

Re: Updating a control in design time

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-11/msg00253.html>

- *From:* "Visual Systems AB \ (Martin Arvidsson\)" <martin.arvidsson@xxxxxxx>
 - *Date:* Thu, 3 Nov 2005 16:37:06 +0100
-

Hi!

I have been struggling for a while with this, but perhaps you can supply me with a link on msdn on how to do this.

Regards
Martin

"Kevin Spencer" <kevin@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> skrev i meddelandet news:OBXT8%23H4FHA.472@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

> You would have to create a Custom Designer for the Control.

>

> --

> HTH,

>

> Kevin Spencer

> Microsoft MVP

> .Net Developer

> A watched clock never boils.

>

> "Visual Systems AB (Martin Arvidsson)" <martin.arvidsson@xxxxxxx> wrote in

> message [news:O\\$j3\\$H4FHA.1864@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:O$j3$H4FHA.1864@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

>> Hi!

>>

>> Created an inherited combobox, (with a little help) how ever. When i set

>> the

>> property

>> CharacterCase to false, i must rebuild the project in order for the text

>> to

>> be in non uppercase.

>> Is there a method to use to redraw the control, i have tried, see code

>> below.

>>

>> Regards

>> Martin

>>

>> <----- CODE ----->

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```
>> class UCComboBox : ComboBox
>> {
>> private bool _CharacterCase = true;
>>
>> protected override CreateParams CreateParams
>> {
>> get
>> {
>> const int CBS_UPPERCASE = 0x2000;
>> CreateParams cp = base.CreateParams;
>> if (_CharacterCase)
>> cp.Style |= CBS_UPPERCASE;
>> return cp;
>> }
>> }
>>
>> public bool CharacterCase
>> {
>> get
>> {
>> return _CharacterCase;
>> }
>> set
>> {
>> _CharacterCase = value;
>> this.Invalidate();
>> }
>> }
>> }
>>
>>
>
>
```

• *References:*

- ◆ *Q: Updating a control in design time*
◇ From: Visual Systems AB \(\Martin Arvidsson\)
- ◆ *Re: Updating a control in design time*
◇ From: Kevin Spencer

- Prev by Date: *Re: Single instance of app*
- Next by Date: *Re: DataTable from Array*
- Previous by thread: *Re: Updating a control in design time*
- Next by thread: *How to check if there is a new file in a folder?*
- Index(es):
 - ◆ *Date*

Re: Updating a control in design time

◆ *Thread*