

## Re: Programmatically Get/Set Shape properties (Label 1, 2, 3, 4)

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If you look at the shapsheet of a space you can see user cells that command the display of name, use, .... I suggest you to modify the IF statement with a supplementary condition that can be modify by your program.

"RayR" <[RayR@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:RayR@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)> a écrit dans le message de news: FD67532C-A1EE-418D-8A99-D8A2AF017323@xxxxxxxxxxxxxxxxxxxx

I'm new to Visio and C#, and am trying to create an application that uses a drawingControl to allow users to drop pre-defined shapes from a stencil onto their drawing. The problem is that by default, the shapes I am using from the stencil (Space, "L" Space, and "T" Space in "Wall, Shell, and Structure") have labels set that display the space use, name, and calculated area in labels 1, 2, and 3. (Right click on shape, go to Set Display Options, hit the "Spaces" tab, and there are 4 "Label" dropdowns.)

I tried setting these all to "\*Disabled\*" before saving my stencil, but that did not work. And even if it had, that would only solve half of my problem.

What I would like to do is remove the content of any labels that the shape has when it is dropped into the drawing, and then set labels based on certain events triggered by user actions. How can I get/set these properties? I've been looking all over the place trying to figure it out. I can't seem to find any leads. Is this even possible to do through C#?