

# Visual FoxPro Controls

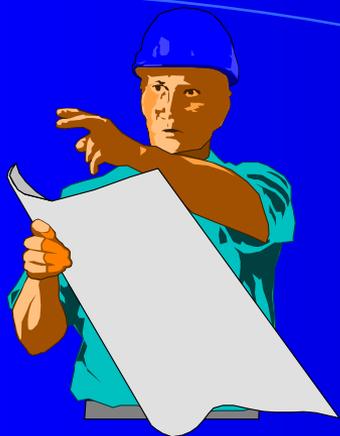
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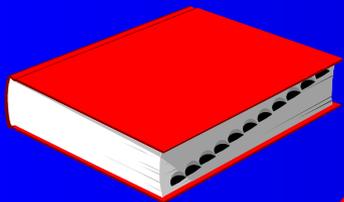
# Introduction

- VFP: The Next Generation
- Controls: These are not your dad's  
SAYs & GETs
- Ground rules, sound check, time check

# VFP Overview



Builders



New terms

OOP



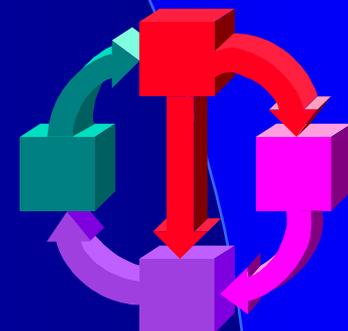
Helpful  
Documentation



Wizards



3.0 Bugs



Event loop

# Agenda

In this session, we will:

- Define the basic concepts and terminology associated with controls (10 minutes)
- Explore how controls work in the new VFP environment (30 minutes)
- Discuss how to create custom controls and why you should (20 minutes)
- Hold a Q&A session 'til we drop

# Vocabulary

- OOP
- Control
- Property
- Events
- Methods
- Classes

The image features a solid blue background. A thin white curved line starts from the top left and arcs towards the bottom right. A white triangle is positioned in the bottom right corner, with its hypotenuse following the curve of the white line.

**Demo**

# What to do

- Create an app and throw it away
- Subclass all controls into your toolbar
- Don't create the MOA class hierarchies

# Summary

- VFP Controls are more powerful than their predecessors
- Spend some time familiarizing yourself with the control's properties, events and methods
- Build your own complex custom controls

# Where to get more information

- #1: FoxHelp.Hlp
- Read The Fine Manuals
- Read The Fantastic sample code
- Related sessions:
  - Form Designer
  - Builders
  - Grids
  - OOP
  - VFP Classes