## BorderColors

Customizes the colors of an SRP ActiveX Control's border.

## Usage

```
Set_Property(OLECtrlEntID, "OLE.BorderColors", Colors)
```


## Values

Colors has the following structure:

| Pos | Name | Type | Description |  | Default |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $<1>$ | Colors used when control is at rest |  |  |  |  |
| $<1,1>$ | Border Outer Color | Color Fill | The color used to render the outermost pixels around the border. | "3DShadow" |  |
| $<1,2>$ | Border Inner Color | Color Fill | The color used to render the innermost pixels around the border. | "Window" |  |
| $<2>$ | Colors used when control has focus |  |  |  |  |
| $<2,1>$ | Border Outer Color | Color Fill | The color used to render the outermost pixels around the border. | "3DShadow" |  |
| $<2,2>$ | Border Inner Color | Color Fill | The color used to render the innermost pixels around the border. | "Window" |  |
| $<3>$ | Colors used when control is hot |  |  |  |  |
| $<3,1>$ | Border Outer Color | Color Fill | The color used to render the outermost pixels around the border. | "3DShadow" |  |
| $<3,2>$ | Border Inner Color | Color Fill | The color used to render the innermost pixels around the border. | "Window" |  |
| $<4>$ | Colors used when control is disabled |  |  |  |  |
| $<4,1>$ | Border Outer Color | Color Fill | The color used to render the outermost pixels around the border. | "3DShadow" |  |
| $<4,2>$ | Border Inner Color | Color Fill | The color used to render the innermost pixels around the border. | "Window" |  |

## Remarks

The BorderColors property sets the colors for the control when its Border property has been set to Custom Thick or Custom Thin. If it is a Custom Thick border, then the border is 2-pixels wide and you can set the outer pixels and inner pixels independently. If it is a Custom Thin border, then only the outer pixel color is used and the inner color is ignored. You are not limited to solid colors. Each border can be set to a valid ColorFill string, so you can even apply gradients.

## Example

```
// Set the control's border to be a thick custom one
Set_Property(@Window:".OLE_CONTROL", "OLE.Border", "Custom Thick")
// Now define the custom colors
Colors = ""
Colors<1> = "Green" :@VM:"Window" ; // Normal State
Colors<2> = "Green" :@VM:"Green" ; // Focus State
Colors<3> = "Green" :@VM:"Green" ; // Hot State
Colors<4> = "3DShadow":@VM:"3DFace" ; // Disabled State
// And set them
Set_Property(@Window:".OLE_CONTROL", "OLE.BorderColors", Colors)
```


## See Also

