

### Features

- *SalientAbout* static functions provide a single line of code solution to adding an “About” box to your application.
- Creating a *SalientAbout* instance gives you complete control
  - Specify an icon for the about box
  - Specify the assembly from which version and copyright information will automatically be extracted.

### Installation

SalientAbout can be downloaded as either a ZIP or MSI (Windows Installer) file. In either case, you will be able to choose where the files are installed on your system. To use classes from SalientAbout in your project, you must add a DLL reference to SalientAbout.dll (from bin folder under the installation directory) to your project.

To install the *SalientAbout* class as a component, right-click in the “Components” or “Windows Forms” toolbar in Visual Studio and select “Add/Remove Items”. Browse for “SalientAbout.dll” and select it – this will add the component to the component list, already checked. The component will now appear on your toolbar and you can drag it onto the design surface of forms and components in your applications, and the necessary references are added to your project automatically.

### Licensing

This version of *SalientAbout* is free of charge. You can use it in your projects under the terms of our standard software license, but no payment is required.

Future versions of *SalientAbout* will include additional functionality to report system information, link to suppliers websites and provide supplier feedback, access software registration technology etc. Although the current functionality will remain free of charge, new functionality may be subject to licensing restrictions.

### More Information

Details of the classes in SalientAbout can be found in the supplied help file. Further information on all SalientPoint products including SalientAbout can be found on our website: <http://www.SalientPoint.co.uk/>

### **Static Invocation**

Static methods allow you to invoke the about box with a single line of code:

```
private void About_Click(object sender, System.EventArgs e)
{
    SalientPoint.SalientAbout.Show();
}
```

Or

```
private void About_Click(object sender, System.EventArgs e)
{
    SalientPoint.SalientAbout.Show(this);
}
```

### **Using a SalientAbout object**

Creating an instance of the *SalientAbout* class allows you to completely control the information and icon displayed.

```
private void button3_Click(object sender, System.EventArgs e)
{
    SalientPoint.SalientAbout sa = new SalientPoint.SalientAbout();

    Bitmap b      = new Bitmap( 32 , 32 , PixelFormat.Format32bppArgb );
    Graphics g    = Graphics.FromImage( b );
    g.FillRectangle( Brushes.Chocolate , 0 , 0 , 32 , 32 );
    Icon i       = Icon.FromHandle( b.GetHicon() );

    sa.Assembly      = Assembly.GetAssembly(typeof(Brush));
    sa.Owner        = this;
    sa.Icon         = i;
    sa.UseOwnerIcon = false;

    sa.ShowDialog();
}
```