

Forum:[Hack Forums](#)

Thread: [AeroUtility | DWM Made easy in one rich class + GDI AeroButton](#)

SIM-1456245 - September 21, 2014, 9:40 am

I don't know about you, but I'm in love with the Windows Aero design. And I have seen a lot of tutorials and sources about creating glass forms adding special design features that are only available on Windows that supports Aero. So the thing that made me code this whole class is the fact that Google Chrome Beta added a glass button in the control box. So I present you, the AeroUtility.

Features:Enable/Disable Aero globally

Get/Set the global Aero color

Extend the frame into the client area

Make the client area blurred/semi-transparent

Remove the form header(icon, title, controlbox)

Change the Aero style of the form with one property

Add control glow

Change default progressbar color

Add textbox placeholder

Add Aero style to listview

Add Aero style to treeview

Theme all control at the same time

Make instance of the class for easier use

Use all methods in a shared fashion

AeroUtility:

Spoiler ([Click to View](#))

But wait, there is more, this class includes a custom drawn Aero Button that is fully transparent. It is optimized for the glass background. You also have the ability to change the corner orientation of the button for future updates of the class.

AeroButton:

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Notes:Keep in mind that this class is unfinished. I didn't have enough time to continue working on it

I plan on adding a ton more features to it, but as I said a lot of the API's are undocumented so it's a lot of trail and error.

There are some unused API's in the API class, they will be used eventually.

You will notice that the Aero color doesn't work very well, that's because that is not finished aswell. It changes the color, but there are some problems with the opaque options.

You might ask yourself why you cannot see the AeroButton in the designer, it's because I planned to make every button change to Aero if the background is Aero styled, but I didn't have time so I left it there. But if you still want to have the button in the designer, you can use this little hack. It's very hacky, but it does the job.: Class AeroButton : Inherits Aero.AeroButton : End Class. The real reason why I did that is because if the app is ran on anything that doesn't support Aero, the button will look like crap.

The control glow makes some problems if you use the class in "non-shared" fashion.

Enough talking, here is the code(commented examples included):

<http://pastebin.com/LFkfdmRr>

Madara-Uchiha - September 21, 2014, 9:44 am

Nice, I love to see you contributing :)

From the day I first talked to you till today you've constantly improved your coding style/structure. Also you have my respect for putting your a lot effort in your programs and share them afterwards. Good job, Electro :)

SIM-1847363 - September 21, 2014, 11:03 am

Dang, nice work i will test this later on.

GenericSkid - September 21, 2014, 12:06 pm

Damn. That's really sexy. Would this work on windows 8, or am I stuck with the garbage UI that windows 8 has?

SIM-1456245 - September 21, 2014, 2:43 pm

(Sep 21, 2014 12:06 PM)Lord Pankake Wrote: [\[CITE\]](#) Damn. That's really sexy. Would this work on windows 8, or am I stuck with the garbage UI that windows 8 is?

I don't have a PC with Win8 to test it on, but I doubt that it will work. All of the features first check if it's supported so no errors will occur even if you run it on XP. I will add a ton more features to it, keep it tuned.

Hawk HF - September 22, 2014, 6:59 am

Fix ya links!

I really want to see this. :)

SaketSaket - September 22, 2014, 8:54 am

Nice work... would love to try it.... ;)

Nikey646 - September 22, 2014, 9:35 am

What it looks like w/ Windows 8:

No extended frame.

Spoiler ([Click to View](#))

Extended frame.

Spoiler ([Click to View](#))

Personally i think this looks better on Win8 then Win7, the "Entire application has Aero look" which to me is insanely stupid, and would cause me to avoid that application at all costs :L

Extended Frame, inactive

Spoiler ([Click to View](#))

Btw it crashed when using Aero.AeroForms.BlurBehind(Me, True)...and XML Documentation would be nice.

Oh, and just in case you didn't know, Aero's Child classes can be inherited. Not sure if you didn't want that or not. (If you do, make API public, because re-declaring API calls for no valid reason in an application is boring..)

SIM-1456245 - September 22, 2014, 12:51 pm

(Sep 22, 2014 06:59 AM)Hawk HF Wrote: ([CITE](#)) Fix ya links!

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The links are up man. Please re-check.

(Sep 22, 2014 09:35 AM)Nikey646 Wrote: ([CITE](#)) What it looks like w/ Windows 8:

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Oh, and just in case you didn't know, Aero's Child classes can be inherited. Not sure if you didn't want that or not. (If you do, make API public, because re-declaring API calls for no valid reason in an application is boring..)I don't know if you like it or not, because I do. And about that error, i know that it crashes, lost my patirnce to fix it. It has a problem with thr glow painting.

GenericSkid - September 22, 2014, 4:13 pm

(Sep 22, 2014 09:35 AM)Nikey646 Wrote: ([CITE](#)) What it looks like w/ Windows 8:

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With a little customized GDI I think it could work out. Not as good as the default on win 7, but it wouldn't be as bad.

Hawk HF - September 22, 2014, 5:26 pm

(Sep 22, 2014 12:51 PM)Electroalek Wrote: ([CITE](#)) The links are up man. Please re-check.

Hmmm... Must have been something with the web server at school.

Anyway, they look great so far.

I look forward to seeing how you'll design the remaining controls.

Also, I'm curious to know how you achieved the outline around the text in the buttons.

SIM-1456245 - September 22, 2014, 5:34 pm

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Wait I remeber, I see what you did there... I just put the text in a graphics path, and from there i draw the outline with black and filled the text with white.

Hawk HF - September 23, 2014, 8:14 am

(Sep 22, 2014 05:34 PM)Electroalek Wrote: ([CITE](#)) Wait I remember, I see what you did there... I just put the text in a graphics path, and from there i draw the outline with black and filled the text with white.

In all the themes and controls I've used, I never considered using a GraphicsPath for text.

That is indeed a great way to do it though.

SIM-1456245 - September 23, 2014, 8:51 am

(Sep 23, 2014 08:14 AM)Hawk HF Wrote: ([CITE](#)) In all the themes and controls I've used, I never considered using a GraphicsPath for text.

That is indeed a great way to do it though.

To be honest GraphicsPath's are sooo awesome if you get the hang of them. It makes custom shape drawing so easy, but the fact that you can use text in it opens a whole new text effect door.