

# Add a Toolbar To Your App

## Use the Visual Basic ToolBar control to give users easy access to your application's features.

by Chris Barlow

### WHAT YOU NEED

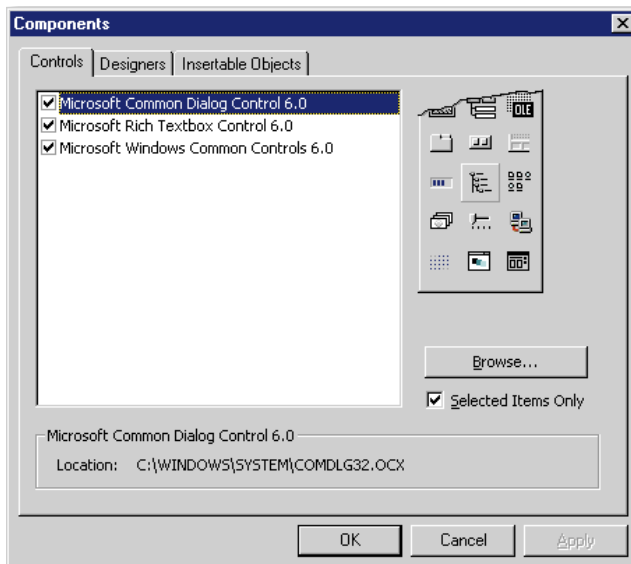
VB5 or VB6

You probably haven't seen a recent professional Windows application without a toolbar. Toolbars enable users to quickly access your application's features without navigating menus. If you want your Visual Basic app to look and feel like professional applications, you need to add a toolbar. Fortunately, VB's ToolBar control is easy to use. In this column, I'll show you how to create a simple text editor and add a toolbar to it.

First, start a new Visual Basic Standard EXE project and click on the Components menu item on the Project menu. This ensures that the Common Dialog, Rich Textbox, and Common Controls are selected (see Figure 1). (The controls will have slightly

different names if you're using VB5 instead of VB6.) Draw a RichTextBox and CommonDialog control on the form and use the Menu Editor to create a standard File menu with New, Open, Save, Print, and Exit menu items (see Figure 2).

Creating menus can be time-consuming because, even with the VB6 menu editor, you have to type all the menu properties for each form. To save time, you can make a shortcut for creating menus. First, create a form with standard Windows menus including File, Edit, and Help menus. Add this code to implement the standard New, Open, and Save menu items, then save both the FRM and FRX files into the Visual Basic\Template\Forms folder:



**Figure 1 Select the Controls.** You can display this dialog by right-clicking on the control toolbox or using the Ctrl-T shortcut key. Uncheck the "Selected Items Only" checkbox to see all the controls registered on your system.

```
Private Sub mnuNew_Click()
    RichTextBox1.Text = ""
End Sub

Private Sub mnuOpen_Click()
    CommonDialog1.ShowOpen
    RichTextBox1.LoadFile (CommonDialog1.FileName)
End Sub

Private Sub mnuSave_Click()
    CommonDialog1.ShowSave
    RichTextBox1.SaveFile (CommonDialog1.FileName)
End Sub
```

Anytime you need a form with standard menus, use the Add Form menu item on the Project menu to choose your form templates, including your new menu form. Next, add this code to enable the Print menu:

```
Private Sub mnuPrint_Click()
    On Error Resume Next
    CommonDialog1.Flags = cd1PDReturnDC + _
        cd1PDNoPageNums
```

```

CommonDialog1.CancelError = True
If RichTextBox1.SelLength = 0 Then
    CommonDialog1.Flags = CommonDialog1.Flags + _
        cd1PDA11Pages
Else
    CommonDialog1.Flags = CommonDialog1.Flags + _
        cd1PDSelection
End If
CommonDialog1.ShowPrinter
If Err = 0 Then
    Printer.Print ""
    RichTextBox1.SelPrint Printer.hDC
    Printer.EndDoc
End If
End Sub

```

Notice that the fourth line sets the `CancelError` property to `True` so the `CommonDialog` control returns an error if the user clicks on the Cancel button. Then the 12th line prints only if no error is set. Now that you have a simple text editor, you can add a toolbar.

### More Complicated, But Worth It

Because the `ToolBar` control features a hierarchical object model, it's more complicated to use than the `RichTextBox` and `CommonDialog` controls. The `ToolBar` control contains a `Buttons` collection of `Button` objects with their own properties and methods. To make everything a bit more complex, the images on the button faces aren't contained within the `ToolBar` control, but within the `ListImages` collection of an `ImageList` control.

I'll go through each step in detail to help you add a toolbar to your app. (For a short list of the steps, see the sidebar, "How to Add a Toolbar to Your Application.") Draw an `ImageList` control on your form, right-click on the control to display the Properties dialog, go to the Images tab, and click on the Insert Picture button. If you look in the `Bitmaps\TIBr_W95` folder located under the folder where VB is installed, you'll find a good selection of bitmaps for the toolbar buttons. Insert pictures for New, Open, Save, Print, Find, Left, Center, and Right. Go to the Colors tab and change the `BackColor` property to the system color "Menu Bar" and the `MaskColor` property to the system color "Button Face." If you don't adjust the colors, you'll find the images are dithered when they appear on the toolbar buttons, and they'll be difficult to see on the button faces. You can use the `Add` method of the `ListImages` collection to add other images to the `ImageList` control at run time.

Now that you have a collection of images for your toolbar, add the `ToolBar` control to your form and right-click on the control to display its Properties dialog. On the General tab, change the `ImageList` property to bind the toolbar to your `ImageList` control. Add all the images you need to your `ImageList`

control before you bind it to the toolbar, because you can't make changes to a bound `ImageList` control.

Each toolbar has a collection of `Button` objects. You can add `Button` objects to the toolbar at run time with the `Add` method of the `ToolBar` control's `Buttons` collection. To add a button at design time, click on `Insert Button` on the Buttons tab of the `ToolBar` control's Properties dialog. `Button` objects can contain an image, a caption, or both. You probably won't need to design a toolbar with both images and captions because each `Button` object has a `ToolTipText` property. Set the `Key` property of each `Button` object so you can identify which button the user has clicked on.

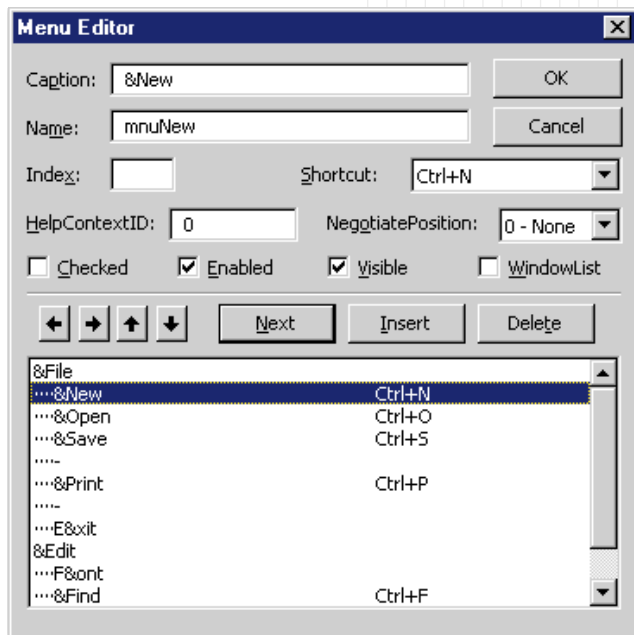
Insert five buttons on your toolbar, set their `Key` and `ToolTipText` properties to New, Open, Save, Print, and Find, respectively, and bind them to images one through five of the `ImageList` control. Click on the `Apply` button to see your new toolbar.

You can design a better toolbar by using the `Button` object's `Style` property. The default style is a normal button, just like the buttons now on your toolbar. To separate the `Print` button slightly from the `New`, `Open`, and `Save`

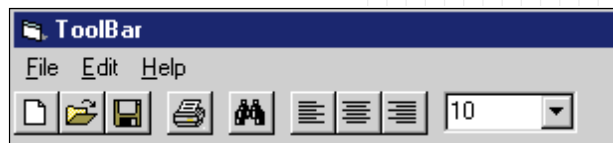
buttons, insert another button with a `Style` property of "tbrSeparator."

On the Buttons tab, move back to the `Save` button by changing the index to 3, and click on `Insert Button`. Change the `Style` property to "tbrSeparator" and insert separator buttons between the `Print` and `Find` buttons and after the `Find` button.

Buttons can also be part of a button group: a group of buttons with a "tbrButtonGroup" style surrounded by buttons with a "tbrSeparator" style. You can press only one group button at a time. For example, if the text in your `RichTextBox` control can be only left-



**Figure 2 Create a File Menu.** This menu editor has changed little since VB1. Save yourself some time and put your common forms in your Template folder so you don't have to create a menu from scratch for each project.



**Figure 3 The Finished Project.** Notice the placement of the buttons and their images on the completed toolbar. You've added New, Open, Save, Print, and Find buttons, as well as buttons to left-justify, center, or right-justify your text.

aligned, centered, or right-aligned, then users can press only one of the Left, Center, or Right buttons. Add three more buttons with Key and ToolTipText properties of Left, Center, and Right to your toolbar and set their Style properties to tbrButtonGroup.

Buttons can also have a Style property of “tbrPlaceholder” that enables you to add other controls to the toolbar. Add a combo box that enables the user to set the size of the font. Add two more buttons to your toolbar—one with a “tbrSeparator” style and the other with a “tbrPlaceholder” style. Set the Key property of the last button to “combo1,” and the width property to 1,000. Then draw a ComboBox control on the toolbar. You can add code now that your toolbar design is complete (see Figure 3).

**The Code Behind the Bar**

Add code to initialize the toolbar’s combo box with font size data, and make sure it’s located on the placeholder button of the toolbar. In the Form\_Load event, add this code:

```
Private Sub Form_Load()
'Initialize the combo box
Show
With Combo1
.Width = _
.Toolbar1.Buttons("combo1").Width
.Left = _
```

**How to Add a Toolbar to Your Application**

1. Add an ImageList control to your form.
2. Insert pictures for the button faces into the ListImages collection of the ImageList control.
3. Add a Toolbar control to your form.
4. Set the Toolbar ImageList property to bind the toolbar to your ImageList control.
5. Add Button objects to the toolbar.
6. Set each button’s properties to bind the button image to the proper image.
7. Write code to handle toolbar button clicks.

**One of the cool things you get with the Toolbar control is the ability to let the user customize the toolbar by reordering and removing buttons.**

```
Toolbar1.Buttons("combo1").Left
.Top = _
.Toolbar1.Buttons("combo1").Top
.AddItem "10"
.AddItem "12"
.AddItem "14"
.AddItem "16"
.ListIndex = 0
.ZOrder
End With
End Sub

Case "Print": mnuPrint_Click
Case "Find": mnuFind_Click
Case "Left": _
.RichTextBox1.SelectionAlignment = _
rtfLeft
Case "Center": _
.RichTextBox1.SelectionAlignment = _
rtfCenter
Case "Right": _
.RichTextBox1.SelectionAlignment = _
rtfRight
End Select
End Sub
```

You need to copy this code to the Form\_Resize event so the combo box always stays in the proper place on the toolbar:

```
Private Sub Form_Resize()
With Combo1
.Width = _
.Toolbar1.Buttons("combo1").Width
.Left = _
.Toolbar1.Buttons("combo1").Left
.Top = _
.Toolbar1.Buttons("combo1").Top
End With
End Sub
```

It’s easy to handle the toolbar clicks because you already have menu items for most of these functions, which include New, Save, and Open. You simply call these menu functions. The toolbar ButtonClick event passes the Button object the user clicked on, so you can write a Select statement based on the Key property of the button:

```
Private Sub Toolbar1_ButtonClick(ByVal _
Button As Button)
Select Case Button.Key
Case "New": mnuNew_Click
Case "Open": mnuOpen_Click
Case "Save": mnuSave_Click
Case "Print": mnuPrint_Click
Case "Find": mnuFind_Click
Case "Left": _
.RichTextBox1.SelectionAlignment = _
rtfLeft
Case "Center": _
.RichTextBox1.SelectionAlignment = _
rtfCenter
Case "Right": _
.RichTextBox1.SelectionAlignment = _
rtfRight
End Select
End Sub
```

The only new code—the Case “Left,” Case “Center,” and Case “Right” statements—sets the alignment property of the RichTextBox control based on which button the user clicked on. This changes the alignment of the selected paragraphs or, if no text is selected, the current paragraph. Setting each button’s Value property within the RichTextBox control’s SelChange event sets these alignment buttons to display the text’s actual alignment as you move through the text. Notice how the “Case Else” statement “unpresses” all buttons in the group if the alignment is other than left, centered, or right:

```
Private Sub RichTextBox1_SelChange()
Select Case RichTextBox1.SelectionAlignment
Case rtfLeft
.Toolbar1.Buttons("Left").Value = _
tbrPressed
Case rtfCenter
.Toolbar1.Buttons("Center").Value = _
tbrPressed
Case rtfRight
.Toolbar1.Buttons("Right").Value = _
tbrPressed
Case Else
.Toolbar1.Buttons("Left").Value = _
```

```

        tbrUnpressed
    Toolbar1.Buttons("Center").Value = _
        tbrUnpressed
    Toolbar1.Buttons("Right").Value = _
        tbrUnpressed
End Select
Combo1.Text = RichTextBox1.SelFontSize
End Sub

```

The last line of code in the `RichTextBox1_SelChange()` procedure uses the `SelFontSize` property to display the font size as the cursor moves through the text. It's easy to add code to change the font size of the selected text when the user makes a selection from the combo box on your toolbar. Simply set the `SelFontSize` property of the `RichTextBox` control to the default value of the combo box and return the focus to the `RichTextBox` control:

```

Private Sub Combo1_Click()
    RichTextBox1.SelFontSize = Combo1
    RichTextBox1.SetFocus
End Sub

```

You now have a fully functional toolbar for your application (download Listing 1 from The Development Exchange; see the Download Free Code box for details). One of the cool things you get with the `ToolBar` control is the ability to enable the user to customize the toolbar by reordering and removing buttons. If you set the `AllowCustomize` property of the toolbar to `True`, the user can double-click on the toolbar at run time to bring up a customize dialog where he or she can modify the toolbar you set up at design time. You can even add code to the toolbar `Change` event to use the `SaveToolBar` method to store the current toolbar settings in the Registry, then use the `RestoreToolBar` method to reload it the next time the user runs your application. [VBPI](#)

### About the Author

Chris Barlow, a recognized expert in the Internet, Web, messaging, and applications development fields, is a frequent speaker at VBITS, Tech•Ed, and DevDays and has

been featured in two Microsoft videos. Chris holds degrees from Harvard Business School and Dartmouth College. Reach him at [Chris@VBExpert.com](mailto:Chris@VBExpert.com) or on the Web at <http://www.VBExpert.com>.

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