

# 9.2

## The OpenFileDialog, SaveFileDialog, FontDialog, and ColorDialog Controls

Visual Basic Provides Dialog Controls That Equip Your Applications With Standard Windows Dialog Boxes for Operations Such As Opening Files, Saving Files, and Selecting Fonts and Colors



# OpenFileDialog and SaveFileDialog

- Windows has a standard method of allowing a user to choose a file to open or save
  - Provides users the ability to browse for a file
- The *OpenFileDialog* and *SaveFileDialog* controls provide this capability in VB
- To use the OpenFileDialog control
  - Double click on this tool in the Toolbox
  - Appears in component tray
  - Use *ofd* as standard prefix when naming
- SaveFileDialog is used in a similar way



# Displaying an Open Dialog Box

- Display control with the *ShowDialog* method  
`ControlName.ShowDialog()`
- Method returns a value indicating which dialog box button the user selects, either
  - `DialogResult.OK`, or
  - `DialogResult.Cancel`
- For example:

```
If ofdOpenfile.ShowDialog() = DialogResult.OK Then
    MessageBox.Show(ofdOpenFile.FileName)
Else
    MessageBox.Show("You selected no file")
End If
```



# Dialog Box Filter Property

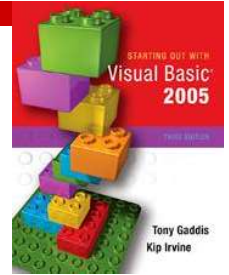
- FileDialog controls have a *Filter* property
  - Limits files shown to specific file extensions
  - Specify filter description shown to user first
  - Then specify the filter itself
  - Pipe symbol (|) used as a delimiter
- Following Filter property lets user choose:
  - *Text files (\*.txt)*, displays all .txt files
  - *All files (\*.\*)*, displays all file extensions

```
ofdOpenFile.Filter = "Text files (*.txt)|*.txt|" & _  
                    "All files (*.*)|*.*"
```



## Other OpenFileDialog Properties

- *InitialDirectory* property specifies folder to use
  - Default if not specified is current folder
  - To set dialog box initial directory to *C:\Data*:  
`ofdOpenFile.InitialDirectory = "C:\Data"`
- *Title* property specifies the text on the title bar
  - Default title is *Open* if not specified  
`ofdOpenFile.Title = "Select a File to Open"`
- *Filename* property returns file selected from dialog box by user, in this case to *selectedFile*  
`selectedFile = ofdOpenFile.Filename`



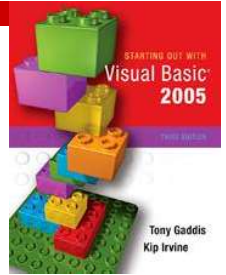
# Open Dialog Box Example

- User may choose to display *.txt* files or all files
- Files from *Data* folder of hard drive are shown
- Dialog box title shows *Select a File to Open*
- Variable *inputFile* holds file selected by user

' Configure the Open dialog box and display it.

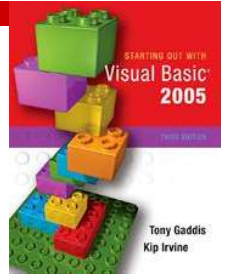
With ofdOpenFile

```
.Filter = "Text files (*.txt)|*.txt|" & _  
          "All files (*.*)|*.*"  
.InitialDirectory = "C:\Data"  
.Title = "Select a File to Open"  
If .ShowDialog() = DialogResult.OK Then  
    inputFile = System.IO.File.OpenText(.Filename)  
End If  
End With
```



# SaveFileDialog Control

- *SaveFileDialog* uses the same methods:
  - ShowDialog()
- The same properties:
  - Filter
  - InitialDirectory
  - Title
  - Filename
- And the same result constants:
  - DialogResult.OK
  - DialogResult.Cancel
- Tutorial 9-4 uses these controls in a text editor



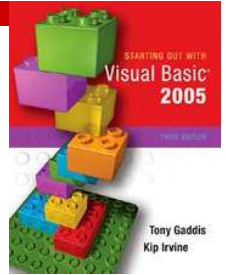
# ColorDialog Control

- Displays a typical Windows color dialog box
  - Provides users the ability to choose a color
- To use the *ColorDialog* control
  - Double click the tool in the Toolbox
  - Appears in component tray
  - Use *cd* as standard prefix when naming

- The following code sets the text in control `lblMessage` to the color selected by the user

```
cdColor.ShowDialog()  
If cdColor.ShowDialog() = DialogResult.OK Then  
    lblMessage.ForeColor = cdColor.Color  
End If
```





# FontDialog Control

- Displays a Windows font selection dialog box
  - Allows users to choose font, font size, etc.
- To use the *FontDialog* control
  - Double click the tool in the Toolbox
  - Appears in component tray
  - Use *fd* as standard prefix when naming
- The following code sets the text in control `lblMessage` to the font selected by the user

```
fdFont.ShowDialog()  
If fdFont.ShowDialog() = DialogResult.OK Then  
    lblMessage.Font = fdFont.Font  
End If
```