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# 1 TFormMagnet component - Overview

## Overview

The FormMagnet allows to magnetize your forms to an edges of [screen / work area](#) borders of parent window and to other forms. Forms can [glue](#) each others, so when user moves the form, others, attached forms will be moved too. With acFormMagnet, your forms can look and feel like windows of famous WinAmp player.

## With FormMagnet forms obtains following abilities:

1. to be attracted to edges of screen or work area (considering placement of task / appbars)
2. to be attracted to borders of parent form (for child windows).
3. to attract other forms (with FormMagnet on them) to itself.
4. to glue other forms to itself (when user move form, others, "glued" forms will be moved too)
5. to move forms, dragging by client area.

## Key properties

- [Active](#) activity flag. Means that this window can be magnetized to other forms and to screen edges;
- [FormDragable](#) allows to move forms, dragging by client area;
- [Glue](#) enables or disables gluing feature. When Glue is True and user moves the form, others, attached forms will be moved too;
- [MagnetType](#) type of magnetization;
- [Power](#) maximum range (in screen pixels) to other object that attract the form;
- [ScreenMagnet](#) list of properties that allow your form to be magnetized to the screen edges.

## events

- [OnDragMove](#) occurs when form changes the screen position;
- [OnGlue](#) occurs when form is about to be glued to other magnet;
- [OnMagnet](#) occurs when form is about to be magnetized to other magnet.

## How to use ?

Just drop component onto your form, compile the program and try to move form near the screen edges. See description of properties for customization.

# 2 Installation Instructions

## Package without source code

### to Delphi 2

1. Unzip files from "Delphi2" directory to your "Delphi 2\Lib" directory.
2. Start Delphi 2 IDE.
3. Select "Component\ Install..." menu item.
4. Press "Add" button and select "FormMagnet.dcu" file.
5. Rebuild library.

### to Delphi 3

1. Unzip files from "Delphi3" directory and copy them to "Delphi 3\Lib".
2. Start Delphi 3 IDE.
3. Open "FormMagnetD3.dpk" file.
4. Install package to the components palette ("Install" button).

to Delphi 4

1. Unzip files from "Delphi4" directory and copy them to "Delphi 4\Lib".
2. Start Delphi 4 IDE.
3. Open "FormMagnetD4.dpk" file.
4. Install package to the components palette ("Install" button).

to Delphi 5

1. Unzip files from "Delphi5" directory and copy them to "Delphi 5\Lib".
2. Start Delphi 5 IDE.
3. Open "FormMagnetD5.dpk" file.
4. Install package to the components palette ("Install" button).

to Delphi 6

1. Unzip files from "Delphi6" directory and copy them to "Delphi 6\Lib".
2. Start Delphi 6 IDE.
3. Open "FormMagnetD6.dpk" file.
4. Install package to the components palette ("Install" button).

to Delphi 7

1. Unzip files from "Delphi7" directory and copy them to "Delphi 7\Lib".
2. Start Delphi 7 IDE.
3. Open "FormMagnetD7.dpk" file.
4. Install package to the components palette ("Install" button).

to C++ Builder 1

1. Unzip files from "BCB1" directory to your "CBuilder\Lib" directory.
2. Start C++ Builder IDE.
3. Select "Component\ Install..." menu item.
4. Press "Add" button and select "FormMagnet.dcu" file.
5. Rebuild library.

to C++ Builder 3

1. Unzip files from "BCB3" directory and copy them to "CBuilder3\Lib".
2. Start C++ Builder 3 IDE.
3. Open "FormMagnetCB3.bpk" file.
6. Select "Project \ Make FormMagnetCB3" menu item.
7. Select "Component\ InstallPackages" menu item.
8. Press "Add" button and select "FormMagnetCB3.bpl" file.

to C++ Builder 4

1. Unzip files from "BCB4" directory and copy them to "CBuilder4\Lib".
2. Start C++ Builder 4 IDE.
3. Open "FormMagnetCB4.bpk" file.
4. Install package to the components palette ("Install" button).

to C++ Builder 5

1. Unzip files from "BCB5" directory and copy them to "CBuilder5\Lib".
2. Start C++ Builder 5 IDE.
3. Open "FormMagnetCB5.bpk" file.
4. Install package to the components palette ("Install" button).

to C++ Builder 6

1. Unzip files from "BCB6" directory and copy them to "CBuilder6\Lib".

2. Start C++ Builder 6 IDE.
3. Open "FormMagnetCB6.bpk" file.
4. Install package to the components palette ("Install" button).

**Source code**

1. Uninstall / delete all previous(trial) instances of FormMagnet.
2. Unzip files from "Sources" directory and copy them to "..\Lib" directory.
3. Run Delphi or ++ Builder IDE.
4. Select "Component\ Install..." menu item.
5. Press "Add" button and select "FormMagnet.pas" file.
6. Rebuild library.

### 3 Registration Information

FormMagnet component is SHAREWARE. This means that you can try it out for free, but if you like it and want to use it you have to register it with the author. Before continue read and accept [license agreement](#) please.

The only difference between the unregistered and registered versions is that the registered one has not message box with remind to register and works without Delphi (C++ Builder) running. You can also purchase the [source code](#), if you would like to have it, and be able to compile or modify the FormMagnet on any 32bit version of Delphi or C++ Builder.

If you would like to use the FormMagnet and receive full, unrestricted version, priority support or even source code — you have to purchase proper license.

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## 5 Properties

### 5.1 Active

#### Applies to

[FormMagnet](#) component.

#### Declaration

```
property Active: Boolean;
```

#### Description

The Active property controls whether the [FormMagnet](#) component and magnetizing and gluing features is currently active. If Active is True, the FormMagnet will be able to magnetize your form to other windows (with [acFormMagnet](#) component on them) and to the edges of [screen / workarea](#).

See also

[Glue](#), [Power](#) and [ScreenMagnet](#) properties.

## 5.2 FormDragable

### Applies to

[FormMagnet](#) component.

### Declaration

```
property FormDragable: Boolean;
```

### Description

The FormDragable property controls whether your form can be moved on screen by client area. If FormDragable is True, user will be able to move the form dragging it by client area.

## 5.3 Glue

### Applies to

[FormMagnet](#) component.

### Declaration

```
property Glue: Boolean;
```

### Description

The Glue property controls whether the current form is able to glue other forms to itself. If Glue is True, other forms will be glued to current form and when user moves the current form, others, attached forms will be moved too.

### See also

[Active](#) property.

## 5.4 MagnetType

### Applies to

[FormMagnet](#) component.

### Declaration

```
type
    TMagnetType = (mkOnMoving, mkAfterMoving);

property MagnetType: TMagnetType;
```

### Description

The MagnetType property controls how the [FormMagnet](#) component will magnetize current form to other forms and screen sides.

If MagnetType is `mkOnMoving`, the form will be attracted to others, everytime when user moving the form on the screen (during the moving process).

If Magnet is `mkAfterMoving`, the form can be moved freely by whole screen and will be pulled to other forms once user releases the mouse button (after the moving process).

## 5.5 Power

### Applies to

[FormMagnet](#) component.

### Declaration

```
property Power: Byte; // in screen pixels
```

### Description

The Power property controls the maximum range (in screen pixels), where the form can be attracted to other object.

For example, if Power is 32, and move the form near other form with FormMagnet, approaching the form on distance of 32 screen pixels, forms will be magnetized each others.

### See also

[DesktopPower](#) property.

## 5.6 ScreenMagnet

### Applies to

[FormMagnet](#) component.

### Declaration

```
type
  TacScreenMagnet = class(TPersistent)
  published
    property Area: TScreenArea;
    property DesktopPower: Byte;
    property Top: Boolean;
    property Bottom: Boolean;
    property Left: Boolean;
    property Right: Boolean;
  end;
```

### Description

The ScreenMagnet is the list of properties that allow the forms to be magnetized to the edges of screen / work [area](#).

### 5.6.1 Area

### Applies to

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

### Declaration

```
type
  TacScreenArea = (saFullScreen, saWorkArea);

property Area: TScreenArea;
```

### Description

The Area property specifies the desktop area which can magnetize the form. If Area is `saFullScreen`, form can be attracted to the edge of whole screen. If Area is `saWorkArea`, form can



be attracted only to edges of working area, considering the placements of taskbar and other application desktop toolbars (appbars).

### 5.6.2 Bottom

#### Applies to

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

#### Declaration

```
property Bottom: Boolean;
```

#### Description

The Bottom property controls whether the form is able to be attracted to the bottom edge of screen or work area. If Bottom is True, form can be magnetized to the bottom side of area specified in [Area](#) property.

#### See also

[Left](#), [Top](#), [Bottom](#), [Right](#) and [Area](#) properties.

### 5.6.3 DesktopPower

#### Applies to

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

#### Declaration

```
property DesktopPower: Byte;
```

#### Description

The DesktopPower property controls the maximum range (in screen pixels), where the form can be attracted to the edge of screen / work area or border of parent form (for MDI childs).

For example, if DesktopPower is 32, and move the form near the edge of [screen / work area](#), approaching the form on distance of 32 screen pixels, form will be magnetized to edge of screen / work area.

#### See also

[Power](#) and [Area](#) properties.

### 5.6.4 Left

#### Applies to

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

#### Declaration

```
property Left: Boolean;
```

#### Description

The Left property controls whether the form is able to be attracted to the left edge of screen or work area. If Left is True, form can be magnetized to the left side of area specified in [Area](#) property.

#### See also

[Left](#), [Top](#), [Bottom](#), [Right](#) and [Area](#) properties.

### 5.6.5 Right

**Applies to**

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

**Declaration**

```
property Right: Boolean;
```

**Description**

The Right property controls whether the form is able to be attracted to the right edge of screen or work area. If Right is True, form can be magnetized to the right side of area specified in [Area](#) property.

**See also**

[Left](#) [Top](#), [Bottom](#), [Right](#) and [Area](#) properties.

### 5.6.6 Top

**Applies to**

[FormMagnet](#) component as subproperty of [ScreenMagnet](#)

**Declaration**

```
property Top: Boolean;
```

**Description**

The Top property controls whether the form is able to be attracted to the top edge of screen or work area. If Top is True, form can be magnetized to the top side of area specified in [Area](#) property.

**See also**

[Left](#) [Top](#), [Bottom](#), [Right](#) and [Area](#) properties.

## 6 Methods

### 6.1 DoMagnet

**Applies to**

[FormMagnet](#) component.

**Declaration**

```
procedure DoMagnet;
```

**Description**

Call DoMagnet method to pull the current form to other forms (with [FormMagnet](#) component on them), or to the edges of [screen / work area](#), or borders of parent form (for MDI childs).

## 7 Events

### 7.1 OnDragMove

**Applies to**

[FormMagnet](#) component.

**Declaration**

```
property OnDragMove: TNotifyEvent;
```

**Description**

The OnDragMove event occurs when the form changes the screen position.

## 7.2 OnGlue

**Applies to**

[FormMagnet](#) component.

**Declaration****type**

```
TOnGlue = procedure (Sender: TObject; AnotherForm: TForm;  
    var AllowGlue: Boolean) of object;
```

```
property OnGlue: TOnGlue;
```

**Description**

The OnGlue event occurs when the form is about to be glued to other form. You may allow or disallow the gluing, using `AllowGlue` variable.

**See also**

OnMagnet event.

## 7.3 OnMagnet

**Applies to**

[FormMagnet](#) component.

**Declaration****type**

```
TOnMagnet = procedure (Sender: TObject; AnotherForm: TForm;  
    var AllowMagnet: Boolean) of object;
```

```
property OnMagnet: TOnMagnet;
```

**Description**

The OnMagnet event occurs when the form is about to be attracted to other form. You may allow or disallow magnetization, using `AllowMagnet` variable.

**See also**

[OnGlue](#) event.