ColourPickerDialog.NET User Guide

Who is this colour picker component for?

This component is for software developers that create Windows Forms applications using the Microsoft .NET Framework 2.0+.

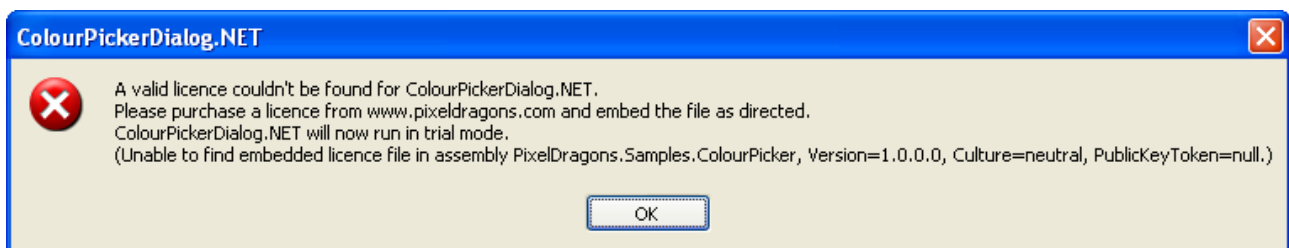## How do I use this colour picker in my application?

- In the Solution Explorer, right-click the References folder in Visual Studio for your project and select "Add Reference..."
- Browse for the PixelDragons.Framework.Controls.ColourPicker.dll assembly file that is in the "ColourPickerDialog.NET Assembly" folder of the zip file you downloaded from the Pixel Dragons website (www.pixeldragons.com) and click OK.
- In the class file that you'd like to display the colour picker, add the following directive:

```
using PixelDragons.Framework.Controls.ColourPicker;
```

- In the method that you would like to display the colour picker, add the following code:

```
ColourPickerDialog colourPicker = new ColourPickerDialog();
colourPicker.Title = "Please pick a colour";
colourPicker.Colour = Color.White;
colourPicker.ShowAlphaControls = true;

if (colourPicker.ShowDialog() == DialogResult.OK)
{
    this.BackColor = colourPicker.Colour;
}
```

- When you run your application you will see the following message:

- This message box is telling you that the colour picker couldn't find a valid run-time licence file embedded in your application. The last line of the message shows you which assembly was searched for the licence file. Click OK to continue using the colour picker in trial mode. In trial mode, the colour picker works as normal except for a "Trial Mode" label in the bottom corner together with a link to the Pixel Dragons website. While in trial mode, this message box is shown every time the colour picker is launched.

How do I embed a licence file and remove the trial mode message box?

- Firstly, you need to purchase a run-time licence file from the Pixel Dragons website (www.pixeldragons.com).
- Once you have your licence file, right-click your main project (the assembly listed in the message box) and select "Add..." then "Existing Item..."
- Browse for the file you received after purchasing the licence and click Add.
- Rename the file in your project to "ColourPickerDialog.pdlf".
- Change the build action for this file to "Embedded Resource".
- This file can be embedded anywhere in the project (any folder) just as long as it is named correctly.
- When you run you application now, the trial mode message box and labels will not appear.

What do I need to distribute with my application?

- The only file you need to distribute is the PixelDragons.Framework.Controls.ColourPicker.dll assembly file.
- The run-time licence file is embedded in your application and so should not be distributed with your application.

Class Reference

The ColourPickerDialog class is derived from System.Windows.Forms.Form and so all of the normal form methods and properties are available for you to use. In addition, the following properties:

Property	Description	Returns
Title	Gets or sets the text in the title bar of the dialog	System.String
Colour	Gets or sets the currently selected colour (ARGB)	System.Color
ShowAlphaControls	Gets or sets if the alpha (transparency) settings are displayed to the user	System.Boolean

Further Help

If you need some more help, or have a question or comment you can use the following:

- The Pixel Dragons forums: www.pixeldragons.com/forums.ashx
- Create a support ticket at: www.pixeldragons.com/yourAccount-supportTickets.ashx
- Send us an email at: support@pixeldragons.com