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