

Forum:[Hack Forums](#)

Thread: [Custom ImageSlider Control - \[GDI\]](#)

SIM-1847363 - November 19, 2014, 3:22 pm

About/Intro:

So this was a project that i thought could be useful for someones project or to help someone learn from it. Probably not but if anyone wants to use it or grab bits and pieces from it go right ahead. Overall it was just a fun project that kept me busy.

Features:AutoSlide - Auto Changes the Image when x amount of time is hit.

Color Customizable - Change teh Color of the Control

Layout - 3 different Layouts

Draw option - Can use Regular GDI Draw or either PictureBox.

Online Image Support - Can Use Online Images.

SizeMode - Change how the iamge is displayed.(PictureBox)

Text With Image - Display Text with Image

And of cource more.

How To Use:

This is for the people who didn't understand why it wasn't working skip over this if you haven't tried it out..... When adding items make sure you change the order number property on the item so they are in order or it will not work right if you skip numbers or there is the same number for each item. For example lets say you have two items added. When you first added the items the items were both set with the same order number so the first one can stay 0, but the second one has to be either be one more than last item or in this case it would be 1. If you still don't understand look at Images.

Images:

There are different layouts for the imageslider and the colors can be changed.

Spoiler [\(Click to View\)](#)

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Only3 - November 19, 2014, 3:26 pm

look nice but it seems like lots of code to me ?
i think i post something like this if u want u can check it

SIM-1847363 - November 19, 2014, 3:29 pm

(Nov 19, 2014 04:26 PM)Only3 Wrote: [\[CITE\]](#) look nice but it seems like lots of code to me ?
i think i post something like this if u want u can check itSure i wouldn't mind checking it out, thanks.

SIM-1676753 - November 19, 2014, 3:59 pm

"If Item.DisplayText = True Then" is redundant because "DisplayText" is already a boolean.

"If Item.DisplayText Then" is does the same exact thing.