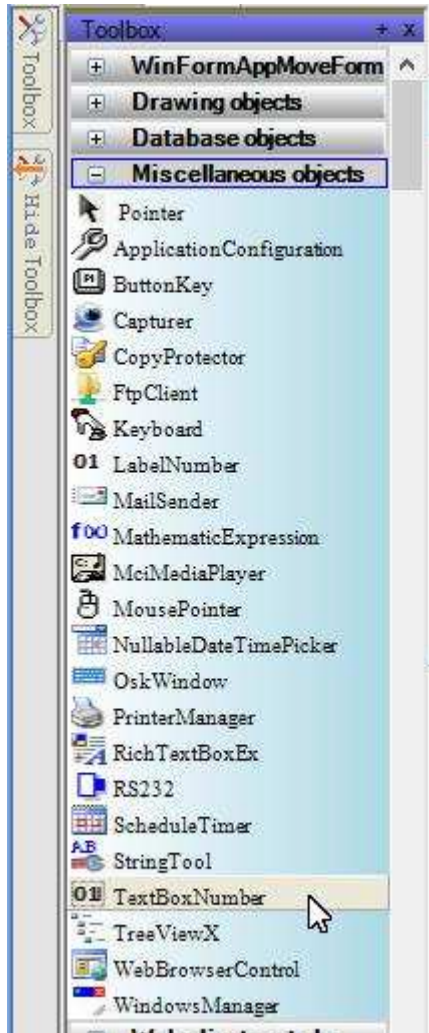


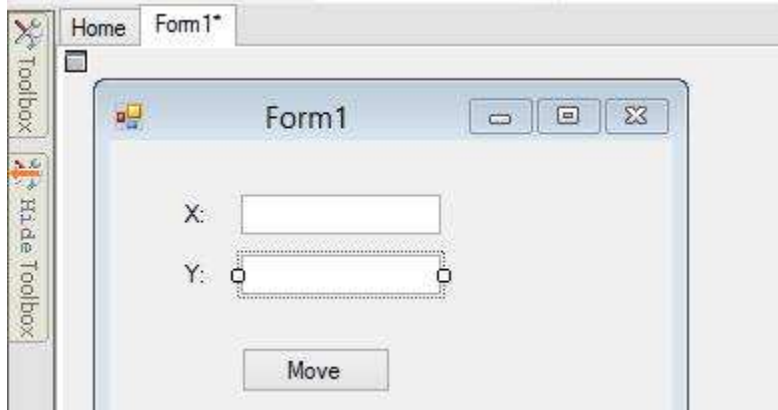
How to Move Window

You may use an action to change the Location property of a form to move it on the screen. To demonstrate the process, let's use two numeric text boxes for entering X and Y values for the new location and use a button to trigger the execution of a "set location" action.

Numeric text box is for entering a number:

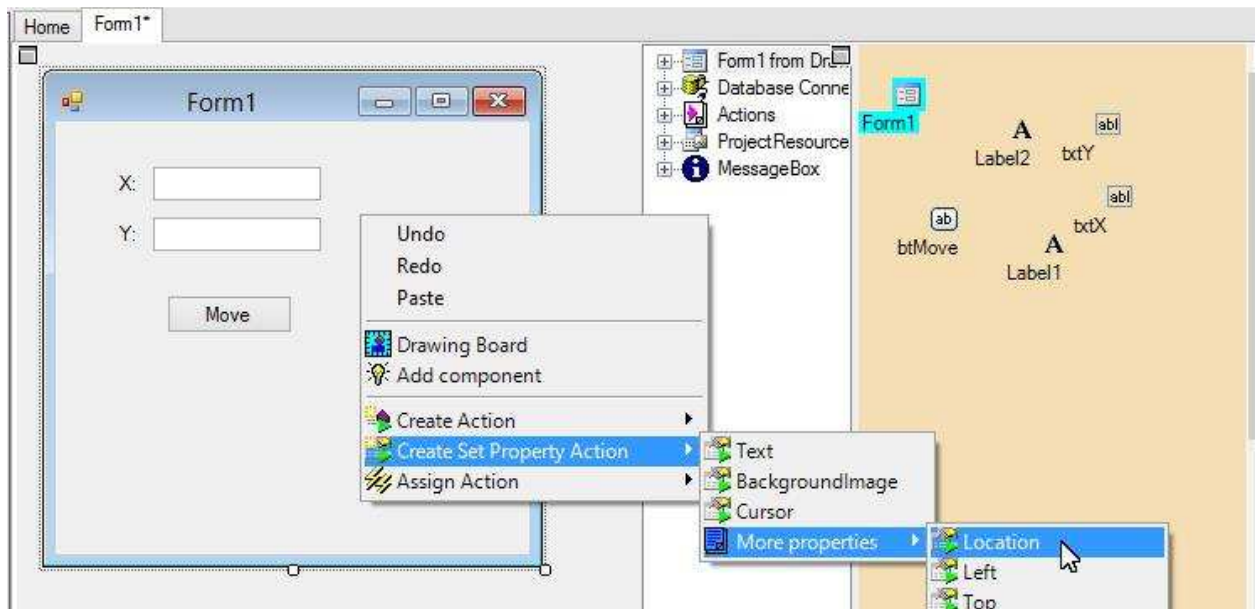


We use two TextBoxNumber and name them txtX and txtY:

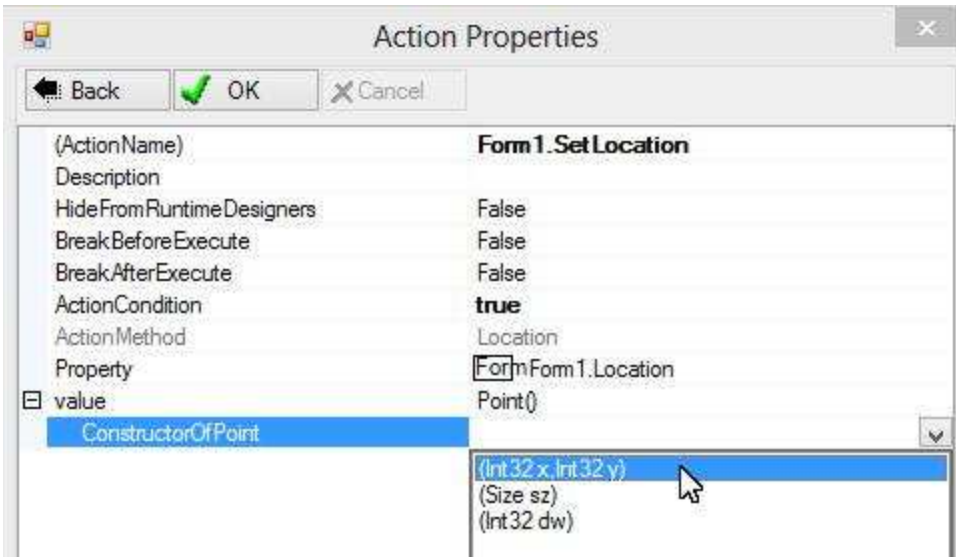


1. Create a Set Location action

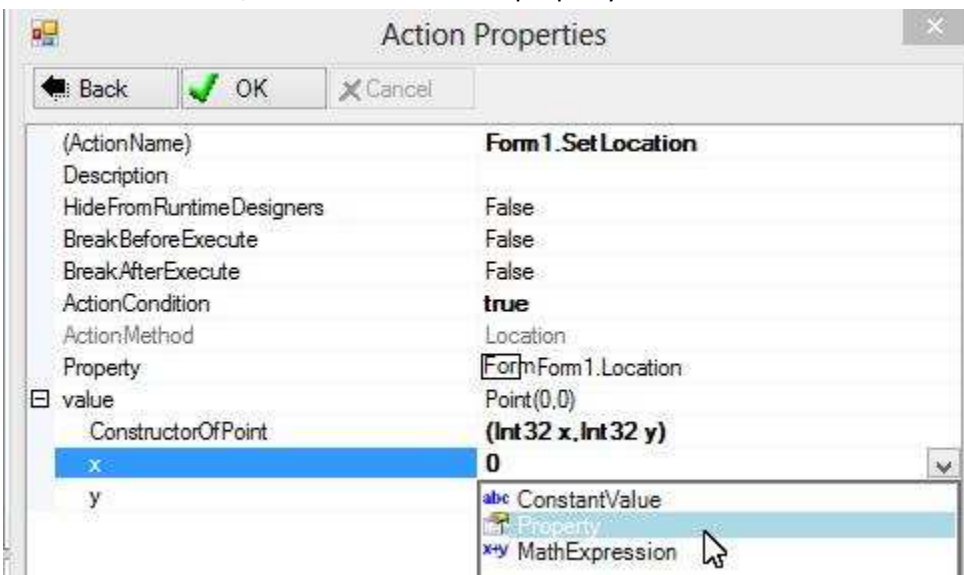
Right-click on the form; choose "Create Set Property Action"; choose Location:



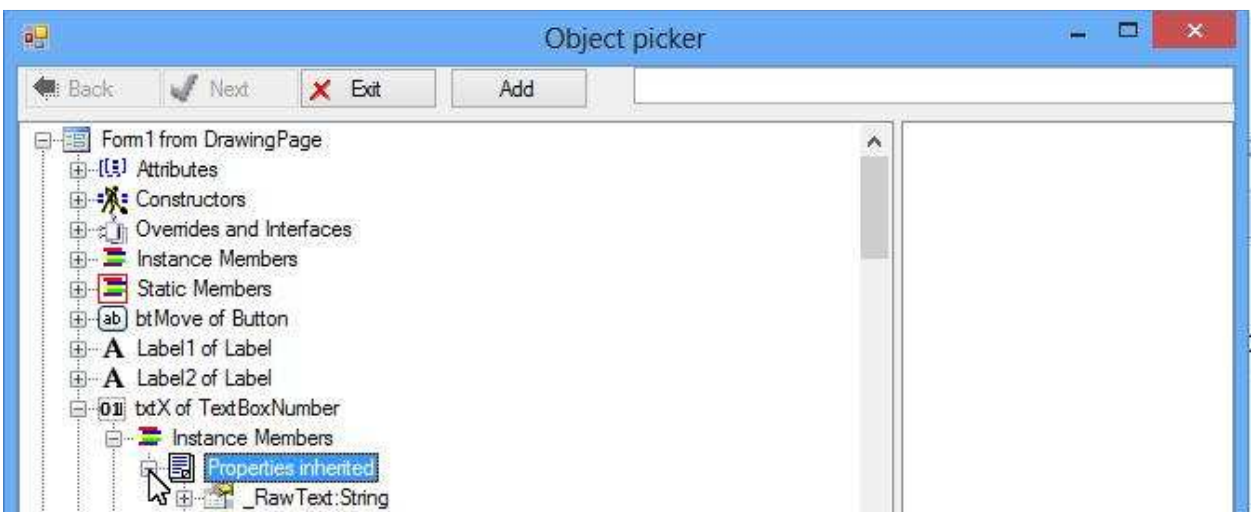
Choose a constructor for specifying x and y values:



For x of the location, select the ValueInt32 property of the text box for the X value:



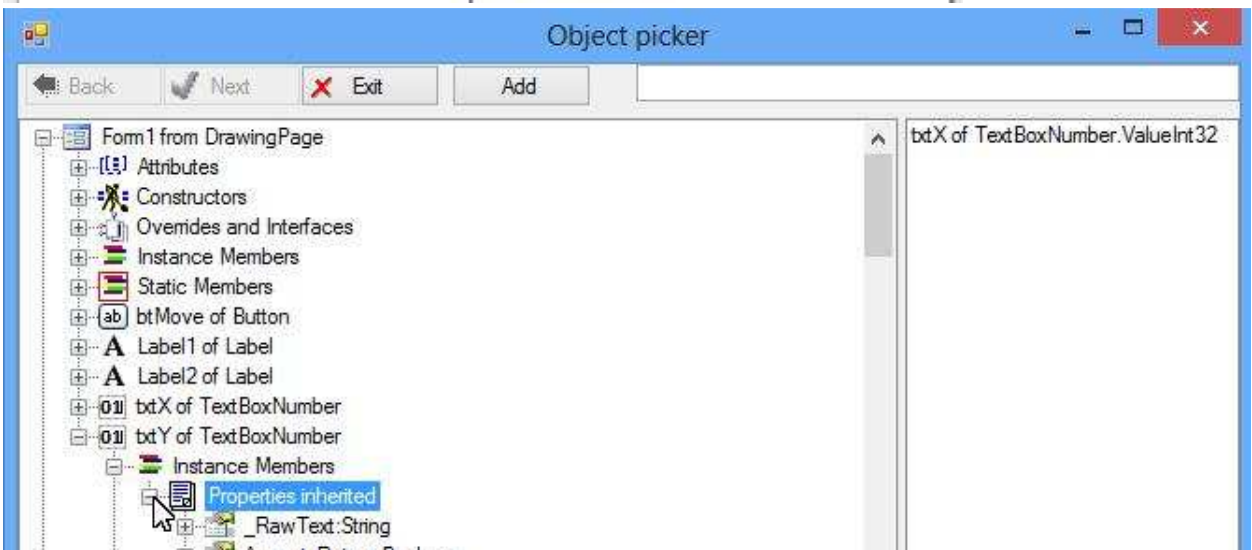
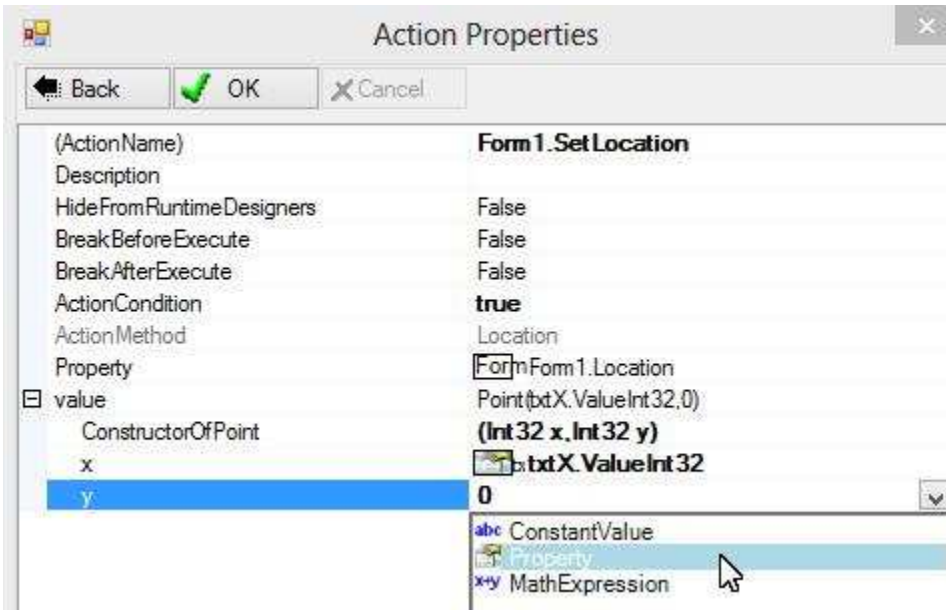
txtX is the name of the text box for X:



Select its ValueInt32 property:

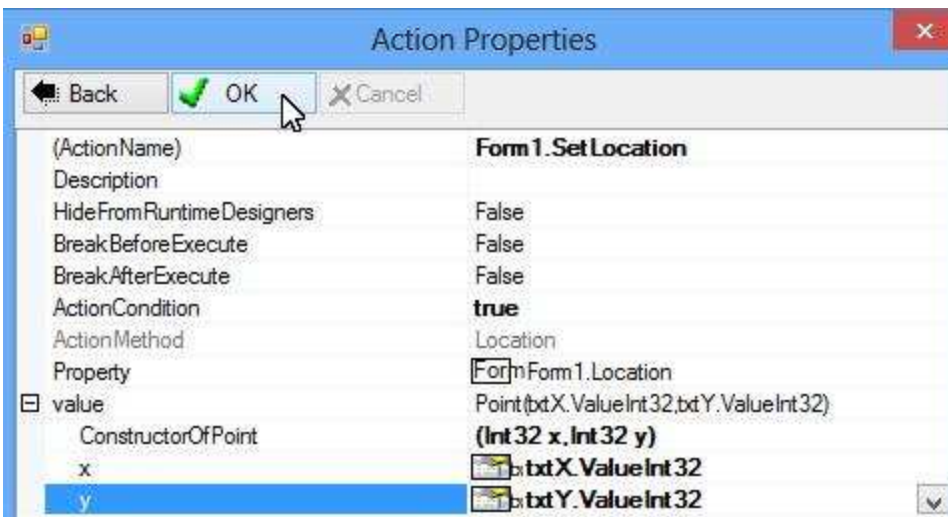


Do the same for the y value of the location, using ValueInt32 property of the text box for Y:

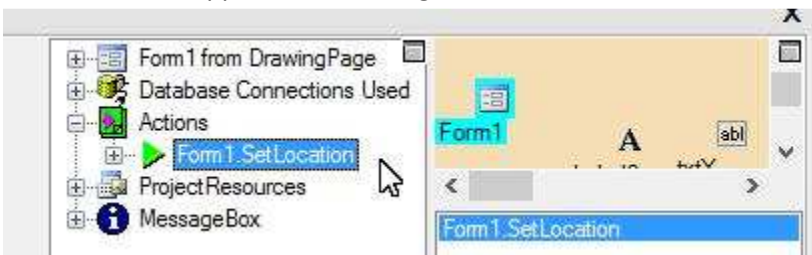




Click OK to finish creating this action:

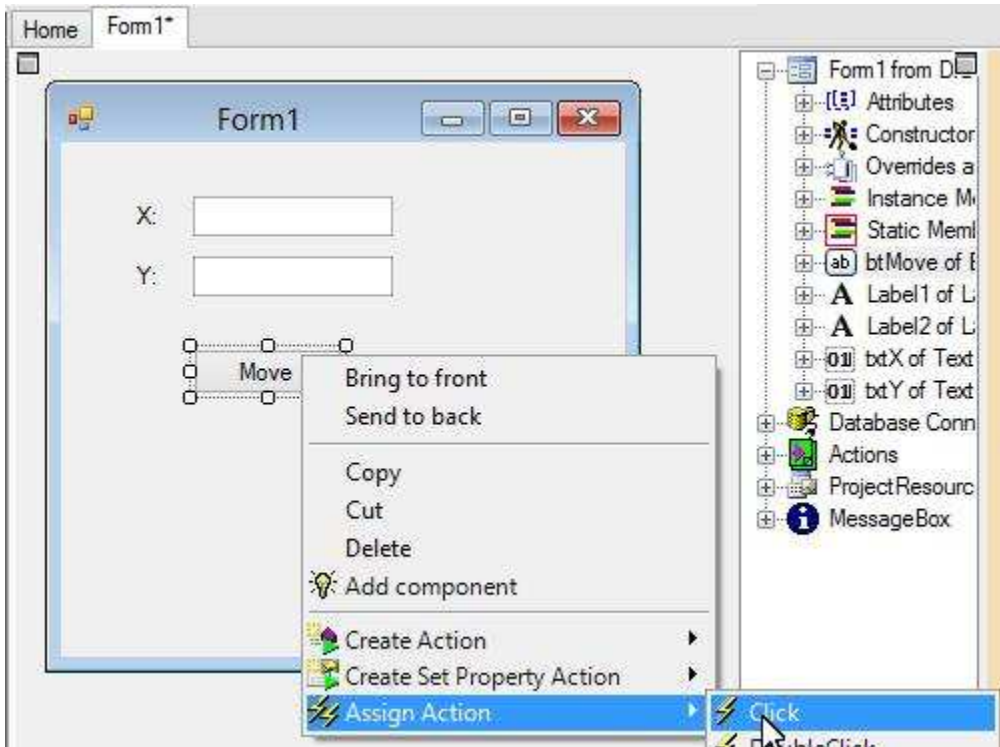


The new action appears in the designers:

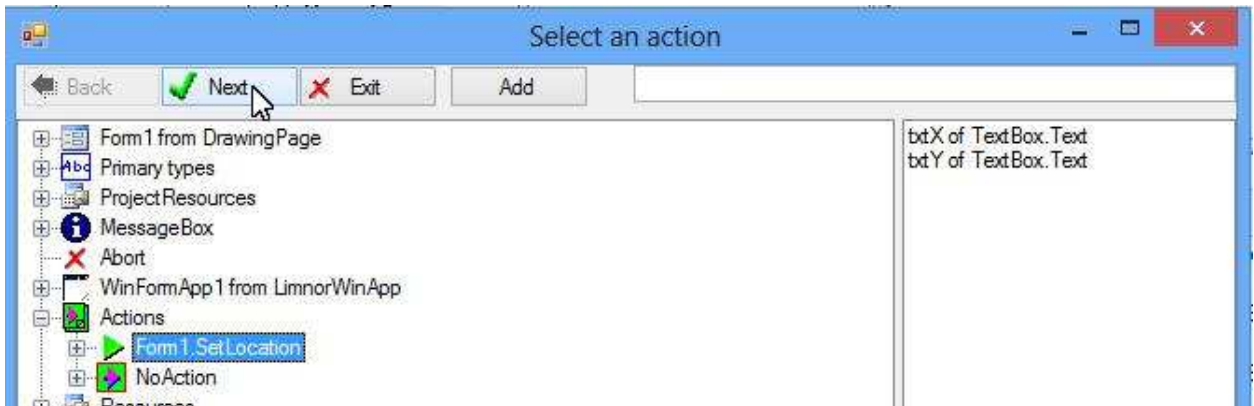


2. Assign action to Click event of the button.

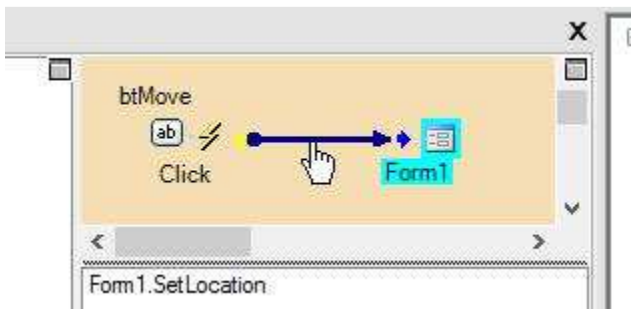
Right-click the button; choose Assign Action; choose Click event:



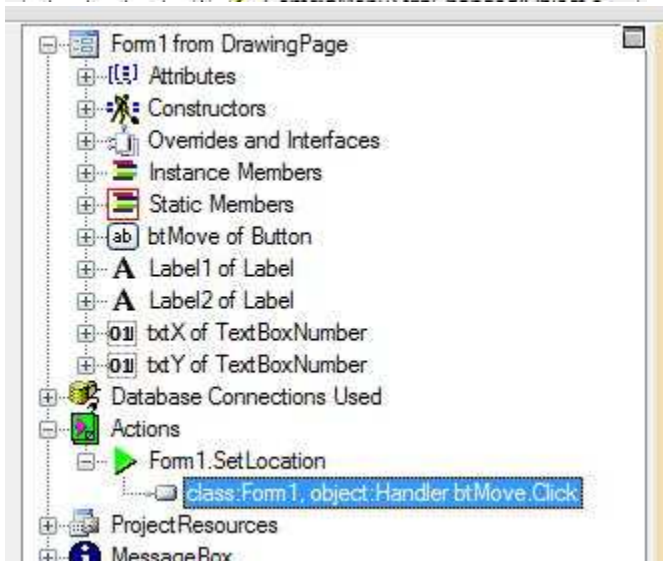
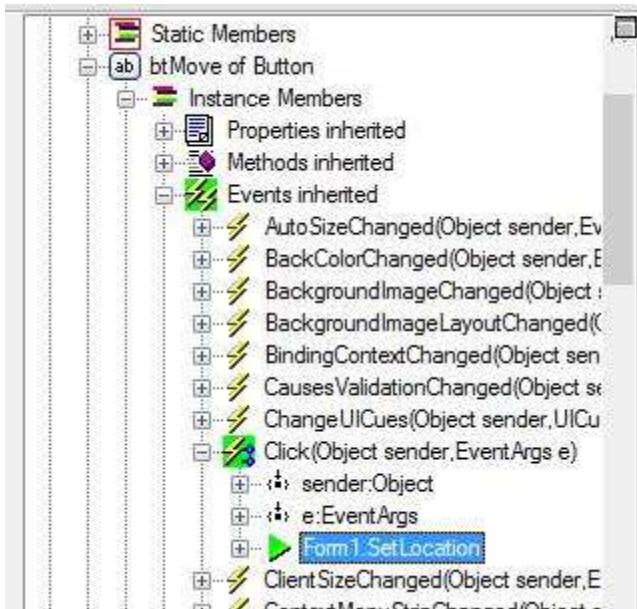
Choose the action we just created:



The action is linked to the event:

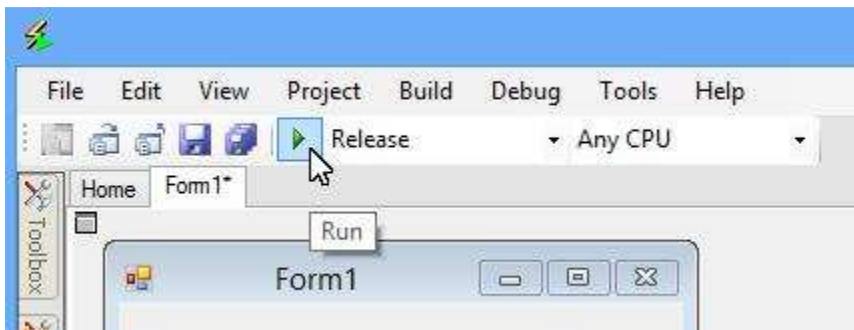


The above linkage indicates that the Click event of the button will cause Form1 do something. "Something" is the actions listed below. In our sample, it only has one action, Form1.SetLocation. This action-event relationship is also shown in the Object Explorer:

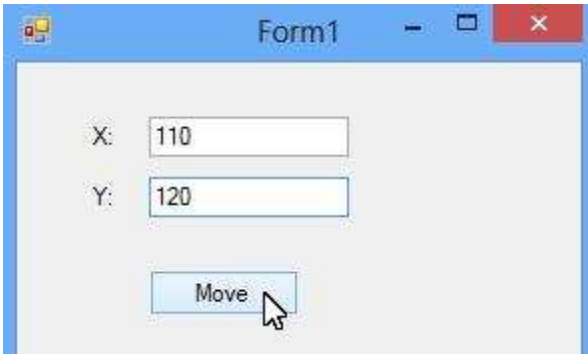


3. Test

Click Run button to test it:



The form appears. Enter X and Y values and click the button:



You will see the form moves to location (110, 120). You may enter other values and click the button again to see the form moves to the location you want.

For more information on using Forms, see

<http://www.limnor.com/support/UseDefaultFormInstance.pdf>