

Forum:[Hack Forums](#)

Thread: [\[Source Code\] Flashing Text In Visual Basic](#)

Shenagan-Hack-Team - December 22, 2014, 1:27 am

Here Is The Code For The Flashing Text In Visual Basic.Hope You Guys Enjoy

-----CODE-----

```
Label1.ForeColor = Color.Green
    Timer1.Stop()
    Timer2.Start()
```

```
Label1.ForeColor = Color.Red
    Timer2.Stop()
    Timer3.Start()
```

```
Label1.ForeColor = Color.Yellow
    Timer3.Stop()
    Timer4.Start()
```

```
Label1.ForeColor = Color.Purple
    Timer4.Stop()
    Timer1.Start()
```

Remember Your First Timer Must Be On True Not False.Do This So The Code Works.

Rhez - December 22, 2014, 1:34 am

PLease use a code/php tag when u are posting a source code bro

Haru9 - December 22, 2014, 3:10 am

(Dec 22, 2014 02:27 AM)Shenagan-Hack-Team Wrote: [\[CITE\]](#) Here Is The Code For The Flashing Text In Visual Basic.Hope You Guys Enjoy

-----CODE-----

```
Label1.ForeColor = Color.Green
    Timer1.Stop()
    Timer2.Start()
```

```
Label1.ForeColor = Color.Red
    Timer2.Stop()
    Timer3.Start()
```

```
Label1.ForeColor = Color.Yellow
    Timer3.Stop()
    Timer4.Start()
```

```
Label1.ForeColor = Color.Purple
Timer4.Stop()
Timer1.Start()
```

Remember Your First Timer Must Be On True Not False.Do This So The Code Works.Are you serious? 4 timers for something that easy...?

Try my simple code:

Code Public Class Form1

```
Private Sub Form1_Load(sender As System.Object, e As System.EventArgs) Handles
MyBase.Load
```

```
Dim Timer1 As New Timer
AddHandler Timer1.Tick, AddressOf Timer1_Tick
Timer1.Interval = 100
Timer1.Start()
End Sub
```

```
Private Sub Timer1_Tick(sender As Object, e As System.EventArgs)
```

```
Select Case Label1.ForeColor
Case Color.Green : Label1.ForeColor = Color.Red
Case Color.Red : Label1.ForeColor = Color.Yellow
Case Color.Yellow : Label1.ForeColor = Color.Purple
Case Else : Label1.ForeColor = Color.Green
End Select
End Sub
```

```
End Class
```

SIM-2137258 - December 22, 2014, 4:11 am

(Dec 22, 2014 04:10 AM)Haru9 Wrote: [\[CITE\]](#) Are you serious? 4 timers for something that easy...?

Try my simple code:

Code Public Class Form1

```
Private Sub Form1_Load(sender As System.Object, e As System.EventArgs) Handles
MyBase.Load
```

```
Dim Timer1 As New Timer
AddHandler Timer1.Tick, AddressOf Timer1_Tick
Timer1.Interval = 100
Timer1.Start()
End Sub
```

```
Private Sub Timer1_Tick(sender As Object, e As System.EventArgs)
```

```
Select Case Label1.ForeColor
Case Color.Green : Label1.ForeColor = Color.Red
Case Color.Red : Label1.ForeColor = Color.Yellow
Case Color.Yellow : Label1.ForeColor = Color.Purple
Case Else : Label1.ForeColor = Color.Green
End Select
End Sub
```

```
End Class
```

Thank you for you code :)

Anyone know how to have random color with all colors ?

Haru9 - December 22, 2014, 4:44 am

(Dec 22, 2014 05:11 AM)ImHaxor Wrote: [\[CITE\]](#) Thank you for you code :)

Anyone know how to have random color with all colors ?

Code Dim number As New Random : Label1.ForeColor = Color.FromArgb(number.Next(0, 255), number.Next(0, 255), number.Next(0, 255))?

SIM-2137258 - December 22, 2014, 6:37 am

(Dec 22, 2014 05:44 AM)Haru9 Wrote: [\[CITE\]](#) Code Dim number As New Random : Label1.ForeColor = Color.FromArgb(number.Next(0, 255), number.Next(0, 255), number.Next(0, 255))?

Thank you very much it's nice to share your:)

Haru9 - December 22, 2014, 8:44 am

(Dec 22, 2014 07:37 AM)ImHaxor Wrote: [\[CITE\]](#) Thank you very much it's nice to share your:)You're welcome ;)

This is so simple thing...

Anyway, you can find almost everything what you need to know about Visual Basic language here: [//msdn.microsoft.com/en-us/library/sh9ywfdk%28v=vs.90%29.aspx](http://msdn.microsoft.com/en-us/library/sh9ywfdk%28v=vs.90%29.aspx) ?

RandomUser123 - December 22, 2014, 9:03 am

(Dec 22, 2014 05:11 AM)ImHaxor Wrote: [\[CITE\]](#) Thank you for you code :)

Anyone know how to have random color with all colors ?

Code Dim NewColor As System.Drawing.Color
Set NewColor variable.

Code NewColor = Drawing.Color.FromArgb(New Random().Next(0, 255), New Random().Next(0, 255), New Random().Next(0, 255))
Set a new random color.

By using New Random().Next(0,255) you get a random number between 0 and 255. You use it 3 times to get an RGB color, and convert it to System.Drawing.Color by using System.Drawing.Color.FromArgb.

Example in use:

Code Public Class Form1

Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
Dim NewColor As System.Drawing.Color

NewColor = Drawing.Color.FromArgb(New Random().Next(0, 255), New Random().Next(0, 255), New Random().Next(0, 255))
Me.BackColor = NewColor
End Sub
End Class

In case of Haru9's code, you should do:

Code Private Sub Timer1_Tick(sender As Object, e As System.EventArgs)
NewColor = Drawing.Color.FromArgb(New Random().Next(0, 255), New Random().Next(0,

```
255), New Random().Next(0, 255))
    Label1.ForeColor = NewColor
End Sub
```

Odus - December 22, 2014, 9:36 am

(Dec 22, 2014 10:03 AM)RandomUser123 Wrote: [\[CITE\]](#) Code NewColor = Drawing.Color.FromArgb(New Random().Next(0, 255), New Random().Next(0, 255), New Random().Next(0, 255))
Why are you creating 3 Random instances for that?

KingDeath360 - December 22, 2014, 9:51 am

you could make a new class then inherit the label control, do some stuff with the Ondraw sub, it saves your form from having messy code with all the timers

RandomUser123 - December 22, 2014, 11:14 am

(Dec 22, 2014 10:36 AM)Odus Wrote: [\[CITE\]](#) Why are you creating 3 Random instances for that? Because you need 3 values to make an RGB color (red value, green value and blue value). FromArgb(red, green, blue).

Odus - December 22, 2014, 11:26 am

(Dec 22, 2014 12:14 PM)RandomUser123 Wrote: [\[CITE\]](#) Because you need 3 values to make an RGB color (red value, green value and blue value). FromArgb(red, green, blue).
Yes I'm well aware FromArgb takes 3 arguments but you're initializing a new random for each argument, you only need 1 and it's using unnecessary memory. Plus your code only returns greyscale when I use it. Try this:

```
Code Dim R As Random = New Random()
    Me.BackColor = Drawing.Color.FromArgb(R.Next(0, 255), R.Next(0, 255), R.Next(0, 255))
```

Hawk HF - December 22, 2014, 11:44 am

(Dec 22, 2014 12:26 PM)Odus Wrote: [\[CITE\]](#) Yes I'm well aware FromArgb takes 3 arguments but you're initializing a new random for each argument, you only need 1 and it's using unnecessary memory. Plus your code only returns greyscale when I use it. Try this:

```
Code Dim R As Random = New Random()
    Me.BackColor = Drawing.Color.FromArgb(R.Next(0, 255), R.Next(0, 255), R.Next(0, 255))
Use this, OP.
```

However, you should declare your random in the class scope.
There's no need to declare a new variable every time a method is executed.

RandomUser123 - December 22, 2014, 2:13 pm

Doesnt a variable get deleted from RAM after a method stops using it?
I thought so, for this i was using 3...

Btw i had to add another value, because first one is aplha (transparency) then rgb.
By manually setting rgb values (and alpha at 255) i can get red blue and green. By doing it using random function i get greyscale... 0.0

EDIT-----

Fixed so:

```
Code Dim NewColor As System.Drawing.Color
    Dim Random As New Random
```

```
NewColor = Drawing.Color.FromArgb(255, Random.Next(0, 255), Random.Next(0, 255),  
Random.Next(0, 255))
```

```
Label1.ForeColor = NewColor
```

By using New Random().Next(0,255) I get grey scale. By declaring the variable I don't. Is there a reason?

Haru9 - December 23, 2014, 4:12 am

(Dec 22, 2014 03:13 PM)RandomUser123 Wrote: [\[CITE\]](#) Doesnt a variable get deleted from RAM after a method stops using it?

I thought so, for this i was using 3...Yes, but it consumes memory when this code part is executed, that generally means slow-down for your application... More variables = more memory.

(Dec 22, 2014 03:13 PM)RandomUser123 Wrote: [\[CITE\]](#) Btw i had to add another value, because first one is aplha (transparency) then rgb.

By manually setting rgb values (and alpha at 255) i can get red blue and green. By doing it using random function i get greyscale... o.oAlpha color is optional. If you don't want to set transparency of rgb value, you don't need to define it, it is always 255 by default.

(Dec 22, 2014 03:13 PM)RandomUser123 Wrote: [\[CITE\]](#) By using New Random().Next(0,255) I get grey scale. By declaring the variable I don't. Is there a reason?Yes, you probably don't know what you are doing at all.

[//msdn.microsoft.com/en-us/library/system.random\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.random(v=vs.110).aspx)

Quote:Random Class

Represents a pseudo-random number generator, which is a device that produces a sequence of numbers that meet certain statistical requirements for randomness.

...

If the same seed is used for separate Random objects, they will generate the same series of random numbers.

...

Haru9 - December 23, 2014, 4:14 am

Sorry, for my network error this post is here 2 times... delete please...

Haru9 - December 23, 2014, 4:16 am

RandomUser123, anyway if you really want 3 random functions, use Rnd()

[//msdn.microsoft.com/en-us/library/f7s023d2\(v=vs.90\).aspx](http://msdn.microsoft.com/en-us/library/f7s023d2(v=vs.90).aspx)

Karnaugh - December 23, 2014, 12:05 pm

Wow that code is ridiculous... So much wasted in there...

DragonHunter - December 23, 2014, 1:43 pm

(Dec 22, 2014 02:27 AM)Shenagan-Hack-Team Wrote: [\[CITE\]](#) Here Is The Code For The Flashing Text In Visual Basic.Hope You Guys Enjoy

-----CODE-----

```
Label1.ForeColor = Color.Green
```

```
Timer1.Stop()
```

```
Timer2.Start()
```

```
Label1.ForeColor = Color.Red
```

```
Timer2.Stop()
```

```
Timer3.Start()
```

```
Label1.ForeColor = Color.Yellow  
Timer3.Stop()  
Timer4.Start()
```

```
Label1.ForeColor = Color.Purple  
Timer4.Stop()  
Timer1.Start()
```

Remember Your First Timer Must Be On True Not False.Do This So The Code Works.Woow this looks like new cutting edge socket technology ? ? I copy/pasted this code but I was getting errors about Timer1, Timer2, Timer3, Timer4, Label1 could not be found :/

Can some one give me a better copy/paste version as this is too advanced for VisualStudio to handle, cool thanks ?

Also, I'm not sure where this code should belong "Remember Your First Timer Must Be On True Not False.Do This So The Code Works." it gave ALOT of errors ??

Hopsin - December 23, 2014, 3:16 pm

(Dec 23, 2014 02:43 PM)DragonHunter Wrote: [\[CITE\]](#) Woow this looks like new cutting edge socket technology ? ? I copy/pasted this code but I was getting errors about Timer1, Timer2, Timer3, Timer4, Label1 could not be found :/

Can some one give me a better copy/paste version as this is too advanced for VisualStudio to handle, cool thanks ?

Also, I'm not sure where this code should belong "Remember Your First Timer Must Be On True Not False.Do This So The Code Works." it gave ALOT of errors ??

Because you haven't added any timers since the OP's code need timers. (4)

RandomUser123 - December 23, 2014, 3:33 pm

(Dec 23, 2014 05:12 AM)Haru9 Wrote: [\[CITE\]](#) Yes, but it consumes memory when this code part is executed, that generally means slow-down for your application... More variables = more memory.

Alpha color is optional. If you don't want to set transparency of rgb value, you don't need to define it, it is always 255 by default.

Yes, you propably don't know what you are doing at all.

[//msdn.microsoft.com/en-us/library/system.random\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.random(v=vs.110).aspx)

I know that about alpha, but by setting it lower than 255 you may get errors, because many controls don't support transparency.

And I know what I'm doing, you didnt give me an answer and i can't find it on msdn. The only thing that mdsn says is that the Random function works on time, so to get two different values you should use random in two different times. Then may be that by doing as i did, random uses same time for all 3 values.

(Dec 22, 2014 05:44 AM)Haru9 Wrote: [\[CITE\]](#) Code Dim number As New Random :
Label1.ForeColor = Color.FromArgb(number.Next(0, 255), number.Next(0, 255), number.Next(0, 255))?This doesnt work, you didn't set the blue value... So, please, don't say i dont know what i do..

(Dec 23, 2014 05:12 AM)Haru9 Wrote: [\[CITE\]](#) Yes, but it consumes memory when this code part is executed, that generally means slow-down for your application... More variables = more memory.

Alpha color is optional. If you don't want to set transparency of rgb value, you don't need to define it, it is always 255 by default.

Yes, you probably don't know what you are doing at all.

[//msdn.microsoft.com/en-us/library/system.random\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.random(v=vs.110).aspx)

I said to set alpha to 255 because setting a lower one may cause problems, because some controls do not support transparency.

And you didn't give me an answer.. The only thing that mdsn says is that Random works in correspondence on time. So it should be that in my case, Random function takes a single time and gets those 3 values depending on that single time.

(Dec 22, 2014 05:44 AM)Haru9 Wrote: [\[CITE\]](#) Code Dim number As New Random : Label1.ForeColor = Color.FromArgb(number.Next(0, 255), number.Next(0, 255), number.Next(0, 255))?

Oh, and this won't work... You didn't set the blue value. So, please, don't tell me I don't know what I do..

Is this thread bugged? I answered but I can't see the post...

DragonHunter - December 24, 2014, 10:49 am

(Dec 23, 2014 04:16 PM)Hopsin Wrote: [\[CITE\]](#) Because you haven't added any timers since the OP's code needs timers. (4) But how do we add such "Timer's" they sound really complicated ?

Haru9 - December 24, 2014, 10:29 pm

(Dec 23, 2014 04:33 PM)RandomUser123 Wrote: [\[CITE\]](#) I said to set alpha to 255 because setting a lower one may cause problems, because some controls do not support transparency. Alpha is already set to 255 when function is called with 3 arguments.

And what? Some controls do not support transparency? This is not completely true.

Code SetStyle(ControlStyles.SupportsTransparentBackColor, True)

(Dec 23, 2014 04:33 PM)RandomUser123 Wrote: [\[CITE\]](#) And you didn't give me an answer.. The only thing that mdsn says is that Random works in correspondence on time. So it should be that in my case, Random function takes a single time and gets those 3 values depending on that single time. I told it to you:

msdn.microsoft.com Wrote: If the same seed is used for separate Random objects, they will generate the same series of random numbers. Code example for this claim:

[//msdn.microsoft.com/en-us/library/system.random%28v=vs.110%29.aspx?cs-save-lang=1&cs-lang=vb#code-snippet-2](http://msdn.microsoft.com/en-us/library/system.random%28v=vs.110%29.aspx?cs-save-lang=1&cs-lang=vb#code-snippet-2)

In case of your code, it's the same. You used 3 separate Random objects with the same seed.

That means: Red = Green = Blue = from black through whole grey scale to white.

Let's try to put your code from Color.FromArgb function to MsgBox:

Code MsgBox(New Random().Next(0, 255).ToString + vbNewLine + New Random().Next(0, 255).ToString + vbNewLine + New Random().Next(0, 255).ToString) You always get the same 3 numbers...

But with one Random object:

Code Dim r As New Random

MsgBox(r.Next(0, 255).ToString + vbNewLine + r.Next(0, 255).ToString + vbNewLine + r.Next(0, 255).ToString) You get different 3 numbers...

(Dec 23, 2014 04:33 PM)RandomUser123 Wrote: [\[CITE\]](#) Oh, and this won't work... You didn't set the blue value. So, please, don't tell me I don't know what I do.. What are you talking about? This works as it should.

Code 'FromArgb(Int32, Int32, Int32)

'FromArgb(red, green, blue)

Dim number As New Random : Label1.ForeColor = Color.FromArgb(number.Next(0, 255), number.Next(0, 255), number.Next(0, 255))

//msdn.microsoft.com/en-us/library/system.drawing.color.fromargb%28v=vs.110%29.aspx

msdn.microsoft.com Wrote:FromArgb(Int32, Int32, Int32)

Creates a Color structure from the specified 8-bit color values (red, green, and blue). The alpha value is implicitly 255 (fully opaque). Although this method allows a 32-bit value to be passed for each color component, the value of each component is limited to 8 bits.

FromArgb(Int32, Int32, Int32, Int32)

Creates a Color structure from the four ARGB component (alpha, red, green, and blue) values. Although this method allows a 32-bit value to be passed for each component, the value of each component is limited to 8 bits.

Ninja - February 14, 2015, 10:09 am

(Dec 22, 2014 12:26 PM)Odus Wrote: [\[CITE\]](#) Yes I'm well aware FromArgb takes 3 arguments but you're initializing a new random for each argument, you only need 1 and it's using unnecessary memory. Plus your code only returns greyscale when I use it. Try this:

Code Dim R As Random = New Random()

Me.BackColor = Drawing.Color.FromArgb(R.Next(0, 255), R.Next(0, 255), R.Next(0, 255))

Shouldn't you declare the random as a static?

Odus - February 14, 2015, 10:22 am

(Feb 14, 2015 11:09 AM)(° ? °) Wrote: [\[CITE\]](#) Shouldn't you declare the random as a static?

That was just to show what R is. Really, you should declare in private scope to avoid initializing each time the code is called.

CMxCV - February 14, 2015, 10:57 am

Dang, this must of taken hours for you to code. Thanks for the release!