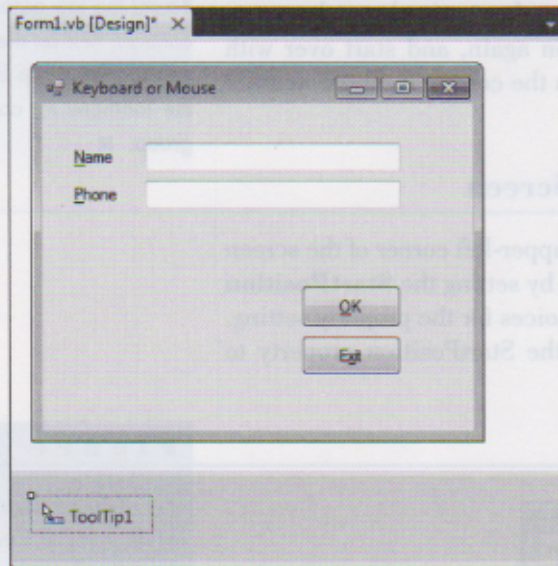
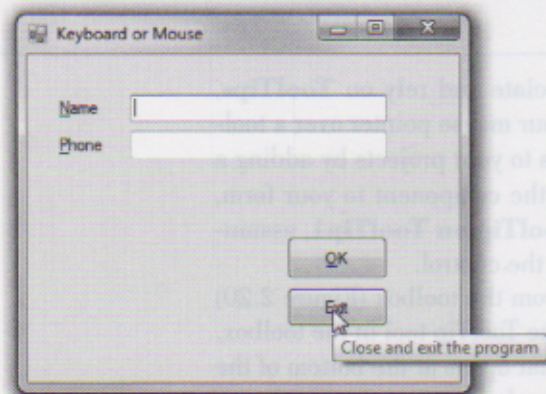


Figure 2.21

The new *ToolTip* component goes in the component tray at the bottom of the *Form Designer* window.

After you add the *ToolTip* component, examine the properties list for other controls on the form, such as buttons, text boxes, labels, radio buttons, check boxes, and even the form itself. Each has a new *ToolTip* on *ToolTip1* property.

Try this example: Add a button to any form and add a *ToolTip* component. Change the button's *Text* property to *Exit* and set its *ToolTip* on *ToolTip1* property to *Close and Exit the program*. Now run the project, point to the *Exit* button, and pause; the *ToolTip* will appear (Figure 2.22).

Figure 2.22

Use the *ToolTip* on *ToolTip1* property to define a *ToolTip*.

You also can add multiline *ToolTips*. In the *ToolTip* on *ToolTip1* property, click the drop-down arrow. This drops down a white editing box in which you enter the text of the *ToolTip*. Type the first line and press *Enter* to create a second line; press *Ctrl + Enter* to accept the text (or click somewhere outside the *Property* window).

You can modify the appearance of a *ToolTip* by setting properties of the *ToolTip* component. Select the *ToolTip* component in the component tray and try changing the *BackColor* and *ForeColor* properties. You also can set the *IsBalloon* property to *True* for a different appearance and include an icon in the *ToolTips*