

Forum:[Hack Forums](#)

Thread: [GDI - Textbox with Cue Text](#)

BerryP - February 2, 2015, 9:19 am

Hey,

I am coding a project atm and needed a textbox with a Cue Text function. I designed a little class, which does the job nearly perfect I think :)

The search just showed up an crappy example, so I decided to share it with HF.

PHP Code

<?php

Imports System.Runtime.InteropServices

Public Class CueTextbox

Inherits TextBox

<DllImport("user32.dll", CharSet:=CharSet.Auto)> _

Private Shared Function SendMessage(ByVal hWnd As IntPtr, ByVal msg As Integer, ByVal wParam As Integer, <MarshalAs(UnmanagedType.LPWStr)> ByVal lParam As String) As Int32

End Function

Private _CueText As String

Public Property CueText As String

Get

Return _CueText

End Get

Set(value As String)

SendMessage(Me.Handle, &H1501, 0, value)

_CueText = value

End Set

End Property

End Class

Its nothing special, but it works great ?

You can change the watermark in the Visual Studio designer itself or do it like this:

PHP Code

<?php

WatermarkedTextbox.CueText = "Username..."

Will look like this:

(Thanks to: [StreetLight.](#))

Peace ?

Naywyn - February 2, 2015, 9:52 am

Hello, could you show us a screenshot of the textbox please ? thank you. :)

SIM-1847363 - February 2, 2015, 10:05 am

^ Agreed please show us the textbox with some images please.

gghitman - February 2, 2015, 10:12 am

hi

sorry but textbox.text is similar

Streetlight. - February 2, 2015, 1:27 pm

I made a gif for OP.

Only3 - February 2, 2015, 1:37 pm

without api

```
Code Class WMTextBox
Inherits TextBox
```

```
Private WaterMark As String = "Water Mark"
Sub New()
    ForeColor = Color.LightGray
    Text = WaterMark
    AddHandler Me.Leave, AddressOf Me_Leave
    AddHandler Me.Enter, AddressOf Me_Enter
End Sub
```

```
Private Sub Me_Leave(sender As Object, e As EventArgs)
    If Text.Length = 0 Then
        Text = WaterMark
        ForeColor = Color.LightGray
    End If
End Sub
```

```
Private Sub Me_Enter(sender As Object, e As EventArgs)
    If Text = WaterMark Then
        Text = ""
        ForeColor = Color.Black
    End If
End Sub
```

```
End Class
```

Temploit - February 2, 2015, 2:28 pm

Not sure but isn't this called a placeholder/hint? A watermark would refer to the 'created with gifrecorder.com' in the gif. Other than that, it's still a nice snippet.

Hawk HF - February 2, 2015, 3:22 pm

(Feb 2, 2015 02:37 PM)Only3 Wrote: [CITE](#) without api

```
Code Class WMTextBox
Inherits TextBox
```

```

Private WaterMark As String = "Water Mark"
Sub New()
    ForeColor = Color.LightGray
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Private Sub Me_Leave(sender As Object, e As EventArgs)
    If Text.Length = 0 Then
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    End If
End Sub
Private Sub Me_Enter(sender As Object, e As EventArgs)
    If Text = WaterMark Then
        Text = ""
        ForeColor = Color.Black
    End If
End Sub
End Class

```

I prefer this method more than the original. I just like to avoid API calls.
Thanks for this.

Streetlight. - February 2, 2015, 5:20 pm

Instead of watermark, should be more of a "hint" textbox.

nathan72389 - February 2, 2015, 5:33 pm

this is actually called "Cue Text".
google it, its been around for ages.

nuk - February 2, 2015, 7:10 pm

OP: Thanks for sharing this...although I don't need it & Nathan: Thanks for that info "Cue Text" - I actually never heard of that before ;)

BerryP - February 3, 2015, 10:49 am

(Feb 2, 2015 02:27 PM)StreetLight. Wrote: [\[CITE\]](#) I made a gif for OP.

Thanks awesome ??

(Feb 2, 2015 02:37 PM)Only3 Wrote: [\[CITE\]](#) without api

Code Class WMTextBox
Inherits TextBox

```

Private WaterMark As String = "Water Mark"
Sub New()
    ForeColor = Color.LightGray
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    AddHandler Me.Leave, AddressOf Me_Leave
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End Sub

```

```

Private Sub Me_Leave(sender As Object, e As EventArgs)
    If Text.Length = 0 Then
        Text = WaterMark
        ForeColor = Color.LightGray
    End If
End Sub
Private Sub Me_Enter(sender As Object, e As EventArgs)
    If Text = WaterMark Then
        Text = ""
        ForeColor = Color.Black
    End If
End Sub
End Class

```

And what if I write the Watermark string itself in the textbox ? This code is buggy, sorry...

(Feb 2, 2015 04:22 PM)Hawk HF Wrote: [\[CITE\]](#) I prefer this method more than the original. I just like to avoid API calls.

Thanks for this.

Why wouldnt you use an API call ? Mh. But use what you like :)

(Feb 2, 2015 06:33 PM)nathan72389 Wrote: [\[CITE\]](#) this is actually called "Cue Text".
google it, its been around for ages.
Going to add this to the title ? Thanks

Peace ?

Only3 - February 3, 2015, 10:59 am

(Feb 3, 2015 11:49 AM)Maember Wrote: [\[CITE\]](#) And what if I write the Watermark string itself in the textbox ? This code is buggy, sorry...

??? change it to Public

```

Code Class WMTextBox
    Inherits TextBox

```

```

    Public WaterMark As String = "Water Mark"
    Sub New()
        ForeColor = Color.LightGray
        Text = WaterMark
        AddHandler Me.Leave, AddressOf Me_Leave
        AddHandler Me.Enter, AddressOf Me_Enter
    End Sub

```

```

    Private Sub Me_Leave(sender As Object, e As EventArgs)
        If Text.Length = 0 Then
            Text = WaterMark
            ForeColor = Color.LightGray
        End If
    End Sub
    Private Sub Me_Enter(sender As Object, e As EventArgs)
        If Text = WaterMark Then
            Text = ""
            ForeColor = Color.Black
        End If
    End Sub

```

```
End If
End Sub
End Class
```

BerryP - February 3, 2015, 12:01 pm

(Feb 3, 2015 11:59 AM)Only3 Wrote: [\[CITE\]](#) ??? change it to Public

Doesnt work ?

And why would this change anything ? ?

You have to work with MyBase and Me, to tell the difference... This is to much work. Just use the API...

AND what do you do if you want to get the real text ? You will get the Watermark if the text is nothing...

[img]http://www11.pic-upload.de/03.02.15/mcx9qzchaoj5.gif[/img]

Peace ?

KingDeath360 - February 3, 2015, 12:26 pm

(Feb 3, 2015 01:01 PM)Maember Wrote: [\[CITE\]](#) This is to much work. Just use the API...Made this real quick, probably the best cue text so far.

I left some bugs in it for anti-leech :)

```
Code Public Class YetAnotherCueText : Inherits Control
```

```
Private watermark_select As Boolean = True, _watermark As String = "WaterMark"
```

```
Sub New()
```

```
    AddHandler Me.MouseLeave, Sub()
```

```
        watermark_select = If(Me.Text.Length = 0, True, False) : Me.Invalidate()
```

```
    End Sub
```

```
    AddHandler Me.MouseEnter, Sub()
```

```
        watermark_select = False
```

```
    End Sub
```

```
    AddHandler Me.KeyUp, Sub(f As Object, s As KeyEventArgs)
```

```
        Me.Text += Chr(s.KeyValue): Me.Invalidate()
```

```
    End Sub
```

```
    AddHandler Me.Paint, Sub(se As Object, ev As PaintEventArgs)
```

```
        ev.Graphics.FillRectangle(New SolidBrush(Color.White), New Rectangle(0, 0, Me.Width - 1, Me.Height - 1)): ev.Graphics.DrawRectangle(Pens.Black, New Rectangle(0, 0, Me.Width - 1, Me.Height - 1)): ev.Graphics.DrawString(If(watermark_select = True, Me._watermark, Me.Text), Me.Font, If(watermark_select = True, Brushes.Gray, Brushes.Black), New Point(0, Me.FontHeight / 2))
```

```
    End Sub
```

```
End Sub
```

```
Public Property WaterMark As String
```

```
Get
```

```
Return _watermark
```

```
End Get
```

```
Set(value As String)
```

```
_watermark = value : Me.Invalidate()
```

```
End Set
```

```
End Property
```

End Class