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# **Visual Basic**

**Scrolling Marquee**

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# Scrolling Marquee

We will examine the code (listed on the next page) to create a scrolling marquee of text.

We will use a Timer control and a string variable named "message".

We can specify the message as follows ...

```
message = "PUT TEXT HERE"
```

Hence, the string variable "message" starts of looking like this ...

0	1	2	3	4	5	6	7	8	9	10	11	12
P	U	T		T	E	X	T		H	E	R	E

Note that the length of the string is 13 characters (indexed from 0 to 12).

We can add spaces to the beginning of the string using `PadLeft`. We will add the same amount of spaces as the length of the string. The resulting string will look like this ...

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
													P	U	T		T	E	X	T		H	E	R	E

We can add spaces to the end of the string using `PadRight`. We will add the same amount of spaces as the length of the string. The resulting string will look like this ...

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

To simulate scrolling, only a sub-string of the string (denoted by the yellow highlight) is shown at any given time. The substring start location is then increased by 1 every 200 milliseconds (or whatever value you put in the Timer control's **interval** property).

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

  

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
														P	U	T		T	E	X	T		H	E	R	E														

# Scrolling Marquee

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On the form, place a Label Control (Label1) and a Timer Control (Timer1).

Set the Timer control's **Interval** property to **200**

Set the Timer control's **Enabled** property to **True**

## General Declarations

```
Dim i As Integer
Dim le As Integer
Dim message As String
```

## Form | Load

```
i = 0
message = "PUT TEXT HERE"
le = message.Length()
message = message.PadLeft(le * 2, " ")
message = message.PadRight(le * 3, " ")
Label1.Text = message
```

## Timer1 | Tick

```
Label1.Text = message.Substring(i, le)
i = i + 1
If i = le * 2 Then i = 0
```