

# 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

[Border](#)