if the control is level control.

		(Inherited from Control.)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
≡•	<u>Hide</u>	Conceals the control from t user. (Inherited from Control.)
≡	<u>InitializeLifetimeService</u>	Obtains a lifetime service o to control the lifetime polic this instance. (Inherited from MarshalByRefObject.)
ē	InitLayout	Called after the control has added to another container. (Inherited from Control.)
≡ \	Invalidate()	Invalidates the entire surfacthe control and causes the cto be redrawn. (Inherited from Control.)
Ξ₩	Invalidate(Region)	Invalidates the specified reg the control (adds it to the co- update region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. (Inherited from Control.)
€ Q	Invalidate(Boolean)	Invalidates a specific region control and causes a paint message to be sent to the control of th
€ 🔷	Invalidate(Rectangle)	Invalidates the specified reg the control (adds it to the co update region, which is the that will be repainted at the

		paint operation), and causes paint message to be sent to control. (Inherited from Control.)
∄₩	Invalidate(Region, Boolean)	Invalidates the specified reactive control (adds it to the coupdate region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. Optionally, invalidative child controls assigned control. (Inherited from Control.)
€	Invalidate(Rectangle, Boolean)	Invalidates the specified reg the control (adds it to the co- update region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. Optionally, invalida- the child controls assigned control. (Inherited from Control.)
≡•	Invoke(Delegate)	Executes the specified dele the thread that owns the counderlying window handle. (Inherited from Control.)
€••	Invoke(Delegate, Object[])	Executes the specified delegon the thread that owns the control's underlying window handle, with the specified larguments. (Inherited from Control.)
9	InvokeGotFocus	Raises the <u>GotFocus</u> event specified control. (Inherited from <u>Control</u> .)
8		

	InvokeLostFocus	Raises the <u>LostFocus</u> event specified control. (Inherited from <u>Control</u> .)
ē	InvokeOnClick	Raises the <u>Click</u> event for t specified control. (Inherited from <u>Control</u> .)
₹	InvokePaint	Raises the <u>Paint</u> event for tl specified control. (Inherited from <u>Control</u> .)
ē	<u>InvokePaintBackground</u>	Raises the PaintBackground for the specified control. (Inherited from Control.)
ē	IsInputChar	Determines if a character is input character that the con recognizes. (Inherited from Control.)
**	IsInputKey	Determines whether the spekey is a regular input key of special key that requires preprocessing. (Inherited from Control.)
₹	MemberwiseClone()	Creates a shallow copy of to current Object. (Inherited from Object.)
ē	MemberwiseClone(Boolean)	Creates a shallow copy of tourrent MarshalByRefObje object. (Inherited from MarshalByRefObject.)
i i	NotifyInvalidate	Raises the <u>Invalidated</u> even a specified region of the coinvalidate. (Inherited from <u>Control</u> .)
i i	<u>OnAutoSizeChanged</u>	Raises the <u>AutoSizeChange</u> event. (Inherited from <u>Control</u> .)
9		

	<u>OnAutoValidateChanged</u>	Raises the <u>AutoValidateChar</u> event. (Inherited from <u>ContainerControl</u> .)
ē	<u>OnBackColorChanged</u>	Raises the <u>BackColorChanger</u> event. (Inherited from <u>Control</u> .)
<u> </u>	<u>OnBackgroundImageChanged</u>	Raises the BackgroundImageChanged (Inherited from Control .)
ē	<u>OnBackgroundImageLayoutChanged</u>	Raises the BackgroundImageLayoutC event. (Inherited from Control .)
9	<u>OnBindingContextChanged</u>	Raises the BindingContextChanged ev (Inherited from Control.)
<u> </u>	<u>OnCausesValidationChanged</u>	Raises the <u>Causes Validation Changed</u> (Inherited from <u>Control</u> .)
<u></u>	<u>OnChangeUICues</u>	Raises the <u>ChangeUICues</u> (Inherited from <u>Control</u> .)
ē	<u>OnClick</u>	Raises the <u>Click</u> event. (Inherited from <u>Control</u> .)
<u> </u>	<u>OnClientSizeChanged</u>	Raises the <u>ClientSizeChang</u> event. (Inherited from <u>Control</u> .)
<u></u>	<u>OnContextMenuChanged</u>	Raises the <u>ContextMenuCh</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnContextMenuStripChanged</u>	Raises the ContextMenuStripChanged (Inherited from Control .)
<u></u>	<u>OnControlAdded</u>	Raises the <u>ControlAdded</u> ev (Inherited from <u>Control</u> .)
ē	OnControlRemoved	Raises the ControlRemoved

		event. (Inherited from Control.)
Ģ	<u>OnCreateControl</u>	Raises the CreateControl ex (Inherited from <u>UserContro</u>
ģ.	<u>OnCursorChanged</u>	Raises the <u>CursorChanged</u> (Inherited from <u>Control</u> .)
9	<u>OnDockChanged</u>	Raises the <u>DockChanged</u> ev (Inherited from <u>Control</u> .)
Ģ	<u>OnDoubleClick</u>	Raises the <u>DoubleClick</u> eve (Inherited from <u>Control</u> .)
Ģ	<u>OnDragDrop</u>	Raises the <u>DragDrop</u> event. (Inherited from <u>Control</u> .)
ÿ ₩	<u>OnDragEnter</u>	Raises the <u>DragEnter</u> event (Inherited from <u>Control</u> .)
ġ û	<u>OnDragLeave</u>	Raises the <u>DragLeave</u> even (Inherited from <u>Control</u> .)
Ģ	<u>OnDragOver</u>	Raises the <u>DragOver</u> event. (Inherited from <u>Control</u> .)
Ģ [©]	<u>OnEnabledChanged</u>	Raises the <u>EnabledChangec</u> event. (Inherited from <u>Control</u> .)
9	<u>OnEnter</u>	Raises the <u>Enter</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnFontChanged</u>	Raises the FontChanged ev (Inherited from ContainerControl.)
· j	<u>OnForeColorChanged</u>	Raises the <u>ForeColorChang</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnGiveFeedback</u>	Raises the <u>GiveFeedback</u> e (Inherited from <u>Control</u> .)
Ģ	OnGotFocus	Raises the <u>GotFocus</u> event. (Inherited from <u>Control</u> .)
9	<u>OnHandleCreated</u>	Raises the <u>HandleCreated</u> e (Inherited from <u>Control</u> .)

ē	OnHandleDestroyed	Raises the <u>HandleDestroye</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnHelpRequested</u>	Raises the HelpRequested (Inherited from Control.)
Ģ	<u>OnImeModeChanged</u>	Raises the ImeModeChang event. (Inherited from Control .)
<u></u>	OnInvalidated	Raises the <u>Invalidated</u> even (Inherited from <u>Control</u> .)
<u></u>	<u>OnKeyDown</u>	Raises the <u>KeyDown</u> event (Inherited from <u>Control</u> .)
<u></u>	<u>OnKeyPress</u>	Raises the <u>KeyPress</u> event. (Inherited from <u>Control</u> .)
<u> </u>	<u>OnKeyUp</u>	Raises the <u>KeyUp</u> event. (Inherited from <u>Control</u> .)
ÿ	OnLayout	Raises the <u>Layout</u> event. (Inherited from <u>ContainerControl</u> .)
ē	OnLeave	Raises the <u>Leave</u> event. (Inherited from <u>Control</u> .)
ē	OnLoad	Raises the <u>Load</u> event. (Inherited from <u>UserContro</u>
ÿ	OnLocationChanged	Raises the <u>LocationChange</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnLostFocus</u>	Raises the <u>LostFocus</u> event (Inherited from <u>Control</u> .)
ē	<u>OnMarginChanged</u>	Raises the MarginChanged (Inherited from Control.)
Ģ €	<u>OnMouseCaptureChanged</u>	Raises the MouseCaptureC event. (Inherited from Control.)
<u></u>	<u>OnMouseClick</u>	Raises the MouseClick ever (Inherited from Control.)
*		

	<u>OnMouseDoubleClick</u>	Raises the MouseDoubleCl event. (Inherited from Control.)
<u></u>	<u>OnMouseDown</u>	(Inherited from <u>UserContrc</u>
ē	<u>OnMouseEnter</u>	Raises the MouseEnter ever (Inherited from Control.)
<u> </u>	<u>OnMouseHover</u>	Raises the <u>MouseHover</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseLeave</u>	Raises the <u>MouseLeave</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseMove</u>	Raises the <u>MouseMove</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseUp</u>	Raises the <u>MouseUp</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnMouseWheel</u>	Raises the MouseWheel ev (Inherited from ScrollableControl.)
₹ •	<u>OnMove</u>	Raises the <u>Move</u> event. (Inherited from <u>Control</u> .)
₹	OnNotifyMessage	Notifies the control of Windmessages. (Inherited from Control.)
ĕ û	<u>OnPaddingChanged</u>	Raises the <u>PaddingChanger</u> event. (Inherited from <u>ScrollableControl</u> .)
ē	<u>OnPaint</u>	Raises the <u>Paint</u> event. (Inherited from <u>Control</u> .)
9	OnPaintBackground	Paints the background of th control. (Inherited from ScrollableControl.)
·	<u>OnParentBackColorChanged</u>	Raises the <u>BackColorChanger</u> event when the <u>BackColor</u> property value of the controcontainer changes.

		(Inherited from Control.)
Ģ	<u>OnParentBackgroundImageChanged</u>	Raises the <u>BackgroundImageChanged</u> when the <u>BackgroundImage</u> property value of the controcontainer changes. (Inherited from <u>Control</u> .)
ē	<u>OnParentBindingContextChanged</u>	Raises the <u>BindingContextChanged</u> ev when the <u>BindingContext</u> property value of the contro container changes. (Inherited from <u>Control</u> .)
ē	<u>OnParentChanged</u>	(Inherited from ContainerControl.)
<u> </u>	<u>OnParentCursorChanged</u>	Raises the <u>CursorChanged</u> (Inherited from <u>Control</u> .)
ē	<u>OnParentEnabledChanged</u>	Raises the <u>EnabledChanger</u> when the <u>Enabled</u> property of the control's container ch (Inherited from <u>Control</u> .)
ē	OnParentFontChanged	Raises the FontChanged ev when the Font property value the control's container chan (Inherited from Control.)
9	<u>OnParentForeColorChanged</u>	Raises the ForeColorChang event when the ForeColor property value of the controcontainer changes. (Inherited from Control.)
₹	<u>OnParentRightToLeftChanged</u>	Raises the RightToLeftCha event when the RightToLef property value of the controcontainer changes. (Inherited from Control.)
Ģ	<u>OnParentVisibleChanged</u>	Raises the <u>VisibleChanged</u> when the <u>Visible</u> property v

		of the control's container ch (Inherited from <u>Control</u> .)
Ģ	<u>OnPreviewKeyDown</u>	Raises the PreviewKeyDov event. (Inherited from Control .)
ē	OnPrint	Raises the <u>Paint</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnQueryContinueDrag</u>	Raises the <u>QueryContinueI</u> event. (Inherited from <u>Control</u> .)
Ģ	OnRegionChanged	Raises the <u>RegionChanged</u> (Inherited from <u>Control</u> .)
9	<u>OnResize</u>	(Inherited from UserContrc
· ·	<u>OnRightToLeftChanged</u>	(Inherited from ScrollableControl.)
Ģ	OnScroll	Raises the <u>Scroll</u> event. (Inherited from <u>ScrollableControl</u> .)
ē	<u>OnSizeChanged</u>	Raises the <u>SizeChanged</u> every (Inherited from <u>Control</u> .)
ē	<u>OnStyleChanged</u>	Raises the <u>StyleChanged</u> ev (Inherited from <u>Control</u> .)
ē	<u>OnSystemColorsChanged</u>	Raises the <u>SystemColorsCh</u> event. (Inherited from <u>Control</u> .)
<u></u>	<u>OnTabIndexChanged</u>	Raises the <u>TabIndexChange</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnTabStopChanged</u>	Raises the <u>TabStopChange</u> event. (Inherited from <u>Control</u> .)
9	<u>OnTextChanged</u>	Raises the <u>TextChanged</u> ev (Inherited from <u>Control</u> .)
Ģ	<u>OnValidated</u>	Raises the <u>Validated</u> event. (Inherited from <u>Control</u> .)
<u> </u>		

	OnValidating	Raises the <u>Validating</u> event (Inherited from <u>Control</u> .)
<u></u>	<u>OnVisibleChanged</u>	(Inherited from ScrollableControl.)
≡	<u>PerformAutoScale</u>	Performs scaling of the concontrol and its children. (Inherited from ContainerControl.)
€₩	PerformLayout()	Forces the control to apply logic to all its child control (Inherited from Control.)
=₩	PerformLayout(Control, String)	Forces the control to apply logic to all its child control (Inherited from Control.)
≡	PointToClient	Computes the location of the specified screen point into a coordinates. (Inherited from Control.)
= •	<u>PointToScreen</u>	Computes the location of the specified client point into second coordinates. (Inherited from Control.)
≡	<u>PreProcessControlMessage</u>	Preprocesses keyboard or in messages within the messages before they are dispatched. (Inherited from Control.)
=	<u>PreProcessMessage</u>	Preprocesses keyboard or in messages within the messages before they are dispatched. (Inherited from Control.)
<u> </u>	ProcessCmdKey	(Inherited from ContainerControl.)
9	<u>ProcessDialogChar</u>	(Inherited from ContainerControl.)
₹	<u>ProcessDialogKey</u>	(Inherited from ContainerControl.)

ğ	<u>ProcessKeyEventArgs</u>	Processes a key message ar generates the appropriate convents. (Inherited from Control.)
<u></u>	ProcessKeyMessage	Processes a keyboard mess (Inherited from Control.)
<u></u>	<u>ProcessKeyPreview</u>	Previews a keyboard messa (Inherited from Control.)
Ģ	<u>ProcessMnemonic</u>	(Inherited from ContainerControl.)
<u></u>	ProcessTabKey	Selects the next available cand makes it the active con (Inherited from ContainerControl.)
9	RaiseDragEvent	Raises the appropriate drag (Inherited from Control.)
<u></u>	RaiseKeyEvent	Raises the appropriate key (Inherited from Control.)
Ģ	RaiseMouseEvent	Raises the appropriate mou event. (Inherited from Control.)
<u></u>	RaisePaintEvent	Raises the appropriate pain (Inherited from Control.)
Ģ	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)
∃	RectangleToClient	Computes the size and loca the specified screen rectang client coordinates. (Inherited from <u>Control</u> .)
Ξ₩	RectangleToScreen	Computes the size and loca the specified client rectangl screen coordinates. (Inherited from Control.)
≡	Refresh	Forces the control to invalid client area and immediately

		redraw itself and any child controls. (Inherited from Control.)
-≣ ©	RemoveEvent	Removes an event from the calendar
Ξ₩	ResetBackColor	Resets the <u>BackColor</u> properties default value. (Inherited from <u>Control</u> .)
≡	ResetBindings	Causes a control bound to t BindingSource to reread all items in the list and refresh displayed values. (Inherited from Control.)
≓ ₩	ResetCursor	Resets the <u>Cursor</u> property default value. (Inherited from <u>Control</u> .)
€	ResetFont	Resets the <u>Font</u> property to default value. (Inherited from <u>Control</u> .)
≡	ResetForeColor	Resets the <u>ForeColor</u> prope its default value. (Inherited from <u>Control</u> .)
≡	ResetImeMode	Resets the <u>ImeMode</u> proper its default value. (Inherited from <u>Control</u> .)
ġ 🍑	ResetMouseEventArgs	Resets the control to handle MouseLeave event. (Inherited from Control.)
€₩	ResetRightToLeft	Resets the <u>RightToLeft</u> proto its default value. (Inherited from <u>Control</u> .)
Ξ₩	ResetText	Resets the <u>Text</u> property to default value. (Inherited from <u>Control</u> .)
=0	ResumeLayout()	Resumes usual layout logic (Inherited from Control.)
- 4		

	ResumeLayout(Boolean)	Resumes usual layout logic optionally forcing an imme layout of pending layout re(Inherited from Control.)
ĕ €	RtlTranslateAlignment(HorizontalAlignment)	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignor to support right-to-left text. (Inherited from Control.)
Ģ	RtlTranslateAlignment(LeftRightAlignment)	Converts the specified LeftRightAlignment to the appropriate LeftRightAlign to support right-to-left text. (Inherited from Control .)
Ģ [®]	RtlTranslateAlignment(ContentAlignment)	Converts the specified <u>ContentAlignment</u> to the appropriate <u>ContentAlignm</u> support right-to-left text. (Inherited from <u>Control</u> .)
Ģ	RtlTranslateContent	Converts the specified <u>ContentAlignment</u> to the appropriate <u>ContentAlignm</u> support right-to-left text. (Inherited from <u>Control</u> .)
Ģ	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignor to support right-to-left text. (Inherited from Control.)
Ģ	RtlTranslateLeftRight	Converts the specified <u>LeftRightAlignment</u> to the appropriate <u>LeftRightAlign</u> to support right-to-left text. (Inherited from <u>Control</u> .)
=	Scale(Single)	Obsolete. Scales the control and any controls.

		(Inherited from Control.)
≡•	Scale(SizeF)	Scales the control and all cl controls by the specified scalactor. (Inherited from Control.)
€₩	Scale(Single, Single)	Obsolete. Scales the entire control and child controls. (Inherited from Control.)
9	ScaleControl	(Inherited from ScrollableControl .)
ē	ScaleCore	(Inherited from ScrollableControl .)
≡•	ScrollControlIntoView	Scrolls the specified child c into view on an auto-scroll enabled control. (Inherited from ScrollableControl.)
ġ û	ScrollToControl	Calculates the scroll offset specified child control. (Inherited from ScrollableControl.)
-≣ ©	Select()	Activates the control. (Inherited from Control.)
**	Select(Boolean, Boolean)	(Inherited from ContainerControl.)
=₩	<u>SelectNextControl</u>	Activates the next control. (Inherited from Control.)
≡	<u>SendToBack</u>	Sends the control to the bac the z-order. (Inherited from <u>Control</u> .)
≡	<u>SetAutoScrollMargin</u>	Sets the size of the auto-scr margins. (Inherited from ScrollableControl.)
ē.	<u>SetAutoSizeMode</u>	Sets a value indicating how

		control will behave when it AutoSize property is enable (Inherited from Control .)
≡	SetBounds(Int32, Int32, Int32, Int32)	Sets the bounds of the conti the specified location and s (Inherited from Control.)
Ξ₩	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	Sets the specified bounds o control to the specified loca and size. (Inherited from Control.)
₹	<u>SetBoundsCore</u>	Performs the work of settin specified bounds of this cor (Inherited from Control.)
₹	SetClientSizeCore	Sets the size of the client ar the control. (Inherited from Control.)
ē	SetDisplayRectLocation	Positions the display windo the specified value. (Inherited from ScrollableControl .)
<u> </u>	<u>SetScrollState</u>	Sets the specified scroll state (Inherited from ScrollableControl.)
₹	<u>SetStyle</u>	Sets a specified <u>ControlSty</u> to either true or false. (Inherited from <u>Control</u> .)
<u> </u>	<u>SetTopLevel</u>	Sets the control as the top-l control. (Inherited from Control.)
₹	SetVisibleCore	Sets the control to the speci visible state. (Inherited from Control.)
≡	Show	Displays the control to the (Inherited from Control.)
₹	SizeFromClientSize	Determines the size of the econtrol from the height and

		of its client area. (Inherited from Control.)
≡	SuspendLayout	Temporarily suspends the la logic for the control. (Inherited from Control.)
≡	ToString	Returns a <u>String</u> containing name of the <u>Component</u> , if This method should not be overridden. (Inherited from <u>Component</u>)
≡	<u>Update</u>	Causes the control to redravinvalidated regions within i client area. (Inherited from Control.)
<u></u>	<u>UpdateBounds()</u>	Updates the bounds of the cwith the current size and lo (Inherited from Control.)
₹	UpdateBounds(Int32, Int32, Int32, Int32)	Updates the bounds of the cwith the specified size and location. (Inherited from Control.)
₹	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	Updates the bounds of the c with the specified size, loca and client size. (Inherited from Control.)
ē	<u>UpdateDefaultButton</u>	When overridden by a derival class, updates which button default button. (Inherited from ContainerControl.)
ē	<u>UpdateStyles</u>	Forces the assigned styles t reapplied to the control. (Inherited from Control.)
9	<u>UpdateZOrder</u>	Updates the control in its paragraph z-order. (Inherited from Control.)
=0		

	Validate()	Verifies the value of the collosing focus by causing the <u>Validating</u> and <u>Validated</u> evoccur, in that order. (Inherited from <u>ContainerControl</u> .)
€₩	Validate(Boolean)	Verifies the value of the conthat is losing focus; condition dependent on whether autorial validation is turned on. (Inherited from ContainerControl.)
=₩	ValidateChildren()	(Inherited from <u>UserContrc</u>
≡	ValidateChildren(ValidationConstraints)	(Inherited from <u>UserContrc</u>
*	<u>WndProc</u>	(Inherited from <u>UserContrc</u>

■ Properties

Name	Description
AccessibilityObject	Gets the <u>AccessibleObject</u> assigned to the control. (Inherited from <u>Control</u> .)
AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from <u>Control</u> .)
AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
ActiveControl	Gets or sets the active control on the container control. (Inherited from ContainerControl .)
AllowDrop	Gets or sets a value indicating whether the control can accept data that the user drags onto it. (Inherited from Control.)
AllowEditingEvents	Indicates whether events can be right-clicked and edited
Anchor	Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent.

		(Inherited from Control.)
	AutoScaleDimensions	Gets or sets the dimensions that the control was designed to. (Inherited from ContainerControl.)
	AutoScaleFactor	Gets the scaling factor between the current and design-time automatic scaling dimensions. (Inherited from ContainerControl.)
	AutoScaleMode	Gets or sets the automatic scaling mode of the control. (Inherited from ContainerControl .)
2	AutoScroll	Gets or sets a value indicating whether the container enables the user to scroll to any controls placed outside of its visible boundaries. (Inherited from ScrollableControl.)
	AutoScrollMargin	Gets or sets the size of the auto- scroll margin. (Inherited from ScrollableControl.)
	AutoScrollMinSize	Gets or sets the minimum size of the auto-scroll. (Inherited from ScrollableControl.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control (Inherited from Control .)
	AutoScrollPosition	Gets or sets the location of the auto-scroll position. (Inherited from ScrollableControl.)

 AutoSize	(Inherited from <u>UserControl</u> .)
AutoSizeMode	Gets or sets how the control will resize itself. (Inherited from <u>UserControl</u> .)
AutoValidate	Gets or sets how the control performs validation when the user changes focus to another control. (Inherited from <u>UserControl</u> .)
BackColor	Gets or sets the background color for the control. (Inherited from Control.)
BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control .)
BindingContext	(Inherited from ContainerControl.)
<u>BorderStyle</u>	Gets or sets the border style of the user control. (Inherited from <u>UserControl</u> .)
Bottom	Gets the distance, in pixels, between the bottom edge of the control and the top edge of its container's client area. (Inherited from Control.)
Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control. (Inherited from Control.)
CalendarDate	The Date that the calendar is

CalendarView	Indicates the type of calendar to render, Month or Day view
<u>CanEnableIme</u>	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from ContainerControl .)
<u>CanFocus</u>	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
<u>CanRaiseEvents</u>	Determines if events can be raised on the control. (Inherited from Control.)
CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
<u>Capture</u>	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)
<u>ClientRectangle</u>	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
ClientSize	Gets or sets the height and width of the client area of the control. (Inherited from Control.)
CompanyName	Gets the name of the company or creator of the application

	containing the control. (Inherited from Control.)
Container	Gets the <u>IContainer</u> that contains the <u>Component</u> . (Inherited from <u>Component</u> .)
ContainsFocus	Gets a value indicating whether the control, or one of its child controls, currently has the input focus. (Inherited from Control.)
ContextMenu	Gets or sets the shortcut menu associated with the control. (Inherited from Control.)
ContextMenuStrip	Gets or sets the ContextMenuStrip associated with this control. (Inherited from Control .)
Controls	Gets the collection of controls contained within the control. (Inherited from Control.)
Created	Gets a value indicating whether the control has been created. (Inherited from Control.)
<u>CreateParams</u>	(Inherited from <u>UserControl</u> .)
CurrentAutoScaleDimensions	Gets the current run-time dimensions of the screen. (Inherited from ContainerControl.)
Cursor	Gets or sets the cursor that is displayed when the mouse pointer is over the control. (Inherited from Control.)
<u>DataBindings</u>	Gets the data bindings for the control. (Inherited from Control.)
<u>DateHeaderFont</u>	Get or Set this value to the Font

DayOfWeekFont The font used to renote the week text DaysFont The font used to renote the font used to	der the days
= 	
number days on the	
DayViewTimeFont Indicates the font for on the day view	r the times
DefaultCursor Gets or sets the defa for the control. (Inherited from Con	
DefaultImeMode Gets the default Input Editor (IME) mode of the control. (Inherited from Control)	supported
DefaultMargin Gets the space, in pi specified by default controls. (Inherited from Con	between
DefaultMaximumSize Gets the length and pixels, that is specified default maximum six control. (Inherited from Control)	ed as the ze of a
DefaultMinimumSize Gets the length and length is specificated default minimum size control. (Inherited from Control)	ed as the ze of a
DefaultPadding Gets the internal span pixels, of the content control. (Inherited from Control)	ts of a
DefaultSize (Inherited from User	Control.)
DesignMode Gets a value that ind whether the Compon	

	currently in design mode. (Inherited from Component.)
<u>DimDisabledEvents</u>	Indicates whether disabled events will appear as "dimmed". This property is only used if ShowDisabledEvents is set to true.
<u>DisplayRectangle</u>	Gets the rectangle that represents the virtual display area of the control. (Inherited from ScrollableControl.)
Disposing	Gets a value indicating whether the base <u>Control</u> class is in the process of disposing. (Inherited from <u>Control</u> .)
<u>Dock</u>	Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent. (Inherited from Control .)
<u>DockPadding</u>	Gets the dock padding settings for all edges of the control. (Inherited from ScrollableControl .)
<u>DoubleBuffered</u>	Gets or sets a value indicating whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
Enabled	Gets or sets a value indicating whether the control can respond to user interaction. (Inherited from Control.)
Events	Gets the list of event handlers that are attached to this

ent. I from <u>Component</u> .)
lue indicating whether ol has input focus. I from <u>Control</u> .)
ets the font of the text by the control. I from <u>Control</u> .)
ets the height of the e control. I from <u>Control</u> .)
ets the foreground col ntrol. I from <u>Control</u> .)
window handle that the bound to. I from <u>Control</u> .)
lue indicating whethe ol contains one or mon trols. I from <u>Control</u> .)
ets the height of the large la
whether today's date highlighted
characteristics d with the horizontal . l from eControl.)
ets a value indicating he horizontal scroll be defined by the last of the last

<u>ImeMode</u>	Gets or sets the Input Method Editor (IME) mode of the control. (Inherited from Control.)
<u>ImeModeBase</u>	Gets or sets the IME mode of a control. (Inherited from Control.)
InvokeRequired	Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on. (Inherited from Control.)
<u>IsAccessible</u>	Gets or sets a value indicating whether the control is visible to accessibility applications. (Inherited from Control.)
<u>IsDisposed</u>	Gets a value indicating whether the control has been disposed of (Inherited from Control.)
<u>IsHandleCreated</u>	Gets a value indicating whether the control has a handle associated with it. (Inherited from Control.)
<u>IsMirrored</u>	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
<u>LayoutEngine</u>	Gets a cached instance of the control's layout engine. (Inherited from Control.)
<u>Left</u>	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)

LoadPresetHolidays	Indicates whether Federal Holidays are automatically preloaded onto the calendar
Location	Gets or sets the coordinates of the upper-left corner of the control relative to the upper-left corner of its container. (Inherited from Control.)
Margin	Gets or sets the space between controls. (Inherited from Control.)
MaximumSize	Gets or sets the size that is the upper limit that GetPreferredSize(Size) can specify. (Inherited from Control .)
MinimumSize	Gets or sets the size that is the lower limit that GetPreferredSize(Size) can specify. (Inherited from Control .)
Name	Gets or sets the name of the control. (Inherited from Control.)
Padding	Gets or sets padding within the control. (Inherited from Control.)
Parent	Gets or sets the parent container of the control. (Inherited from Control.)
ParentForm	Gets the form that the container control is assigned to. (Inherited from ContainerControl.)
<u>PreferredSize</u>	Gets the size of a rectangular area into which the control can fit.

	(Inherited from Control.)
<u>ProductName</u>	Gets the product name of the assembly containing the control. (Inherited from Control.)
<u>ProductVersion</u>	Gets the version of the assembly containing the control. (Inherited from Control.)
<u>RecreatingHandle</u>	Gets a value indicating whether the control is currently recreating its handle. (Inherited from Control.)
Region	Gets or sets the window region associated with the control. (Inherited from Control.)
RenderRightToLeft	Obsolete. This property is now obsolete. (Inherited from Control.)
ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)
Right	Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area. (Inherited from Control.)
RightToLeft	Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts. (Inherited from Control.)
ScaleChildren	Gets a value that determines the scaling of child controls. (Inherited from Control.)
ShowArrowControls	Indicates whether the calendar control should render the

	previous/next month buttons
$\underline{ShowDashedBorderOnDisabledEvents}$	Indicates if a dashed border should show up around disabled events. This property is only used if ShowDisabledEvents is set to true.
ShowDateInHeader	Indicates whether the date should be displayed in the upper right hand corner of the calendar control
<u>ShowDisabledEvents</u>	Indicates whether disabled events should show up on the calendar control
ShowEventTooltips	Indicates whether hovering over an event will display a tooltip of the event
ShowFocusCues	Gets a value indicating whether the control should display focus rectangles. (Inherited from Control.)
ShowKeyboardCues	Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators. (Inherited from Control.)
ShowTodayButton	Indicates whether the calendar control should render the Today button
Site	Gets or sets the site of the control. (Inherited from Control.)
Size	Gets or sets the height and width of the control. (Inherited from Control.)
<u>TabIndex</u>	Gets or sets the tab order of the control within its container.

	(Inherited from Control.)
TabStop	Gets or sets a value indicating whether the user can give the focus to this control using the TAB key. (Inherited from Control.)
Tag	Gets or sets the object that contains data about the control. (Inherited from <u>Control</u> .)
<u>Text</u>	(Inherited from <u>UserControl</u> .)
TodayFont	The font used to render the Today button
Тор	Gets or sets the distance, in pixels, between the top edge of the control and the top edge of its container's client area. (Inherited from <u>Control</u> .)
TopLevelControl	Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
<u>UseWaitCursor</u>	Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls. (Inherited from Control.)
VerticalScroll	Gets the characteristics associated with the vertical scroll bar. (Inherited from ScrollableControl.)
Visible	Gets or sets a value indicating whether the control and all its child controls are displayed.

	(Inherited from Control.)
<u>VScroll</u>	Gets or sets a value indicating whether the vertical scroll bar is visible. (Inherited from ScrollableControl.)
Width	Gets or sets the width of the control. (Inherited from Control.)
WindowTarget	This property is not relevant for this class. (Inherited from Control.)

■ Events

	Name	Description
9	AutoSizeChanged	Occurs when the <u>AutoSize</u> property changes. (Inherited from <u>UserControl</u> .)
3	AutoValidateChanged	Occurs when the <u>AutoValidate</u> property changes. (Inherited from <u>UserControl</u> .)
3	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control .)
4	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control .)
4	$\underline{Background Image Layout Changed}$	Occurs when the <u>BackgroundImageLayout</u> property changes. (Inherited from <u>Control</u> .)
9	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
3	CausesValidationChanged	Occurs when the value of the Causes Validation property changes. (Inherited from Control.)
9	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
<i>4</i>	Click	Occurs when the control is clicked. (Inherited from Control.)
3	ClientSizeChanged	Occurs when the value of the

		<u>ClientSize</u> property changes. (Inherited from <u>Control</u> .)
4	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control .)
<i>\$</i>	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control .)
3	ControlAdded	Occurs when a new control is added to the Control.ControlCollection . (Inherited from Control .)
3	ControlRemoved	Occurs when a control is removed from the Control.ControlCollection . (Inherited from Control .)
4	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control .)
3	Disposed	Occurs when the component is disposed by a call to the Dispose() method. (Inherited from Component .)
4	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control .)
3	<u>DoubleClick</u>	Occurs when the control is double-clicked. (Inherited from Control.)
4	<u>DragDrop</u>	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
<i>4</i>	<u>DragEnter</u>	Occurs when an object is dragged into the control's bounds.

		(Inherited from Control.)
3	<u>DragLeave</u>	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
<i>\$</i>	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
<i>4</i>	EnabledChanged	Occurs when the Enabled property value has changed. (Inherited from Control.)
3	Enter	Occurs when the control is entered. (Inherited from Control.)
<i>¥</i>	<u>FontChanged</u>	Occurs when the <u>Font</u> property value changes. (Inherited from <u>Control</u> .)
<i>¥</i>	ForeColorChanged	Occurs when the <u>ForeColor</u> property value changes. (Inherited from <u>Control</u> .)
3	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
3	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
3	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
Z	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
4	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
3		,

	<u>ImeModeChanged</u>	Occurs when the ImeMode property has changed. (Inherited from Control .)
3	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
3	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
3	<u>KeyPress</u>	Occurs when a key is pressed while the control has focus. (Inherited from <u>Control</u> .)
4	<u>KeyUp</u>	Occurs when a key is released while the control has focus. (Inherited from Control.)
3	Layout	Occurs when a control should reposition its child controls. (Inherited from Control .)
3	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
3	Load	Occurs before the control becomes visible for the first time. (Inherited from <u>UserControl</u> .)
3	LocationChanged	Occurs when the <u>Location</u> property value has changed. (Inherited from <u>Control</u> .)
3	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
3	MarginChanged	Occurs when the control's margin changes. (Inherited from Control.)
4	MouseCaptureChanged	Occurs when the control loses or gains mouse capture.

		(Inherited from Control.)
3	MouseClick	Occurs when the control is clicked by the mouse. (Inherited from Control.)
4	MouseDoubleClick	Occurs when the control is double clicked by the mouse. (Inherited from Control.)
4	MouseDown	Occurs when the mouse pointer is over the control and a mouse button is pressed. (Inherited from Control.)
3	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
3	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)
4	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from <u>Control</u> .)
3	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
3	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
3	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
4	Move	Occurs when the control is moved. (Inherited from Control.)
4	<u>PaddingChanged</u>	Occurs when the control's padding changes.

		(Inherited from Control.)
3	Paint	Occurs when the control is redrawn. (Inherited from Control.)
4	<u>ParentChanged</u>	Occurs when the <u>Parent</u> property value changes. (Inherited from <u>Control</u> .)
4	<u>PreviewKeyDown</u>	Occurs before the <u>KeyDown</u> event when a key is pressed while focus is on this control. (Inherited from <u>Control</u> .)
4	QueryAccessibilityHelp	Occurs when <u>AccessibleObject</u> is providing help to accessibility applications. (Inherited from <u>Control</u> .)
4	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)
3	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
<i>\$</i>	Resize	Occurs when the control is resized. (Inherited from Control.)
<i>9</i>	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
3	Scroll	Occurs when the user or code scrolls through the client area. (Inherited from ScrollableControl .)
<i>y</i>	SizeChanged	Occurs when the <u>Size</u> property value changes.

		(Inherited from Control.)
<i>\$</i>	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
3	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
4	<u>TabIndexChanged</u>	Occurs when the <u>TabIndex</u> property value changes. (Inherited from <u>Control</u> .)
9	<u>TabStopChanged</u>	Occurs when the <u>TabStop</u> property value changes. (Inherited from <u>Control</u> .)
4	<u>TextChanged</u>	(Inherited from <u>UserControl</u> .)
<i>¥</i>	Validated	Occurs when the control is finished validating. (Inherited from Control.)
4	Validating	Occurs when the control is validating. (Inherited from Control.)
4	VisibleChanged	Occurs when the <u>Visible</u> property value changes. (Inherited from <u>Control</u> .)

■ See Also

<u>Calendar Class</u> <u>Calendar.NET Namespace</u> -

A Sandcastle Documented Class Library

Calendar Constructor

Calendar Class See Also Send Feedback

Calendar Constructor

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
public Calendar()

Visual Basic

Public Sub New

Visual C++
public:
Calendar()
```

■ See Also

Calendar Class

Calendar Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

Calendar Methods

Calendar Class See Also Send Feedback

The <u>Calendar</u> type exposes the following members.

\blacksquare Methods

	Name	Description
Ģ Û	AccessibilityNotifyClients(AccessibleEvents, Int32)	Notifies the accessibility clapplications of the specified AccessibleEvents for the specified control. (Inherited from Control.)
Ģ	AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	Notifies the accessibility clapplications of the specified AccessibleEvents for the specified control. (Inherited from Control.)
≡	AddEvent	Adds an event to the calence
Ģ	AdjustFormScrollbars	(Inherited from ContainerControl.)
≅	BeginInvoke(Delegate)	Executes the specified deleasynchronously on the threather the control's underlying har was created on. (Inherited from Control.)
≅ ©	BeginInvoke(Delegate, Object[])	Executes the specified dele asynchronously with the sp arguments, on the thread th control's underlying handle created on. (Inherited from Control.)
≡	BringToFront	Brings the control to the from the z-order. (Inherited from Control.)
≅	Contains	Retrieves a value indicating whether the specified controlid of the control. (Inherited from Control.)
g Q	CreateAccessibilityInstance	Creates a new accessibility for the control.

		(Inherited from Control.)
€	CreateControl	Forces the creation of the cincluding the creation of the handle and any child contro (Inherited from Control.)
9	CreateControlsInstance	Creates a new instance of the control collection for the control (Inherited from Control.)
€₩	CreateGraphics	Creates the <u>Graphics</u> for the control. (Inherited from <u>Control</u> .)
<u></u>	CreateHandle	Creates a handle for the cor (Inherited from Control.)
€₩	CreateObjRef	Creates an object that conta the relevant information rec to generate a proxy used to communicate with a remote object. (Inherited from MarshalByRefObject.)
ē	<u>DefWndProc</u>	Sends the specified messag the default window procedu (Inherited from Control.)
ÿ	DestroyHandle	Destroys the handle associa with the control. (Inherited from Control.)
≓ ₩	Dispose()	Releases all resources used Component . (Inherited from Component
ē	Dispose(Boolean)	(Inherited from ContainerControl.)
-≣ ∳	<u>DoDragDrop</u>	Begins a drag-and-drop ope (Inherited from Control.)
€\$	DrawToBitmap	Supports rendering to the specified bitmap. (Inherited from Control.)
≡ŵ		

	EndInvoke	Retrieves the return value of asynchronous operation represented by the IAsyncF passed. (Inherited from Control .)
₫ ◊	Equals	Determines whether the spending object is equal to the currence object. (Inherited from object.)
9	Finalize	Releases unmanaged resour and performs other cleanup operations before the <u>Comp</u> is reclaimed by garbage collection. (Inherited from <u>Component</u>
=	<u>FindForm</u>	Retrieves the form that the is on. (Inherited from Control.)
=0	<u>Focus</u>	Sets input focus to the conti (Inherited from Control.)
	<u>GetAccessibilityObjectById</u>	Retrieves the specified AccessibleObject. (Inherited from Control.)
Ş	<u>GetAutoSizeMode</u>	Retrieves a value indicating control will behave when it AutoSize property is enable (Inherited from Control .)
≟ ₩	GetChildAtPoint(Point)	Retrieves the child control plocated at the specified coordinates. (Inherited from Control.)
∃₩	GetChildAtPoint(Point, GetChildAtPointSkip)	Retrieves the child control plocated at the specified coordinates, specifying who ignore child controls of a cotype. (Inherited from Control.)

=0	GetContainerControl	Returns the next <u>Container</u> up the control's chain of parcontrols. (Inherited from <u>Control</u> .)
≅	<u>GetHashCode</u>	Serves as a hash function for particular type. (Inherited from Object.)
=	GetLifetimeService	Retrieves the current lifetin service object that controls lifetime policy for this insta (Inherited from MarshalByRefObject.)
=₩	GetNextControl	Retrieves the next control f or back in the tab order of c controls. (Inherited from Control.)
=0	<u>GetPreferredSize</u>	Retrieves the size of a recta area into which a control cafitted. (Inherited from Control.)
ē û	GetScaledBounds	Retrieves the bounds within which the control is scaled. (Inherited from <u>Control</u> .)
<u></u>	<u>GetScrollState</u>	Determines whether the speflag has been set. (Inherited from ScrollableControl.)
Ģ	GetService	Returns an object that represervice provided by the Component (Inherited from Component
ē û	GetStyle	Retrieves the value of the specified control style bit for control. (Inherited from Control.)
ÿ	GetTopLevel	Determines if the control is level control.

		(Inherited from Control.)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
=	<u>Hide</u>	Conceals the control from t user. (Inherited from Control.)
≡	<u>InitializeLifetimeService</u>	Obtains a lifetime service o to control the lifetime polic this instance. (Inherited from MarshalByRefObject.)
ē	InitLayout	Called after the control has added to another container. (Inherited from Control.)
≡ Q	Invalidate()	Invalidates the entire surfacthe control and causes the cto be redrawn. (Inherited from Control.)
=₩	Invalidate(Region)	Invalidates the specified reg the control (adds it to the co- update region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. (Inherited from Control.)
€ Q	Invalidate(Boolean)	Invalidates a specific region control and causes a paint message to be sent to the control of the controls assigned to the control of the con
€ 🔷	Invalidate(Rectangle)	Invalidates the specified reg the control (adds it to the co update region, which is the that will be repainted at the

		paint operation), and causes paint message to be sent to control. (Inherited from Control.)
∄₩	Invalidate(Region, Boolean)	Invalidates the specified reactive control (adds it to the coupdate region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. Optionally, invalidative child controls assigned control. (Inherited from Control.)
€	Invalidate(Rectangle, Boolean)	Invalidates the specified reg the control (adds it to the co- update region, which is the that will be repainted at the paint operation), and causes paint message to be sent to control. Optionally, invalida- the child controls assigned control. (Inherited from Control.)
≡•	Invoke(Delegate)	Executes the specified dele the thread that owns the counderlying window handle. (Inherited from Control.)
€••	Invoke(Delegate, Object[])	Executes the specified delegon the thread that owns the control's underlying window handle, with the specified larguments. (Inherited from Control.)
9	InvokeGotFocus	Raises the <u>GotFocus</u> event specified control. (Inherited from <u>Control</u> .)
8		

	InvokeLostFocus	Raises the <u>LostFocus</u> event specified control. (Inherited from <u>Control</u> .)
ē	InvokeOnClick	Raises the <u>Click</u> event for t specified control. (Inherited from <u>Control</u> .)
₹	InvokePaint	Raises the <u>Paint</u> event for tl specified control. (Inherited from <u>Control</u> .)
ē	<u>InvokePaintBackground</u>	Raises the PaintBackground for the specified control. (Inherited from Control.)
ē	IsInputChar	Determines if a character is input character that the con recognizes. (Inherited from Control.)
· · · · · · · · · · · · · · · · · · ·	IsInputKey	Determines whether the spekey is a regular input key of special key that requires preprocessing. (Inherited from Control.)
<u> </u>	MemberwiseClone()	Creates a shallow copy of to current Object. (Inherited from Object.)
ē	MemberwiseClone(Boolean)	Creates a shallow copy of tourrent MarshalByRefObje object. (Inherited from MarshalByRefObject.)
i i	NotifyInvalidate	Raises the <u>Invalidated</u> even a specified region of the coinvalidate. (Inherited from <u>Control</u> .)
i i	<u>OnAutoSizeChanged</u>	Raises the <u>AutoSizeChange</u> event. (Inherited from <u>Control</u> .)
9		

	<u>OnAutoValidateChanged</u>	Raises the <u>AutoValidateChar</u> event. (Inherited from <u>ContainerControl</u> .)
ē	<u>OnBackColorChanged</u>	Raises the <u>BackColorChanger</u> event. (Inherited from <u>Control</u> .)
<u></u>	<u>OnBackgroundImageChanged</u>	Raises the BackgroundImageChanged (Inherited from Control .)
ē	<u>OnBackgroundImageLayoutChanged</u>	Raises the BackgroundImageLayoutC event. (Inherited from Control .)
9	<u>OnBindingContextChanged</u>	Raises the BindingContextChanged ev (Inherited from Control.)
<u></u>	<u>OnCausesValidationChanged</u>	Raises the <u>Causes Validation Changed</u> (Inherited from <u>Control</u> .)
<u></u>	<u>OnChangeUICues</u>	Raises the <u>ChangeUICues</u> (Inherited from <u>Control</u> .)
ē	<u>OnClick</u>	Raises the <u>Click</u> event. (Inherited from <u>Control</u> .)
<u> </u>	<u>OnClientSizeChanged</u>	Raises the <u>ClientSizeChang</u> event. (Inherited from <u>Control</u> .)
<u></u>	<u>OnContextMenuChanged</u>	Raises the <u>ContextMenuCh</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnContextMenuStripChanged</u>	Raises the ContextMenuStripChanged (Inherited from Control .)
<u></u>	<u>OnControlAdded</u>	Raises the <u>ControlAdded</u> ev (Inherited from <u>Control</u> .)
ē	OnControlRemoved	Raises the ControlRemoved

		event. (Inherited from Control.)
Ģ	<u>OnCreateControl</u>	Raises the CreateControl ex (Inherited from <u>UserContro</u>
ģ.	<u>OnCursorChanged</u>	Raises the <u>CursorChanged</u> (Inherited from <u>Control</u> .)
9	<u>OnDockChanged</u>	Raises the <u>DockChanged</u> ev (Inherited from <u>Control</u> .)
Ģ	<u>OnDoubleClick</u>	Raises the <u>DoubleClick</u> eve (Inherited from <u>Control</u> .)
Ģ	<u>OnDragDrop</u>	Raises the <u>DragDrop</u> event. (Inherited from <u>Control</u> .)
ÿ ₩	<u>OnDragEnter</u>	Raises the <u>DragEnter</u> event (Inherited from <u>Control</u> .)
ġ û	<u>OnDragLeave</u>	Raises the <u>DragLeave</u> even (Inherited from <u>Control</u> .)
Ģ	<u>OnDragOver</u>	Raises the <u>DragOver</u> event. (Inherited from <u>Control</u> .)
Ģ [©]	<u>OnEnabledChanged</u>	Raises the <u>EnabledChangec</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnEnter</u>	Raises the <u>Enter</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnFontChanged</u>	Raises the FontChanged ev (Inherited from ContainerControl.)
· j	<u>OnForeColorChanged</u>	Raises the <u>ForeColorChang</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnGiveFeedback</u>	Raises the <u>GiveFeedback</u> e (Inherited from <u>Control</u> .)
Ģ	OnGotFocus	Raises the <u>GotFocus</u> event. (Inherited from <u>Control</u> .)
9	<u>OnHandleCreated</u>	Raises the <u>HandleCreated</u> e (Inherited from <u>Control</u> .)

ē	OnHandleDestroyed	Raises the <u>HandleDestroye</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnHelpRequested</u>	Raises the HelpRequested (Inherited from Control.)
Ģ	<u>OnImeModeChanged</u>	Raises the ImeModeChang event. (Inherited from Control .)
<u></u>	OnInvalidated	Raises the <u>Invalidated</u> even (Inherited from <u>Control</u> .)
<u></u>	<u>OnKeyDown</u>	Raises the <u>KeyDown</u> event (Inherited from <u>Control</u> .)
<u></u>	<u>OnKeyPress</u>	Raises the <u>KeyPress</u> event. (Inherited from <u>Control</u> .)
<u></u>	<u>OnKeyUp</u>	Raises the <u>KeyUp</u> event. (Inherited from <u>Control</u> .)
ÿ	OnLayout	Raises the <u>Layout</u> event. (Inherited from <u>ContainerControl</u> .)
ē	OnLeave	Raises the <u>Leave</u> event. (Inherited from <u>Control</u> .)
ē	OnLoad	Raises the <u>Load</u> event. (Inherited from <u>UserContro</u>
ÿ	OnLocationChanged	Raises the <u>LocationChange</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnLostFocus</u>	Raises the <u>LostFocus</u> event (Inherited from <u>Control</u> .)
ē	<u>OnMarginChanged</u>	Raises the MarginChanged (Inherited from Control.)
Ģ €	<u>OnMouseCaptureChanged</u>	Raises the MouseCaptureC event. (Inherited from Control.)
<u></u>	<u>OnMouseClick</u>	Raises the MouseClick ever (Inherited from Control.)
*		

	<u>OnMouseDoubleClick</u>	Raises the MouseDoubleCl event. (Inherited from Control.)
<u></u>	<u>OnMouseDown</u>	(Inherited from <u>UserContrc</u>
ē	<u>OnMouseEnter</u>	Raises the MouseEnter ever (Inherited from Control.)
**	<u>OnMouseHover</u>	Raises the <u>MouseHover</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseLeave</u>	Raises the <u>MouseLeave</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseMove</u>	Raises the <u>MouseMove</u> eve (Inherited from <u>Control</u> .)
9	<u>OnMouseUp</u>	Raises the <u>MouseUp</u> event. (Inherited from <u>Control</u> .)
ē	<u>OnMouseWheel</u>	Raises the MouseWheel ev (Inherited from ScrollableControl.)
₹ •	<u>OnMove</u>	Raises the <u>Move</u> event. (Inherited from <u>Control</u> .)
₹	OnNotifyMessage	Notifies the control of Windmessages. (Inherited from Control.)
ē	<u>OnPaddingChanged</u>	Raises the <u>PaddingChanger</u> event. (Inherited from <u>ScrollableControl</u> .)
ē	<u>OnPaint</u>	Raises the <u>Paint</u> event. (Inherited from <u>Control</u> .)
9	OnPaintBackground	Paints the background of th control. (Inherited from ScrollableControl.)
·	<u>OnParentBackColorChanged</u>	Raises the <u>BackColorChanger</u> event when the <u>BackColor</u> property value of the controcontainer changes.

		(Inherited from Control.)
₹	<u>OnParentBackgroundImageChanged</u>	Raises the <u>BackgroundImageChanged</u> when the <u>BackgroundImage</u> property value of the controcontainer changes. (Inherited from <u>Control</u> .)
<u>~</u>	<u>OnParentBindingContextChanged</u>	Raises the <u>BindingContextChanged</u> ev when the <u>BindingContext</u> property value of the contro container changes. (Inherited from <u>Control</u> .)
₹	<u>OnParentChanged</u>	(Inherited from ContainerControl.)
**	<u>OnParentCursorChanged</u>	Raises the <u>CursorChanged</u> (Inherited from <u>Control</u> .)
ē	<u>OnParentEnabledChanged</u>	Raises the <u>EnabledChanged</u> when the <u>Enabled</u> property of the control's container ch (Inherited from <u>Control</u> .)
9	OnParentFontChanged	Raises the <u>FontChanged</u> ev when the <u>Font</u> property value the control's container chan (Inherited from <u>Control</u> .)
₹	OnParentForeColorChanged	Raises the <u>ForeColorChang</u> event when the <u>ForeColor</u> property value of the controcontainer changes. (Inherited from <u>Control</u> .)
ē	<u>OnParentRightToLeftChanged</u>	Raises the RightToLeftCha event when the RightToLef property value of the controcontainer changes. (Inherited from Control.)
· P	<u>OnParentVisibleChanged</u>	Raises the <u>VisibleChanged</u> when the <u>Visible</u> property v

		of the control's container ch (Inherited from <u>Control</u> .)
ē	<u>OnPreviewKeyDown</u>	Raises the PreviewKeyDov event. (Inherited from Control .)
<u></u>	OnPrint	Raises the <u>Paint</u> event. (Inherited from <u>Control</u> .)
Ģ	<u>OnQueryContinueDrag</u>	Raises the QueryContinue event. (Inherited from Control .)
<u></u>	OnRegionChanged	Raises the <u>RegionChanged</u> (Inherited from <u>Control</u> .)
<u> </u>	<u>OnResize</u>	(Inherited from UserContro
· ·	<u>OnRightToLeftChanged</u>	(Inherited from ScrollableControl.)
ē	OnScroll	Raises the <u>Scroll</u> event. (Inherited from <u>ScrollableControl</u> .)
ē	<u>OnSizeChanged</u>	Raises the <u>SizeChanged</u> even (Inherited from <u>Control</u> .)
ē	<u>OnStyleChanged</u>	Raises the <u>StyleChanged</u> ev (Inherited from <u>Control</u> .)
· P	<u>OnSystemColorsChanged</u>	Raises the <u>SystemColorsCh</u> event. (Inherited from <u>Control</u> .)
ÿ	<u>OnTabIndexChanged</u>	Raises the <u>TabIndexChange</u> event. (Inherited from <u>Control</u> .)
9	<u>OnTabStopChanged</u>	Raises the <u>TabStopChange</u> event. (Inherited from <u>Control</u> .)
9	<u>OnTextChanged</u>	Raises the <u>TextChanged</u> ev (Inherited from <u>Control</u> .)
Ģ	<u>OnValidated</u>	Raises the <u>Validated</u> event. (Inherited from <u>Control</u> .)
9		

	OnValidating	Raises the <u>Validating</u> event (Inherited from <u>Control</u> .)
Ģ	<u>OnVisibleChanged</u>	(Inherited from ScrollableControl.)
≡	<u>PerformAutoScale</u>	Performs scaling of the concontrol and its children. (Inherited from ContainerControl.)
€₩	PerformLayout()	Forces the control to apply logic to all its child control (Inherited from Control.)
=₩	PerformLayout(Control, String)	Forces the control to apply logic to all its child control (Inherited from Control.)
≡	PointToClient	Computes the location of the specified screen point into a coordinates. (Inherited from Control.)
= •	<u>PointToScreen</u>	Computes the location of the specified client point into second coordinates. (Inherited from Control.)
≡	<u>PreProcessControlMessage</u>	Preprocesses keyboard or in messages within the messages before they are dispatched. (Inherited from Control.)
=	<u>PreProcessMessage</u>	Preprocesses keyboard or in messages within the messages before they are dispatched. (Inherited from Control.)
<u> </u>	ProcessCmdKey	(Inherited from ContainerControl.)
<u></u>	<u>ProcessDialogChar</u>	(Inherited from ContainerControl.)
<u></u>	<u>ProcessDialogKey</u>	(Inherited from ContainerControl.)

₹	ProcessKeyEventArgs	Processes a key message ar generates the appropriate coevents. (Inherited from Control.)
ÿ	<u>ProcessKeyMessage</u>	Processes a keyboard messa (Inherited from Control.)
<u></u>	<u>ProcessKeyPreview</u>	Previews a keyboard messa (Inherited from Control.)
<u></u>	<u>ProcessMnemonic</u>	(Inherited from ContainerControl.)
<u>~</u>	ProcessTabKey	Selects the next available cand makes it the active con (Inherited from ContainerControl.)
ÿ	RaiseDragEvent	Raises the appropriate drag (Inherited from Control.)
<u></u>	RaiseKeyEvent	Raises the appropriate key (Inherited from Control.)
<u></u>	RaiseMouseEvent	Raises the appropriate mou event. (Inherited from Control.)
<u></u>	RaisePaintEvent	Raises the appropriate pain (Inherited from Control.)
Ģ	RecreateHandle	Forces the re-creation of the handle for the control. (Inherited from Control.)
=	RectangleToClient	Computes the size and loca the specified screen rectang client coordinates. (Inherited from <u>Control</u> .)
≡	RectangleToScreen	Computes the size and loca the specified client rectangl screen coordinates. (Inherited from <u>Control</u> .)
≡	Refresh	Forces the control to invalid client area and immediately

		redraw itself and any child controls. (Inherited from Control.)
-≣ ©	RemoveEvent	Removes an event from the calendar
Ξ₩	ResetBackColor	Resets the <u>BackColor</u> properties default value. (Inherited from <u>Control</u> .)
≡	ResetBindings	Causes a control bound to t BindingSource to reread all items in the list and refresh displayed values. (Inherited from Control.)
≓ ₩	ResetCursor	Resets the <u>Cursor</u> property default value. (Inherited from <u>Control</u> .)
€	ResetFont	Resets the <u>Font</u> property to default value. (Inherited from <u>Control</u> .)
≡	ResetForeColor	Resets the <u>ForeColor</u> prope its default value. (Inherited from <u>Control</u> .)
≡	ResetImeMode	Resets the <u>ImeMode</u> proper its default value. (Inherited from <u>Control</u> .)
ġ 🍑	ResetMouseEventArgs	Resets the control to handle MouseLeave event. (Inherited from Control.)
€₩	ResetRightToLeft	Resets the <u>RightToLeft</u> proto its default value. (Inherited from <u>Control</u> .)
Ξ₩	ResetText	Resets the <u>Text</u> property to default value. (Inherited from <u>Control</u> .)
=0	ResumeLayout()	Resumes usual layout logic (Inherited from Control.)
- 4		

	ResumeLayout(Boolean)	Resumes usual layout logic optionally forcing an imme layout of pending layout re (Inherited from Control.)
₹	RtlTranslateAlignment(HorizontalAlignment)	Converts the specified HorizontalAlignment to the appropriate HorizontalAlignor to support right-to-left text. (Inherited from Control.)
Ģ	RtlTranslateAlignment(LeftRightAlignment)	Converts the specified LeftRightAlignment to the appropriate LeftRightAlign to support right-to-left text. (Inherited from Control.)
ē	RtlTranslateAlignment(ContentAlignment)	Converts the specified ContentAlignment to the appropriate ContentAlignm support right-to-left text. (Inherited from Control.)
ē	RtlTranslateContent	Converts the specified <u>ContentAlignment</u> to the appropriate <u>ContentAlignm</u> support right-to-left text. (Inherited from <u>Control</u> .)
Ģ	RtlTranslateHorizontal	Converts the specified HorizontalAlignment to the appropriate HorizontalAlig to support right-to-left text. (Inherited from Control.)
₹	RtlTranslateLeftRight	Converts the specified LeftRightAlignment to the appropriate LeftRightAlign to support right-to-left text. (Inherited from Control.)
≡	Scale(Single)	Obsolete. Scales the control and any controls.

		(Inherited from Control.)
≡•	Scale(SizeF)	Scales the control and all cl controls by the specified scalactor. (Inherited from Control.)
€₩	Scale(Single, Single)	Obsolete. Scales the entire control and child controls. (Inherited from Control.)
9	ScaleControl	(Inherited from ScrollableControl .)
<u></u>	ScaleCore	(Inherited from ScrollableControl .)
≡•	ScrollControlIntoView	Scrolls the specified child c into view on an auto-scroll enabled control. (Inherited from ScrollableControl.)
ġ û	ScrollToControl	Calculates the scroll offset specified child control. (Inherited from ScrollableControl.)
-≣ \	Select()	Activates the control. (Inherited from Control.)
**	Select(Boolean, Boolean)	(Inherited from ContainerControl.)
=₩	<u>SelectNextControl</u>	Activates the next control. (Inherited from Control.)
≡	<u>SendToBack</u>	Sends the control to the bac the z-order. (Inherited from <u>Control</u> .)
≡	<u>SetAutoScrollMargin</u>	Sets the size of the auto-scr margins. (Inherited from ScrollableControl.)
· ·	<u>SetAutoSizeMode</u>	Sets a value indicating how

		control will behave when it AutoSize property is enable (Inherited from Control .)
≡	SetBounds(Int32, Int32, Int32, Int32)	Sets the bounds of the conti the specified location and s (Inherited from Control.)
₫₩	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	Sets the specified bounds o control to the specified loca and size. (Inherited from Control.)
₹	<u>SetBoundsCore</u>	Performs the work of settin specified bounds of this cor (Inherited from Control.)
₹	SetClientSizeCore	Sets the size of the client ar the control. (Inherited from Control.)
ē	SetDisplayRectLocation	Positions the display windo the specified value. (Inherited from ScrollableControl .)
<u> </u>	<u>SetScrollState</u>	Sets the specified scroll state (Inherited from ScrollableControl.)
₹	<u>SetStyle</u>	Sets a specified <u>ControlSty</u> to either true or false. (Inherited from <u>Control</u> .)
<u> </u>	<u>SetTopLevel</u>	Sets the control as the top-l control. (Inherited from Control.)
₹	SetVisibleCore	Sets the control to the speci visible state. (Inherited from Control.)
≡	Show	Displays the control to the (Inherited from Control.)
₹	SizeFromClientSize	Determines the size of the econtrol from the height and

		of its client area. (Inherited from Control.)
≡	SuspendLayout	Temporarily suspends the la logic for the control. (Inherited from Control.)
Ξ₩	ToString	Returns a <u>String</u> containing name of the <u>Component</u> , if This method should not be overridden. (Inherited from <u>Component</u>)
≡	<u>Update</u>	Causes the control to redravinvalidated regions within i client area. (Inherited from Control.)
ē	<u>UpdateBounds()</u>	Updates the bounds of the cwith the current size and lo (Inherited from Control.)
ē	UpdateBounds(Int32, Int32, Int32, Int32)	Updates the bounds of the a with the specified size and location. (Inherited from Control.)
ē	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	Updates the bounds of the c with the specified size, loca and client size. (Inherited from Control.)
ē	<u>UpdateDefaultButton</u>	When overridden by a derivolass, updates which button default button. (Inherited from ContainerControl.)
· Para Para Para Para Para Para Para Par	<u>UpdateStyles</u>	Forces the assigned styles t reapplied to the control. (Inherited from Control.)
9	<u>UpdateZOrder</u>	Updates the control in its paragraph z-order. (Inherited from Control.)
=		

	Validate()	Verifies the value of the collosing focus by causing the <u>Validating</u> and <u>Validated</u> evoccur, in that order. (Inherited from <u>ContainerControl</u> .)
€₩	Validate(Boolean)	Verifies the value of the conthat is losing focus; condition dependent on whether autorial validation is turned on. (Inherited from ContainerControl.)
≡	ValidateChildren()	(Inherited from <u>UserContro</u>
≡	ValidateChildren(ValidationConstraints)	(Inherited from <u>UserContrc</u>
**	<u>WndProc</u>	(Inherited from <u>UserContrc</u>

<u>Calendar Class</u> <u>Calendar.NET Namespace</u> -

A Sandcastle Documented Class Library

Calendar.AddEvent Method

Calendar Class See Also Send Feedback

Adds an event to the calendar

Namespace: <u>Calendar.NET</u>

Parameters

calendarEvent

Type: <u>Calendar.NET.IEvent</u>

The **IEvent** to add to the calendar

Calendar Class

Calendar Members

-

A Sandcastle Documented Class Library

Calendar.RemoveEvent Method

Calendar Class See Also Send Feedback

Removes an event from the calendar

Namespace: <u>Calendar.NET</u>

Parameters

calendarEvent

Type: <u>Calendar.NET.IEvent</u>

The **IEvent** to remove to the calendar

Calendar Class

Calendar Members

-

A Sandcastle Documented Class Library

Calendar Properties

Calendar Class See Also Send Feedback

The <u>Calendar</u> type exposes the following members.

■ Properties

Name	Description
AccessibilityObject	Gets the <u>AccessibleObject</u> assigned to the control. (Inherited from <u>Control</u> .)
AccessibleDefaultActionDescription	Gets or sets the default action description of the control for use by accessibility client applications. (Inherited from Control.)
AccessibleDescription	Gets or sets the description of the control used by accessibility client applications. (Inherited from <u>Control</u> .)
AccessibleName	Gets or sets the name of the control used by accessibility client applications. (Inherited from Control.)
AccessibleRole	Gets or sets the accessible role of the control (Inherited from Control.)
ActiveControl	Gets or sets the active control on the container control. (Inherited from ContainerControl .)
AllowDrop	Gets or sets a value indicating whether the control can accept data that the user drags onto it. (Inherited from Control.)
AllowEditingEvents	Indicates whether events can be right-clicked and edited
Anchor	Gets or sets the edges of the container to which a control is bound and determines how a control is resized with its parent.

		(Inherited from Control.)
	AutoScaleDimensions	Gets or sets the dimensions that the control was designed to. (Inherited from ContainerControl.)
	AutoScaleFactor	Gets the scaling factor between the current and design-time automatic scaling dimensions. (Inherited from ContainerControl.)
	AutoScaleMode	Gets or sets the automatic scaling mode of the control. (Inherited from ContainerControl .)
*	AutoScroll	Gets or sets a value indicating whether the container enables the user to scroll to any controls placed outside of its visible boundaries. (Inherited from ScrollableControl.)
	AutoScrollMargin	Gets or sets the size of the auto- scroll margin. (Inherited from ScrollableControl.)
	AutoScrollMinSize	Gets or sets the minimum size of the auto-scroll. (Inherited from ScrollableControl.)
	AutoScrollOffset	Gets or sets where this control is scrolled to in ScrollControlIntoView(Control (Inherited from Control .)
	AutoScrollPosition	Gets or sets the location of the auto-scroll position. (Inherited from ScrollableControl.)

 AutoSize	(Inherited from <u>UserControl</u> .)
AutoSizeMode	Gets or sets how the control will resize itself. (Inherited from <u>UserControl</u> .)
AutoValidate	Gets or sets how the control performs validation when the user changes focus to another control. (Inherited from <u>UserControl</u> .)
BackColor	Gets or sets the background color for the control. (Inherited from Control.)
BackgroundImage	Gets or sets the background image displayed in the control. (Inherited from Control.)
BackgroundImageLayout	Gets or sets the background image layout as defined in the ImageLayout enumeration. (Inherited from Control .)
BindingContext	(Inherited from ContainerControl.)
<u>BorderStyle</u>	Gets or sets the border style of the user control. (Inherited from <u>UserControl</u> .)
Bottom	Gets the distance, in pixels, between the bottom edge of the control and the top edge of its container's client area. (Inherited from Control.)
Bounds	Gets or sets the size and location of the control including its nonclient elements, in pixels, relative to the parent control. (Inherited from Control.)
CalendarDate	The Date that the calendar is

CalendarView	Indicates the type of calendar to render, Month or Day view
CanEnableIme	Gets a value indicating whether the ImeMode property can be set to an active value, to enable IME support. (Inherited from ContainerControl .)
CanFocus	Gets a value indicating whether the control can receive focus. (Inherited from Control.)
<u>CanRaiseEvents</u>	Determines if events can be raised on the control. (Inherited from <u>Control</u> .)
CanSelect	Gets a value indicating whether the control can be selected. (Inherited from Control.)
<u>Capture</u>	Gets or sets a value indicating whether the control has captured the mouse. (Inherited from Control.)
CausesValidation	Gets or sets a value indicating whether the control causes validation to be performed on any controls that require validation when it receives focus. (Inherited from Control.)
ClientRectangle	Gets the rectangle that represents the client area of the control. (Inherited from Control.)
ClientSize	Gets or sets the height and width of the client area of the control. (Inherited from Control.)
CompanyName	Gets the name of the company or creator of the application

	containing the control. (Inherited from Control.)
Container	Gets the <u>IContainer</u> that contains the <u>Component</u> . (Inherited from <u>Component</u> .)
ContainsFocus	Gets a value indicating whether the control, or one of its child controls, currently has the input focus. (Inherited from Control.)
ContextMenu	Gets or sets the shortcut menu associated with the control. (Inherited from Control.)
ContextMenuStrip	Gets or sets the ContextMenuStrip associated with this control. (Inherited from Control .)
Controls	Gets the collection of controls contained within the control. (Inherited from Control.)
Created	Gets a value indicating whether the control has been created. (Inherited from Control.)
<u>CreateParams</u>	(Inherited from <u>UserControl</u> .)
CurrentAutoScaleDimensions	Gets the current run-time dimensions of the screen. (Inherited from ContainerControl.)
Cursor	Gets or sets the cursor that is displayed when the mouse pointer is over the control. (Inherited from Control.)
<u>DataBindings</u>	Gets the data bindings for the control. (Inherited from Control.)
<u>DateHeaderFont</u>	Get or Set this value to the Font

DayOfWeekFont The font used to reno of the week text DaysFont The font used to reno The font used to reno	der the days
= 3.5 = 3.3	
number days on the	
DayViewTimeFont Indicates the font for on the day view	r the times
DefaultCursor Gets or sets the default for the control. (Inherited from Control)	
DefaultImeMode Gets the default Inputed Editor (IME) mode so by the control. (Inherited from Control)	supported
DefaultMargin Gets the space, in pix specified by default controls. (Inherited from Controls)	between
DefaultMaximumSize Gets the length and length pixels, that is specified default maximum size control. (Inherited from Control)	ed as the ze of a
DefaultMinimumSize Gets the length and length pixels, that is specific default minimum size control. (Inherited from Control)	ed as the ce of a
DefaultPadding Gets the internal span pixels, of the content control. (Inherited from Control)	ts of a
DefaultSize (Inherited from User	Control.)
DesignMode Gets a value that ind whether the Compon	

	currently in design mode. (Inherited from Component.)
<u>DimDisabledEvents</u>	Indicates whether disabled events will appear as "dimmed". This property is only used if ShowDisabledEvents is set to true.
DisplayRectangle	Gets the rectangle that represents the virtual display area of the control. (Inherited from ScrollableControl.)
Disposing	Gets a value indicating whether the base <u>Control</u> class is in the process of disposing. (Inherited from <u>Control</u> .)
Dock	Gets or sets which control borders are docked to its parent control and determines how a control is resized with its parent. (Inherited from Control.)
DockPadding	Gets the dock padding settings for all edges of the control. (Inherited from ScrollableControl .)
<u>DoubleBuffered</u>	Gets or sets a value indicating whether this control should redraw its surface using a secondary buffer to reduce or prevent flicker. (Inherited from Control.)
Enabled	Gets or sets a value indicating whether the control can respond to user interaction. (Inherited from Control.)
Events	Gets the list of event handlers that are attached to this

onent. ited from <u>Component</u> .)
value indicating whethen trol has input focus. ited from <u>Control</u> .)
r sets the font of the text yed by the control. ited from <u>Control</u> .)
r sets the height of the the control. Ited from Control.
r sets the foreground col control. ited from <u>Control</u> .)
ne window handle that the list is bound to. Ited from <u>Control</u> .)
value indicating whethen trol contains one or more controls. Ited from Control.)
r sets the height of the l. ited from <u>Control</u> .)
tes whether today's date be highlighted
ne characteristics ated with the horizontal bar. ated from ableControl.)
r sets a value indicating er the horizontal scroll be ole. ited from ableControl.)

<u>ImeMode</u>	Gets or sets the Input Method Editor (IME) mode of the control. (Inherited from Control.)
<u>ImeModeBase</u>	Gets or sets the IME mode of a control. (Inherited from Control.)
InvokeRequired	Gets a value indicating whether the caller must call an invoke method when making method calls to the control because the caller is on a different thread than the one the control was created on. (Inherited from Control.)
<u>IsAccessible</u>	Gets or sets a value indicating whether the control is visible to accessibility applications. (Inherited from Control.)
<u>IsDisposed</u>	Gets a value indicating whether the control has been disposed of (Inherited from Control.)
<u>IsHandleCreated</u>	Gets a value indicating whether the control has a handle associated with it. (Inherited from Control.)
<u>IsMirrored</u>	Gets a value indicating whether the control is mirrored. (Inherited from Control.)
LayoutEngine	Gets a cached instance of the control's layout engine. (Inherited from Control.)
Left	Gets or sets the distance, in pixels, between the left edge of the control and the left edge of its container's client area. (Inherited from Control.)

LoadPresetHolidays	Indicates whether Federal Holidays are automatically preloaded onto the calendar
Location	Gets or sets the coordinates of the upper-left corner of the control relative to the upper-left corner of its container. (Inherited from Control.)
<u>Margin</u>	Gets or sets the space between controls. (Inherited from Control.)
MaximumSize	Gets or sets the size that is the upper limit that GetPreferredSize(Size) can specify. (Inherited from Control .)
MinimumSize	Gets or sets the size that is the lower limit that GetPreferredSize(Size) can specify. (Inherited from Control .)
Name	Gets or sets the name of the control. (Inherited from Control.)
Padding	Gets or sets padding within the control. (Inherited from Control.)
Parent	Gets or sets the parent container of the control. (Inherited from Control.)
ParentForm	Gets the form that the container control is assigned to. (Inherited from ContainerControl.)
<u>PreferredSize</u>	Gets the size of a rectangular area into which the control can fit.

	(Inherited from Control.)
<u>ProductName</u>	Gets the product name of the assembly containing the control. (Inherited from Control.)
<u>ProductVersion</u>	Gets the version of the assembly containing the control. (Inherited from Control.)
RecreatingHandle	Gets a value indicating whether the control is currently recreating its handle. (Inherited from Control.)
Region	Gets or sets the window region associated with the control. (Inherited from Control.)
RenderRightToLeft	Obsolete. This property is now obsolete. (Inherited from Control.)
ResizeRedraw	Gets or sets a value indicating whether the control redraws itself when resized. (Inherited from Control.)
Right	Gets the distance, in pixels, between the right edge of the control and the left edge of its container's client area. (Inherited from Control.)
RightToLeft	Gets or sets a value indicating whether control's elements are aligned to support locales using right-to-left fonts. (Inherited from Control.)
ScaleChildren	Gets a value that determines the scaling of child controls. (Inherited from Control.)
<u>ShowArrowControls</u>	Indicates whether the calendar control should render the

	previous/next month buttons
$\underline{ShowDashedBorderOnDisabledEvents}$	Indicates if a dashed border should show up around disabled events. This property is only used if ShowDisabledEvents is set to true.
ShowDateInHeader	Indicates whether the date should be displayed in the upper right hand corner of the calendar control
ShowDisabledEvents	Indicates whether disabled events should show up on the calendar control
ShowEventTooltips	Indicates whether hovering over an event will display a tooltip of the event
ShowFocusCues	Gets a value indicating whether the control should display focus rectangles. (Inherited from Control.)
ShowKeyboardCues	Gets a value indicating whether the user interface is in the appropriate state to show or hide keyboard accelerators. (Inherited from Control.)
ShowTodayButton	Indicates whether the calendar control should render the Today button
Site	Gets or sets the site of the control. (Inherited from Control.)
Size	Gets or sets the height and width of the control. (Inherited from Control.)
<u>TabIndex</u>	Gets or sets the tab order of the control within its container.

	(Inherited from Control.)
TabStop	Gets or sets a value indicating whether the user can give the focus to this control using the TAB key. (Inherited from Control.)
Tag	Gets or sets the object that contains data about the control. (Inherited from <u>Control</u> .)
<u>Text</u>	(Inherited from <u>UserControl</u> .)
TodayFont	The font used to render the Today button
<u>Top</u>	Gets or sets the distance, in pixels, between the top edge of the control and the top edge of its container's client area. (Inherited from <u>Control</u> .)
TopLevelControl	Gets the parent control that is not parented by another Windows Forms control. Typically, this is the outermost Form that the control is contained in. (Inherited from Control.)
<u>UseWaitCursor</u>	Gets or sets a value indicating whether to use the wait cursor for the current control and all child controls. (Inherited from Control.)
VerticalScroll	Gets the characteristics associated with the vertical scroll bar. (Inherited from ScrollableControl.)
Visible	Gets or sets a value indicating whether the control and all its child controls are displayed.

	(Inherited from Control.)
<u>VScroll</u>	Gets or sets a value indicating whether the vertical scroll bar is visible. (Inherited from ScrollableControl.)
Width	Gets or sets the width of the control. (Inherited from Control.)
WindowTarget	This property is not relevant for this class. (Inherited from Control.)

<u>Calendar Class</u> <u>Calendar.NET Namespace</u> A Sandcastle Documented Class Library

Calendar. Allow Editing Events Property

Calendar Class See Also Send Feedback

Indicates whether events can be right-clicked and edited

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

A Sandcastle Documented Class Library

Calendar.CalendarDate Property

Calendar Class See Also Send Feedback

The Date that the calendar is currently showing

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar View Property

Calendar Class See Also Send Feedback

Indicates the type of calendar to render, Month or Day view

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.DateHeaderFont Property

Calendar Class See Also Send Feedback

Get or Set this value to the Font you wish to use to render the date in the upper right corner

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.DayOfWeekFont Property

Calendar Class See Also Send Feedback

The font used to render the days of the week text

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.DaysFont Property

Calendar Class See Also Send Feedback

The font used to render the number days on the calendar

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.DayViewTimeFont Property

Calendar Class See Also Send Feedback

Indicates the font for the times on the day view

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.DimDisabledEvents Property

Calendar Class See Also Send Feedback

Indicates whether disabled events will appear as "dimmed". This property is only used if ShowDisabledEvents is set to true.

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.HighlightCurrentDay Property

Calendar Class See Also Send Feedback

Indicates whether today's date should be highlighted

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.LoadPresetHolidays Property

Calendar Class See Also Send Feedback

Indicates whether Federal Holidays are automatically preloaded onto the calendar

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.ShowArrowControls Property

Calendar Class See Also Send Feedback

Indicates whether the calendar control should render the previous/next month buttons

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

$Calendar. Show Dashed Border On Disabled Events\ Property$

Calendar Class See Also Send Feedback

Indicates if a dashed border should show up around disabled events. This property is only used if ShowDisabledEvents is set to true.

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

Calendar.ShowDateInHeader Property

Calendar Class See Also Send Feedback

Indicates whether the date should be displayed in the upper right hand corner of the calendar control

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

$Calendar. Show Disabled Events\ Property$

Calendar Class See Also Send Feedback

Indicates whether disabled events should show up on the calendar control

Namespace: <u>Calendar.NET</u>

Calendar Class

Calendar Members

A Sandcastle Documented Class Library

Calendar.ShowEventTooltips Property

Calendar Class See Also Send Feedback

Indicates whether hovering over an event will display a tooltip of the event

Namespace: <u>Calendar.NET</u>

■ Syntax

Calendar Class

Calendar Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

Calendar.ShowTodayButton Property

Calendar Class See Also Send Feedback

Indicates whether the calendar control should render the Today button

Namespace: <u>Calendar.NET</u>

■ Syntax

Calendar Class

Calendar Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

Calendar.TodayFont Property

Calendar Class See Also Send Feedback

The font used to render the Today button

Namespace: <u>Calendar.NET</u>

■ Syntax

Calendar Class

Calendar Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

Calendar Events

Calendar Class See Also Send Feedback

The <u>Calendar</u> type exposes the following members.

■ Events

	Name	Description
9	AutoSizeChanged	Occurs when the <u>AutoSize</u> property changes. (Inherited from <u>UserControl</u> .)
3	AutoValidateChanged	Occurs when the <u>AutoValidate</u> property changes. (Inherited from <u>UserControl</u> .)
3	BackColorChanged	Occurs when the value of the BackColor property changes. (Inherited from Control .)
4	BackgroundImageChanged	Occurs when the value of the BackgroundImage property changes. (Inherited from Control .)
4	BackgroundImageLayoutChanged	Occurs when the <u>BackgroundImageLayout</u> property changes. (Inherited from <u>Control</u> .)
9	BindingContextChanged	Occurs when the value of the BindingContext property changes. (Inherited from Control.)
3	CausesValidationChanged	Occurs when the value of the Causes Validation property changes. (Inherited from Control.)
9	ChangeUICues	Occurs when the focus or keyboard user interface (UI) cues change. (Inherited from Control.)
<i>4</i>	Click	Occurs when the control is clicked. (Inherited from Control.)
3	ClientSizeChanged	Occurs when the value of the

		<u>ClientSize</u> property changes. (Inherited from <u>Control</u> .)
4	ContextMenuChanged	Occurs when the value of the ContextMenu property changes. (Inherited from Control .)
<i>\$</i>	ContextMenuStripChanged	Occurs when the value of the ContextMenuStrip property changes. (Inherited from Control .)
3	ControlAdded	Occurs when a new control is added to the Control.ControlCollection . (Inherited from Control .)
3	ControlRemoved	Occurs when a control is removed from the Control.ControlCollection . (Inherited from Control .)
4	CursorChanged	Occurs when the value of the Cursor property changes. (Inherited from Control .)
3	Disposed	Occurs when the component is disposed by a call to the Dispose() method. (Inherited from Component .)
4	DockChanged	Occurs when the value of the Dock property changes. (Inherited from Control .)
3	<u>DoubleClick</u>	Occurs when the control is double-clicked. (Inherited from Control.)
4	<u>DragDrop</u>	Occurs when a drag-and-drop operation is completed. (Inherited from Control.)
<i>4</i>	<u>DragEnter</u>	Occurs when an object is dragged into the control's bounds.

		(Inherited from Control.)
3	<u>DragLeave</u>	Occurs when an object is dragged out of the control's bounds. (Inherited from Control.)
<i>\$</i>	DragOver	Occurs when an object is dragged over the control's bounds. (Inherited from Control.)
<i>4</i>	EnabledChanged	Occurs when the Enabled property value has changed. (Inherited from Control.)
3	Enter	Occurs when the control is entered. (Inherited from Control.)
<i>¥</i>	<u>FontChanged</u>	Occurs when the <u>Font</u> property value changes. (Inherited from <u>Control</u> .)
<i>¥</i>	ForeColorChanged	Occurs when the <u>ForeColor</u> property value changes. (Inherited from <u>Control</u> .)
3	GiveFeedback	Occurs during a drag operation. (Inherited from Control.)
3	GotFocus	Occurs when the control receives focus. (Inherited from Control.)
3	HandleCreated	Occurs when a handle is created for the control. (Inherited from Control.)
Z	HandleDestroyed	Occurs when the control's handle is in the process of being destroyed. (Inherited from Control.)
4	HelpRequested	Occurs when the user requests help for a control. (Inherited from Control.)
3		,

	<u>ImeModeChanged</u>	Occurs when the ImeMode property has changed. (Inherited from Control .)
3	Invalidated	Occurs when a control's display requires redrawing. (Inherited from Control.)
3	KeyDown	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
3	<u>KeyPress</u>	Occurs when a key is pressed while the control has focus. (Inherited from Control.)
4	<u>KeyUp</u>	Occurs when a key is released while the control has focus. (Inherited from Control.)
3	Layout	Occurs when a control should reposition its child controls. (Inherited from Control .)
3	Leave	Occurs when the input focus leaves the control. (Inherited from Control.)
3	Load	Occurs before the control becomes visible for the first time. (Inherited from <u>UserControl</u> .)
3	LocationChanged	Occurs when the <u>Location</u> property value has changed. (Inherited from <u>Control</u> .)
3	LostFocus	Occurs when the control loses focus. (Inherited from Control.)
3	MarginChanged	Occurs when the control's margin changes. (Inherited from Control.)
4	MouseCaptureChanged	Occurs when the control loses or gains mouse capture.

		(Inherited from Control.)
3	MouseClick	Occurs when the control is clicked by the mouse. (Inherited from Control.)
4	MouseDoubleClick	Occurs when the control is double clicked by the mouse. (Inherited from Control.)
4	MouseDown	Occurs when the mouse pointer is over the control and a mouse button is pressed. (Inherited from Control.)
3	MouseEnter	Occurs when the mouse pointer enters the control. (Inherited from Control.)
3	MouseHover	Occurs when the mouse pointer rests on the control. (Inherited from Control.)
4	MouseLeave	Occurs when the mouse pointer leaves the control. (Inherited from <u>Control</u> .)
3	MouseMove	Occurs when the mouse pointer is moved over the control. (Inherited from Control.)
3	MouseUp	Occurs when the mouse pointer is over the control and a mouse button is released. (Inherited from Control.)
3	MouseWheel	Occurs when the mouse wheel moves while the control has focus. (Inherited from Control.)
4	Move	Occurs when the control is moved. (Inherited from Control.)
4	<u>PaddingChanged</u>	Occurs when the control's padding changes.

		(Inherited from Control.)
3	Paint	Occurs when the control is redrawn. (Inherited from Control.)
4	<u>ParentChanged</u>	Occurs when the <u>Parent</u> property value changes. (Inherited from <u>Control</u> .)
4	<u>PreviewKeyDown</u>	Occurs before the <u>KeyDown</u> event when a key is pressed while focus is on this control. (Inherited from <u>Control</u> .)
4	QueryAccessibilityHelp	Occurs when <u>AccessibleObject</u> is providing help to accessibility applications. (Inherited from <u>Control</u> .)
4	QueryContinueDrag	Occurs during a drag-and-drop operation and enables the drag source to determine whether the drag-and-drop operation should be canceled. (Inherited from Control.)
<i>\$</i>	RegionChanged	Occurs when the value of the Region property changes. (Inherited from Control.)
<i>\$</i>	Resize	Occurs when the control is resized. (Inherited from Control.)
<i>9</i>	RightToLeftChanged	Occurs when the RightToLeft property value changes. (Inherited from Control.)
9	Scroll	Occurs when the user or code scrolls through the client area. (Inherited from ScrollableControl .)
<i>y</i>	SizeChanged	Occurs when the <u>Size</u> property value changes.

		(Inherited from Control.)
<i>\$</i>	StyleChanged	Occurs when the control style changes. (Inherited from Control.)
3	SystemColorsChanged	Occurs when the system colors change. (Inherited from Control.)
4	<u>TabIndexChanged</u>	Occurs when the <u>TabIndex</u> property value changes. (Inherited from <u>Control</u> .)
9	<u>TabStopChanged</u>	Occurs when the <u>TabStop</u> property value changes. (Inherited from <u>Control</u> .)
4	<u>TextChanged</u>	(Inherited from <u>UserControl</u> .)
<i>¥</i>	Validated	Occurs when the control is finished validating. (Inherited from Control.)
4	Validating	Occurs when the control is validating. (Inherited from Control.)
4	VisibleChanged	Occurs when the <u>Visible</u> property value changes. (Inherited from <u>Control</u> .)

<u>Calendar Class</u> <u>Calendar.NET Namespace</u> A Sandcastle Documented Class Library

CalendarViews Enumeration

See Also Send Feedback

An enumeration describing various ways to view the calendar

Namespace: <u>Calendar.NET</u>

■ Syntax

C#

public enum CalendarViews

Visual Basic

Public Enumeration CalendarViews

Visual C++

public enum class CalendarViews

■ Members

Member name	Value	Description
Month	1	Renders the Calendar in a month view
Day	2	Renders the Calendar in a day view

Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent Class

Members See Also Send Feedback

A custom or user-defined event

Namespace: <u>Calendar.NET</u>

■ Syntax

```
C#
```

public class CustomEvent : IEvent

Visual Basic

Visual C++

public ref class CustomEvent : IEvent

■ Inheritance Hierarchy

System.Object

Calendar.NET.CustomEvent

CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent Members

CustomEvent Class Constructors Methods Properties See Also Send Feedback

The **CustomEvent** type exposes the following members.

■ Constructors

	Name	Description
≡	CustomEvent	CustomEvent Constructor

\blacksquare Methods

	Name	Description
≡	Clone	
∃©	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
Ÿ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≅©	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
≡	<u>GetType</u>	Gets the Type of the current instance. (Inherited from Object.)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

■ Properties

Name	Description
CustomRecurringFunction	
<u>Date</u>	
<u>Enabled</u>	
<u>EventColor</u>	
<u>EventFont</u>	
EventLengthInHours	
<u>EventText</u>	
<u>EventTextColor</u>	
<u>IgnoreTimeComponent</u>	
Rank	
ReadOnlyEvent	
RecurringFrequency	
<u>ThisDayForwardOnly</u>	
<u>TooltipEnabled</u>	

CustomEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent Constructor

CustomEvent Class See Also Send Feedback

CustomEvent Constructor

Namespace: <u>Calendar.NET</u>

\blacksquare Syntax

```
C#
public CustomEvent()

Visual Basic

Public Sub New

Visual C++

public:
CustomEvent()
```

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent Methods

CustomEvent Class See Also Send Feedback

The **CustomEvent** type exposes the following members.

\blacksquare Methods

	Name	Description
≡	Clone	
∃©	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
Ÿ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≅©	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
≡	<u>GetType</u>	Gets the Type of the current instance. (Inherited from Object.)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

CustomEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.Clone Method

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "M:Calendar.NET.CustomEvent.Clone"]

Namespace: <u>Calendar.NET</u>

```
C#
public IEvent Clone()

Visual Basic

Public Function Clone As IEvent

Visual C++

public:
virtual IEvent^ Clone() sealed
```

Return Value

[Missing <returns> documentation for "M:Calendar.NET.CustomEvent.Clone"]

Implements

IEvent.Clone()

A Sandcastle Documented Class Library

CustomEvent Properties

CustomEvent Class See Also Send Feedback

The **CustomEvent** type exposes the following members.

■ Properties

Name	Description
CustomRecurringFunction	
<u>Date</u>	
<u>Enabled</u>	
EventColor	
EventFont	
EventLengthInHours	
<u>EventText</u>	
<u>EventTextColor</u>	
IgnoreTimeComponent	
Rank	
ReadOnlyEvent	
RecurringFrequency	
ThisDayForwardOnly	
<u>TooltipEnabled</u>	

CustomEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.CustomRecurringFunction Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.CustomRecurringFunction"]

Namespace: <u>Calendar.NET</u>

```
C#
```

public <u>CustomRecurringFrequenciesHandler</u> CustomRecur

Visual Basic

Public Property CustomRecurringFunction As <u>CustomRecurringFunction</u> As <u>CustomRecurringFunctionFunction</u> As <u>CustomRecurringFunctionFunction</u> As <u>CustomRecurringFunction</u> As <u>CustomRecurrin</u>

Visual C++

Implements

<u>IEvent.CustomRecurringFunction</u>

A Sandcastle Documented Class Library

CustomEvent.Date Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.Date"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.Date

A Sandcastle Documented Class Library

CustomEvent.Enabled Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.Enabled"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.Enabled

A Sandcastle Documented Class Library

CustomEvent.EventColor Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.EventColor"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventColor

A Sandcastle Documented Class Library

CustomEvent.EventFont Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.EventFont"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventFont

A Sandcastle Documented Class Library

CustomEvent.EventLengthInHours Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.EventLengthInHours"]

Namespace: <u>Calendar.NET</u>

Implements

<u>IEvent.EventLengthInHours</u>

A Sandcastle Documented Class Library

CustomEvent.EventText Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.EventText"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventText

A Sandcastle Documented Class Library

CustomEvent.EventTextColor Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.EventTextColor"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventTextColor

A Sandcastle Documented Class Library

CustomEvent.IgnoreTimeComponent Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.IgnoreTimeComponent"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.IgnoreTimeComponent

A Sandcastle Documented Class Library

CustomEvent.Rank Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.Rank"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.Rank

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.ReadOnlyEvent Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.ReadOnlyEvent"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.ReadOnlyEvent

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.RecurringFrequency Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.RecurringFrequency"]

Namespace: <u>Calendar.NET</u>

```
C#

public RecurringFrequencies RecurringFrequency { get

Visual Basic

Public Property RecurringFrequency As RecurringFrequency Get Set

Visual C++

public:
virtual property RecurringFrequencies RecurringFrequencies get () sealed;
void set (RecurringFrequencies value) sealed
}
```

Implements

IEvent.RecurringFrequency

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.ThisDayForwardOnly Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.ThisDayForwardOnly"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.ThisDayForwardOnly

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomEvent.TooltipEnabled Property

CustomEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.CustomEvent.TooltipEnabled"]

Namespace: <u>Calendar.NET</u>

Implements

<u>IEvent</u>.TooltipEnabled

CustomEvent Class
CustomEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

$Custom Recurring Frequencies Handler\ Delegate$

See Also Send Feedback

A delegate for creating custom recurring frequencies

Namespace: <u>Calendar.NET</u>

Parameters

evnt

Type: <u>Calendar.NET.IEvent</u>

The **IEvent** in question

day

Type: <u>System.DateTime</u>
The day in question

Return Value

Should return a boolean value that indicates if the event should be rendered on

the day passed in

Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction Class

Members See Also Send Feedback

An attribute to mark Custom Recurring Functions

Namespace: <u>Calendar.NET</u>

C#

public class CustomRecurringFunction : Attribute

Visual Basic

Public Class CustomRecurringFunction _ Inherits Attribute

Visual C++

public ref class CustomRecurringFunction : public At

■ Inheritance Hierarchy

System.Object
System.Attribute

Calendar.NET.CustomRecurringFunction

<u>CustomRecurringFunction Members</u> <u>Calendar.NET Namespace</u>

A Sandcastle Documented Class Library

$Custom Recurring Function\ Members$

<u>CustomRecurringFunction Class Constructors Methods Properties See Also Send Feedback</u>

The **CustomRecurringFunction** type exposes the following members.

■ Constructors

	Name	Description
∃	CustomRecurringFunction(String)	CustomRecurringFunction Constructor
=0	CustomRecurringFunction(String, String)	CustomRecurringFunction Constructor

\blacksquare Methods

	Name	Description
≡	<u>Equals</u>	Returns a value that indicates whether this instance is equal to a specified object. (Inherited from Attribute .)
ĕ	<u>Finalize</u>	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from Attribute .)
=0	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
≡	<u>IsDefaultAttribute</u>	When overridden in a derived class, indicates whether the value of this instance is the default value for the derived class. (Inherited from <a attribute"="" example.com="" href="https://dx.doi.org/nc.doi.org///dx.d</td></tr><tr><td>=</td><td>Match</td><td>When overridden in a derived class, returns a value that indicates whether this instance equals a specified object. (Inherited from Attribute .)
<u></u>	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
≘	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

■ Properties

Name	Description
Description	Returns a description of the custom recurring function
<u>Name</u>	Returns the name of the custom recurring function
TypeId	When implemented in a derived class, gets a unique identifier for this <u>Attribute</u> . (Inherited from <u>Attribute</u> .)

CustomRecurringFunction Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

$Custom Recurring Function\ Constructor$

CustomRecurringFunction Class See Also Send Feedback

■ Overload List

	Name	Description
=	CustomRecurringFunction(String)	CustomRecurringFunction Constructor
≡	CustomRecurringFunction(String, String)	CustomRecurringFunction Constructor

CustomRecurringFunction Class
CustomRecurringFunction Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction Constructor (String)

CustomRecurringFunction Class See Also Send Feedback

$Custom Recurring Function\ Constructor$

Namespace: <u>Calendar.NET</u>

Parameters

name

Type: System.String

The name of the function

CustomRecurringFunction Class
CustomRecurringFunction Members
CustomRecurringFunction Overload
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction Constructor (String, String)

CustomRecurringFunction Class See Also Send Feedback

 $Custom Recurring Function\ Constructor$

Namespace: <u>Calendar.NET</u>

```
C#
public CustomRecurringFunction(
          string name,
          string description
)
Visual Basic
Public Sub New ( _
          name As <a href="String">String</a>, <a href="String">_</a>
          description As String _
Visual C++
public:
CustomRecurringFunction(
          String^ name,
          String^ description
)
```

Parameters

name

Type: System.String

The name of the function

description

Type: System.String

A description of the function

CustomRecurringFunction Class
CustomRecurringFunction Members
CustomRecurringFunction Overload
Calendar.NET Namespace

A Sandcastle Documented Class Library

$Custom Recurring Function\ Methods$

CustomRecurringFunction Class See Also Send Feedback

The **CustomRecurringFunction** type exposes the following members.

\blacksquare Methods

	Name	Description
≡	<u>Equals</u>	Returns a value that indicates whether this instance is equal to a specified object. (Inherited from Attribute .)
ĕ	<u>Finalize</u>	Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)
=0	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from Attribute .)
=0	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
≡	<u>IsDefaultAttribute</u>	When overridden in a derived class, indicates whether the value of this instance is the default value for the derived class. (Inherited from <a attribute"="" example.com="" href="https://dx.doi.org/nc.doi.org///dx.d</td></tr><tr><td>=</td><td>Match</td><td>When overridden in a derived class, returns a value that indicates whether this instance equals a specified object. (Inherited from Attribute .)
<u></u>	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
≘	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

CustomRecurringFunction Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction Properties

CustomRecurringFunction Class See Also Send Feedback

The **CustomRecurringFunction** type exposes the following members.

■ Properties

Name	Description
Description	Returns a description of the custom recurring function
<u>Name</u>	Returns the name of the custom recurring function
TypeId	When implemented in a derived class, gets a unique identifier for this <u>Attribute</u> . (Inherited from <u>Attribute</u> .)

CustomRecurringFunction Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction.Description Property

CustomRecurringFunction Class See Also Send Feedback

Returns a description of the custom recurring function

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
public string Description { get; }

Visual Basic

Public ReadOnly Property Description As String Get

Visual C++

public:
property String^ Description {
    String^ get ();
}
```

CustomRecurringFunction Class
CustomRecurringFunction Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

CustomRecurringFunction.Name Property

CustomRecurringFunction Class See Also Send Feedback

Returns the name of the custom recurring function

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
public string Name { get; }

Visual Basic

Public ReadOnly Property Name As String Get

Visual C++

public:
property String^ Name {
    String^ get ();
}
```

CustomRecurringFunction Class
CustomRecurringFunction Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent Class

Members See Also Send Feedback

An event that defines a holiday

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
```

public class HolidayEvent : IEvent

Visual Basic

Visual C++

public ref class HolidayEvent : IEvent

■ Inheritance Hierarchy

System.Object
Calendar.NET.HolidayEvent

HolidayEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent Members

<u>HolidayEvent Class Constructors Methods Properties See Also Send Feedback</u>

The **HolidayEvent** type exposes the following members.

■ Constructors

	Name	Description
≡	HolidayEvent	HolidayEvent Constructor

\blacksquare Methods

	Name	Description
≡	Clone	
∃©	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
Ÿ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≟	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

■ Properties

Name	Description
CustomRecurringFunction	
<u>Date</u>	
<u>Enabled</u>	
EventColor	
EventFont	
EventLengthInHours	
<u>EventText</u>	
<u>EventTextColor</u>	
IgnoreTimeComponent	
Rank	
ReadOnlyEvent	
RecurringFrequency	
ThisDayForwardOnly	
<u>TooltipEnabled</u>	

HolidayEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent Constructor

HolidayEvent Class See Also Send Feedback

HolidayEvent Constructor

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
public HolidayEvent()

Visual Basic

Public Sub New

Visual C++

public:
HolidayEvent()
```

HolidayEvent Class
HolidayEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent Methods

HolidayEvent Class See Also Send Feedback

The **HolidayEvent** type exposes the following members.

\blacksquare Methods

	Name	Description
≡	Clone	
∃©	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
Ÿ	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≟	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

HolidayEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent.Clone Method

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "M:Calendar.NET.HolidayEvent.Clone"]

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

\blacksquare Syntax

```
C#
public IEvent Clone()

Visual Basic

Public Function Clone As IEvent

Visual C++

public:
virtual IEvent^ Clone() sealed
```

Return Value

[Missing <returns> documentation for "M:Calendar.NET.HolidayEvent.Clone"]

Implements

IEvent.Clone()

HolidayEvent Class
HolidayEvent Members
Calendar.NET Namespace



A Sandcastle Documented Class Library

HolidayEvent Properties

HolidayEvent Class See Also Send Feedback

The **HolidayEvent** type exposes the following members.

■ Properties

Name	Description
CustomRecurringFunction	
<u>Date</u>	
<u>Enabled</u>	
EventColor	
EventFont	
EventLengthInHours	
<u>EventText</u>	
<u>EventTextColor</u>	
IgnoreTimeComponent	
Rank	
ReadOnlyEvent	
RecurringFrequency	
ThisDayForwardOnly	
<u>TooltipEnabled</u>	

HolidayEvent Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent.CustomRecurringFunction Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.CustomRecurringFunction"]

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

■ Syntax

```
C#
```

public <u>CustomRecurringFrequenciesHandler</u> CustomRecur

Visual Basic

Public Property CustomRecurringFunction As <u>CustomRecurringFunction</u> As <u>CustomRecurringFunctionFunction</u> As <u>CustomRecurringFunctionFunction</u> As <u>CustomRecurringFunction</u> As <u>CustomRecurrin</u>

Visual C++

Implements

<u>IEvent.CustomRecurringFunction</u>

HolidayEvent Class
HolidayEvent Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

HolidayEvent.Date Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.Date"]

Namespace: <u>Calendar.NET</u>

Assembly: Calendar.NET (in Calendar.NET.dll) Version: 1.0.0.0 (1.0.0.0)

Implements

IEvent.Date

A Sandcastle Documented Class Library

HolidayEvent.Enabled Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.Enabled"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.Enabled

A Sandcastle Documented Class Library

HolidayEvent.EventColor Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.EventColor"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventColor

A Sandcastle Documented Class Library

HolidayEvent.EventFont Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.EventFont"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventFont

A Sandcastle Documented Class Library

HolidayEvent.EventLengthInHours Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.EventLengthInHours"]

Namespace: <u>Calendar.NET</u>

Implements

<u>IEvent.EventLengthInHours</u>

A Sandcastle Documented Class Library

HolidayEvent.EventText Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.EventText"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.EventText

A Sandcastle Documented Class Library

HolidayEvent.EventTextColor Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.EventTextColor"]

Namespace: <u>Calendar.NET</u>

Implements

<u>IEvent.EventTextColor</u>

A Sandcastle Documented Class Library

HolidayEvent.IgnoreTimeComponent Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.IgnoreTimeComponent"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.IgnoreTimeComponent

A Sandcastle Documented Class Library

HolidayEvent.Rank Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.Rank"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.Rank

A Sandcastle Documented Class Library

HolidayEvent.ReadOnlyEvent Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.ReadOnlyEvent"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.ReadOnlyEvent

A Sandcastle Documented Class Library

HolidayEvent.RecurringFrequency Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.RecurringFrequency"]

Namespace: <u>Calendar.NET</u>

```
C#

public RecurringFrequencies RecurringFrequency { get

Visual Basic

Public Property RecurringFrequency As RecurringFrequency Get Set

Visual C++

public:
virtual property RecurringFrequencies RecurringFrequencies get () sealed;
void set (RecurringFrequencies value) sealed
}
```

Implements

IEvent.RecurringFrequency

A Sandcastle Documented Class Library

HolidayEvent.ThisDayForwardOnly Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.ThisDayForwardOnly"]

Namespace: <u>Calendar.NET</u>

Implements

IEvent.ThisDayForwardOnly

A Sandcastle Documented Class Library

HolidayEvent.TooltipEnabled Property

HolidayEvent Class See Also Send Feedback

[Missing <summary> documentation for "P:Calendar.NET.HolidayEvent.TooltipEnabled"]

Namespace: <u>Calendar.NET</u>

Implements

<u>IEvent</u>.TooltipEnabled

HolidayEvent Class
HolidayEvent Members
Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent Interface

Members See Also Send Feedback

An interface for creating event types

Namespace: <u>Calendar.NET</u>

C#

public interface IEvent

Visual Basic

Public Interface IEvent

Visual C++

public interface class IEvent

IEvent Members
Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent Members

<u>IEvent Interface Methods Properties See Also Send Feedback</u>

The **IEvent** type exposes the following members.

\blacksquare Methods

	Name	Description
≡	Clone	A function for cloning an event instance

\blacksquare Properties

Name	Description
CustomRecurringFunction	Set this to a custom function that will automatically determine if the event should be rendered on a given day. This is only executed if RecurringFrequency is set to custom.
<u>Date</u>	The Date that the event occurs
Enabled	True if the event is enabled, otherwise false
EventColor	The color that the event show up in on the calendar
EventFont	The font describing the appearance of the event
<u>EventLengthInHours</u>	A value indicating the length of the event, in hours.
<u>EventText</u>	The name of the event
<u>EventTextColor</u>	The text color of the event
<u>IgnoreTimeComponent</u>	True if the time component of the date can be ignored
Rank	The ranking of the event that determines the order in which it is displayed on a particular day
ReadOnlyEvent	True if the event details cannot be modified
RecurringFrequency	A value indicating how often the event occurs
ThisDayForwardOnly	If this is a recurring event, set this to true to make the event show up only from the day specified forward
<u>TooltipEnabled</u>	True if a tooltip should be displayed when hovering over the event

IEvent Interface Calendar.NET Namespace -

A Sandcastle Documented Class Library

IEvent Methods

<u>IEvent Interface See Also Send Feedback</u>

The **IEvent** type exposes the following members.

\blacksquare Methods

	Name	Description
≡	Clone	A function for cloning an event instance

IEvent Interface Calendar.NET Namespace -

A Sandcastle Documented Class Library

IEvent.Clone Method

<u>IEvent Interface See Also Send Feedback</u>

A function for cloning an event instance

Namespace: <u>Calendar.NET</u>

```
C#
IEvent Clone()

Visual Basic

Function Clone As IEvent

Visual C++

IEvent^ Clone()
```

Return Value

A cloned **IEvent**

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent Properties

<u>IEvent Interface</u> <u>See Also</u> <u>Send Feedback</u>

The **IEvent** type exposes the following members.

\blacksquare Properties

Name	Description
CustomRecurringFunction	Set this to a custom function that will automatically determine if the event should be rendered on a given day. This is only executed if RecurringFrequency is set to custom.
<u>Date</u>	The Date that the event occurs
Enabled	True if the event is enabled, otherwise false
EventColor	The color that the event show up in on the calendar
EventFont	The font describing the appearance of the event
<u>EventLengthInHours</u>	A value indicating the length of the event, in hours.
<u>EventText</u>	The name of the event
<u>EventTextColor</u>	The text color of the event
<u>IgnoreTimeComponent</u>	True if the time component of the date can be ignored
Rank	The ranking of the event that determines the order in which it is displayed on a particular day
ReadOnlyEvent	True if the event details cannot be modified
RecurringFrequency	A value indicating how often the event occurs
ThisDayForwardOnly	If this is a recurring event, set this to true to make the event show up only from the day specified forward
<u>TooltipEnabled</u>	True if a tooltip should be displayed when hovering over the event

IEvent Interface Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.CustomRecurringFunction Property

<u>IEvent Interface See Also Send Feedback</u>

Set this to a custom function that will automatically determine if the event should be rendered on a given day. This is only executed if RecurringFrequency is set to custom.

Namespace: <u>Calendar.NET</u>

C#

<u>CustomRecurringFrequenciesHandler</u> CustomRecurringFunc

Visual Basic

Property CustomRecurringFunction As CustomRecurringFunction CustomRecurringFunction CustomRecurringFunction CustomRecurringFunction <a href

Visual C++

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent.Date Property

<u>IEvent Interface See Also Send Feedback</u>

The Date that the event occurs

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.Enabled Property

<u>IEvent Interface See Also Send Feedback</u>

True if the event is enabled, otherwise false

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.EventColor Property

IEvent Interface See Also Send Feedback

The color that the event show up in on the calendar

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent.EventFont Property

IEvent Interface See Also Send Feedback

The font describing the appearance of the event

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.EventLengthInHours Property

<u>IEvent Interface See Also Send Feedback</u>

A value indicating the length of the event, in hours.

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent.EventText Property

<u>IEvent Interface See Also Send Feedback</u>

The name of the event

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent.EventTextColor Property

IEvent Interface See Also Send Feedback

The text color of the event

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.IgnoreTimeComponent Property

<u>IEvent Interface See Also Send Feedback</u>

True if the time component of the date can be ignored

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

IEvent.Rank Property

<u>IEvent Interface See Also Send Feedback</u>

The ranking of the event that determines the order in which it is displayed on a particular day

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.ReadOnlyEvent Property

<u>IEvent Interface See Also Send Feedback</u>

True if the event details cannot be modified

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.RecurringFrequency Property

<u>IEvent Interface See Also Send Feedback</u>

A value indicating how often the event occurs

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library IEvent.ThisDayForwardOnly Property

<u>IEvent Interface See Also Send Feedback</u>

If this is a recurring event, set this to true to make the event show up only from the day specified forward

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

A Sandcastle Documented Class Library

IEvent.TooltipEnabled Property

<u>IEvent Interface See Also Send Feedback</u>

True if a tooltip should be displayed when hovering over the event

Namespace: <u>Calendar.NET</u>

IEvent Interface

IEvent Members

Calendar.NET Namespace

-

A Sandcastle Documented Class Library

RectangleComparer Class

Members See Also Send Feedback

[Missing <summary> documentation for "T:Calendar.NET.RectangleComparer"]

Namespace: <u>Calendar.NET</u>

```
C#
```

public class RectangleComparer : IComparer < Rectangle:</pre>

Visual Basic

Visual C++

public ref class RectangleComparer : IComparer < Rectai</pre>

■ Inheritance Hierarchy

System.Object

Calendar.NET.RectangleComparer

RectangleComparer Members
Calendar.NET Namespace

-

A Sandcastle Documented Class Library

RectangleComparer Members

RectangleComparer Class Constructors Methods See Also Send Feedback

The **RectangleComparer** type exposes the following members.

■ Constructors

	Name	Description	
≡	RectangleComparer	Initializes a new instance of the	
		RectangleComparer class	

\blacksquare Methods

	Name	Description		
≡	Compare			
=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)		
Ģ °	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)		
=	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)		
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)		
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)		
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)		

RectangleComparer Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

RectangleComparer Constructor

RectangleComparer Class See Also Send Feedback

Initializes a new instance of the **RectangleComparer** class

Namespace: <u>Calendar.NET</u>

```
C#
public RectangleComparer()

Visual Basic

Public Sub New

Visual C++

public:
RectangleComparer()
```

RectangleComparer Class
RectangleComparer Members
Calendar.NET Namespace



A Sandcastle Documented Class Library

RectangleComparer Methods

RectangleComparer Class See Also Send Feedback

The **RectangleComparer** type exposes the following members.

\blacksquare Methods

	Name	Description		
≡	Compare			
=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)		
Ģ °	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)		
=	GetHashCode	Serves as a hash function for a particular type. (Inherited from Object.)		
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)		
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)		
=	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)		

RectangleComparer Class
Calendar.NET Namespace

A Sandcastle Documented Class Library

RectangleComparer.Compare Method

RectangleComparer Class See Also Send Feedback

[Missing <summary> documentation for "M:Calendar.NET.RectangleComparer.Compare(System.Drawing.Rectangle

Namespace: <u>Calendar.NET</u>

```
C#
public int Compare(
          Rectangle x,
          Rectangle y
)
Visual Basic
Public Function Compare ( _
          x As <a href="Rectangle">Rectangle</a>, _
          y As <u>Rectangle</u> _
) As <u>Integer</u>
Visual C++
public:
virtual int Compare(
          Rectangle x,
          Rectangle y
) sealed
```

Parameters

```
x
Type: System.Drawing.Rectangle
[Missing <param name="x"/> documentation for
"M:Calendar.NET.RectangleComparer.Compare(System.Drawing.Rectangle)
y
Type: System.Drawing.Rectangle
[Missing <param name="y"/> documentation for
"M:Calendar.NET.RectangleComparer.Compare(System.Drawing.Rectangle)
```

Return Value

[Missing <returns> documentation for "M:Calendar.NET.RectangleComparer.Compare(System.Drawing.RectangleComparer.Compare)

Implements

ICompare(T).Compare(T, T)

RectangleComparer Class
RectangleComparer Members
Calendar.NET Namespace

A Sandcastle Documented Class Library

RecurringFrequencies Enumeration

See Also Send Feedback

An enumeration of built-in recurring event frequencies

Namespace: <u>Calendar.NET</u>

C#

public enum RecurringFrequencies

Visual Basic

Public Enumeration RecurringFrequencies

Visual C++

public enum class RecurringFrequencies

\blacksquare Members

Member name	Value	Description
None	0	Indicates that the event is non recurring will occur only one time
Daily	1	Indicates that the event will occur every day
EveryWeekday	2	Indicates that the event will occur every week day (Mon - Fri)
EveryMonWedFri	3	Indicates that the event will occur every Mon, Wed and Fri
EveryTueThurs	4	Indicates that the event will occur every Tuesday and Thursday
Weekly	5	Indicates that the event will occur every week
Monthly	6	Indicates that the event will occur every month
Yearly	7	Indicates that the event will occur once a year, on the month and day specified
EveryWeekend	8	Indicates that the event will occur every weekend on Saturday and Sunday
Custom	99	Indicates that the recuring schedule of this event is unique

Calendar.NET Namespace