oxButton for Delphi HelpyesyesOXButton for Delphi HelpOXBTNS.O__002OXBTNSOXBTNS.O__002 3OXBTNSyesyesyesyesOXBtnsyesyesTRUEnononononoyesOXBTNS yesyesyesTable of Contents

O_{bjectE}X_{tension}Controls

Opaque Software ©   **oxButton** ver. 1.0 for *Delphi*

ToxButton   Command Button

ToxRepeat   Repeat Button

ToxToggle   Toggle Button

New Features   **Interactive Objects**

                              Control Wiz

Order Form

oxBtns Unit

The oxBtns unit contains the declarations for oxButton, oxToggle, oxRepeat and for the enumerated type associated with them.When you add a component declared in this unit to a form, the unit is automatically added to the uses clause of that form's unit.The following items are declared in the oxBtns unit:

Components
ToxButton
ToxRepeat
ToxToggle

Types
TAngleRange
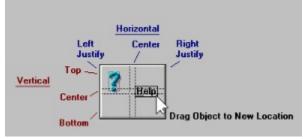TFocusStyle
TFontStyle
ToxBtnStyle

Interactive Objects

Description

oxButton features the 1st DELPHI component with Interactive Objects during design-time.

Users can Right Click and drag a picture or caption to a new location on oxButton. Quick placement of objects bypasses the slower method of accessing and setting properties.

Remarks

Upon right clicking on the caption or picture the user may drag the object to a new location on oxButton. The user will see a small grid on the button for justifying the image or caption in the proper location. (The object may appear to jump as the mouse is dragged through the different zones, this is as designed).

Control Wiz

Description

Automates the visual design of the control. Right click on a blank area of any oxButton.

Remarks

No more wading through property list after property list. Allows you to change many properties at once and select from hundreds of predefined pictures.

ToxButton component

Unit
oxBtns

Description

A ToxButton component is a push button control that can include a bitmap on its button face. You can choose from predefined bitmap buttons styles or specify your own bitmap or icon for the button.

You can have a ToxButton close a modal form without writing an event handler that includes code specifically to close the form. Set the button's ModalResult property to a value other than 0.

You can select from several predefined bitmaps or icons. Specify the kind of ToxButton you want with the Kind property. To create a customized ToxButton, use the PictureUp and PictureDown property to specify the bitmap or icon you want to appear on the button. Use the PictureX, PictureY, TextX and TextY properties to arrange the caption and picture on the button. You can use different images to represent the different states of the bitmap button. For example, you can use one image when the button is unselected (PictureUp) and another when it is selected (PictureDown).

In addition to these properties, methods, and events, this component also has the properties, methods, and events that apply to all windowed controls.

Properties

▶ Runtime only
☞ Key Properties

▶ [Align](#)

▶

[BoundsRect](#)
[Cancel](#)
[Caption](#)
[Color](#)

▶

[ComponentIndex](#)
[Cursor](#)
[Default](#)

[DragCursor](#)
[DragMode](#)
[Enabled](#)
☞ [FocusStyle](#)
[Font](#)

☞ [Font3D](#)
[Height](#)
[HelpContext](#)

[Hint](#)

[Kind](#)
[Left](#)
[ModalResult](#)
☞ [MultiLine](#)
[Name](#)

▶ [Owner](#)
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[ParentColor](#)
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[ParentShowHint](#)
☞ [PictureDown](#)
☞ [PictureUp](#)

☞ [PictureX](#)
☞ [PictureY](#)
[PopupMenu](#)

☞ [ShadowColor](#)
[ShowHint](#)

▶ [Showing](#)
☞ [Style](#)
[TabOrder](#)
[TabStop](#)

[Tag](#)
☞ [TextAngle](#)
☞ [TextX](#)
☞ [TextY](#)
[Top](#)
☞ [TransparentColor](#)
[Visible](#)

[Width](#)

Methods

☞ Key Events

[BeginDrag](#)
[BringToFront](#)
[CanFocus](#)
[Click](#)
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[ClientToScreen](#)
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[Focused](#)
[GetTextBuf](#)
[GetTextLen](#)
[Hide](#)
[Refresh](#)
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[ScaleBy](#)
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[ScrollBy](#)
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[SetBounds](#)
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[Show](#)
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Events

☞ Key Events

[OnClick](#)
[OnDragDrop](#)
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[OnEnter](#)
[OnExit](#)
[OnKeyDown](#)
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[OnKeyUp](#)
[OnMouseDown](#)
[OnMouseMove](#)
[OnMouseUp](#)

ToxRepeat Component

[Properties](#)   [Methods](#)   [Events](#)

Unit
oxBtns

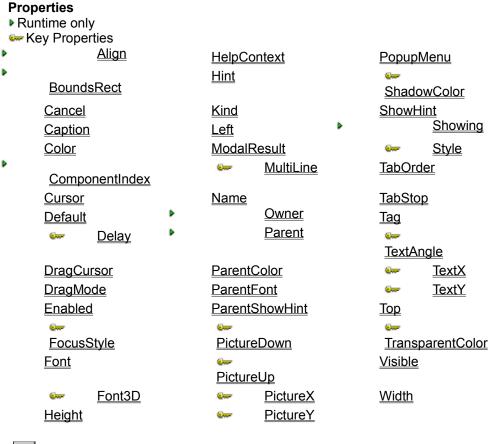**Description**

A ToxRepeat component is a repeating push button control that can include a bitmap on its button face. You can choose from predefined bitmap buttons styles or specify your own bitmap or icon for the button.

ToxRepeat will continue to send Click events as long as the button is held down at a rate determined by the Delay property.

You can select from several predefined bitmaps or icons. Specify the kind of ToxRepeat you want with the Kind property. To create a customized ToxRepeat, use the PictureUp and PictureDown property to specify the bitmap or icon you want to appear on the button. Use the PictureX, PictureY, TextX and TextY properties to arrange the caption and picture on the button. You can use different images to represent the different states of the bitmap button. For example, you can use one image when the button is unselected (PictureUp) and another when it is selected (PictureDown).

In addition to these properties, methods, and events, this component also has the properties, methods, and events that apply to all windowed controls.

Properties
- Runtime only
- Key Properties

Align	HelpContext	PopupMenu
	Hint	ShadowColor
BoundsRect		
Cancel	Kind	ShowHint
Caption	Left	Showing
Color	ModalResult	Style
ComponentIndex	MultiLine	TabOrder
Cursor	Name	TabStop
Default	Owner	Tag
Delay	Parent	TextAngle
DragCursor	ParentColor	TextX
DragMode	ParentFont	TextY
Enabled	ParentShowHint	Top
FocusStyle	PictureDown	TransparentColor
Font	PictureUp	Visible
Font3D	PictureX	Width
Height	PictureY	

ToxToggle Component

Properties   Methods   Events

Unit
oxBtns

Description

A ToxToggle component is a toggle or state button control that can include a bitmap on its button face. You can choose from predefined bitmap buttons styles or specify your own bitmap or icon for the button.

You can select from several predefined bitmaps or icons. Specify the kind of ToxToggle you want with the Kind property. To create a customized ToxToggle, use the PictureUp and PictureDown property to specify the bitmap or icon you want to appear on the button. Use the PictureX, PictureY, TextX and TextY properties to arrange the caption and picture on the button. You can use different images to represent the different states of the bitmap button. For example, you can use one image when the button is unselected (PictureUp) and another when it is selected (PictureDown).

In addition to these properties, methods, and events, this component also has the properties, methods, and events that apply to all windowed controls.

Properties

▶ Runtime only
🗝 Key Properties

▶ Align	Height	PopupMenu
▶	HelpContext	🗝
BoundsRect		ShadowColor
Cancel	Hint	ShowHint
Caption	Kind	▶ Showing
Color	Left	🗝 Style
▶	ModalResult	TabOrder
ComponentIndex		
Cursor	🗝 MultiLine	TabStop
Default	Name	Tag
🗝 ▶	Owner	🗝
DitherDown		TextAngle
DragCursor	▶ Parent	🗝 TextX
DragMode	ParentColor	🗝 TextY
Enabled	ParentFont	Top
🗝	ParentShowHint	🗝
FocusStyle		TransparentColor
Font	🗝	🗝 Value
	PictureDown	
🗝 Font3D	🗝	Visible
	PictureUp	
🗝	🗝 PictureX	Width
GroupAllowNoSel		
🗝 Group	🗝 PictureY	

Methods

🗝 Key Methods

BeginDrag	Focused	ScrollBy
BringToFront	GetTextBuf	SendToBack
CanFocus	GetTextLen	SetBounds
Click	Hide	SetFocus
ClientDrag	Refresh	SetTextBuf
ClientToScreen	Repaint	Show
Dragging	ScaleBy	🗝 Toggle
EndDrag	ScreenToClient	Update

Events

🗝 Key Events

OnChange	OnEnter	OnMouseDown
OnClick	OnExit	OnMouseMove
OnDragDrop	OnKeyDown	OnMouseUp
OnDragOver	OnKeyPress	
OnEndDrag	OnKeyUp	

Delay Property

Applies to
ToxRepeat components

Declaration
property Delay: Integer

Description
Sets the time delay in milliseconds between Click events when the ToxRepeat button is held down.

DitherDown Property

Applies to

ToxToggle components

Declaration

property DitherDown: Boolean;

Description

If DitherDown is true the background color of the button will be painted with a dithered effect.

FocusStyle Property

Applies to

ToxButton, ToxToggle, or ToxRepeat components

Declaration

property FocusStyle: TFocusStyles;

Description

These are the possible values that can be included in the FocusStyle set for button controls.

Value	Meaning
fsDefault	When true the button will display a thick black border when its the default button.
fsText	When true and the button has the focus, an outline will appear around the buttons text.
fsOutline	When true and the button has the focus, an outline will appear around the inside of the buttons border.
fsBoldFont	When true and the button has the focus, the buttons text will be automatically made bold.

Font3D Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property Font3D: TFontStyle

Description
These are the possible values that can be included in the Font3D for button controls.

Value	Meaning
fsNone	The text of the button is invisible.
fsNormal	The text of the button is shown normal.
fsRaised	The text of the button appears raised.
fsInset	The text of the button appears inset.

Group Property

Applies to
ToxToggle components

Declaration
```
property Group: Integer;
```

Description
The Group property determines which speed buttons work together as a group.

Speed buttons with the same Group property value work together as a group. When the user clicks one of these speed buttons, it remains "pressed," or in its down state, until the user clicks another speed button belonging to the same group. Speed buttons used in this way can present mutually exclusive choices to the user.

GroupAllowNoSel Property

Applies to

ToxToggle components

Declaration

property GroupAllowNoSel: Boolean;

Description

When true allows no button in the Group to be selected (All buttons can be up). Normally when GroupAllowNoSel is FALSE, one toggle button will be selected. This property applies to the entire group. GroupAllowNoSel should be TRUE when only one toggle button is used.

MultiLine Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property MultiLine: Boolean;

Description
The MultiLine property enables the button's text to take up more than on line if set to True. This property has no effect if TextAngle <> 0;

PictureDown Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property PictureDown: TPicture

Description
Specifies a bitmap or an icon to display on the command button when the button has been pressed and is down. If this property is (none) then the PictureUp property is used to draw the pressed control.

PictureUp Property

Applies to

ToxButton, ToxToggle, or ToxRepeat components

Declaration

property PictureUp: TPicture

Description

Specifies a bitmap or an icon to display on the command button when the button has not been pressed and is up.

PictureX, PictureY Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property PictureX: Integer;
property PictureY: Integer;

Description
Sets or returns the pictures horizontal or vertical location in pixels inside the button control.

Value	Meaning
>= 1	pixels from the left or top
= 0	Centered.
<= -1	pixels from the right or bottom

To align the picture on the left or top edge use a positive number, to align it from the right or bottom use a negative number or to center it use zero.

ShadowColor Property

Applies to

ToxButton, ToxToggle, or ToxRepeat components

Declaration

property ShadowColor: TColor

Description

Determines the color of the drop shadow below the button's picture. If the ShadowColor property is the same value of the Colorproperty no shadow will be shown.

Style Property

Applies to

ToxButton, ToxToggle, or ToxRepeat components

Declaration

property Style: ToxBtnStyle

Description

These are the possible values for the Style property for button controls.

Value	Meaning
bsAuto	The button takes on the appearance of either Windows 3.1 buttons or Windows 95 buttons, depending on which the application is running under.
bsWin31	Uses the Windows 3.1 look.
bsWin95	Uses the Windows 95 look.
bsInset	Uses an inset look.

TextAngle Property

Applies to

ToxButton, ToxToggle, or ToxRepeat components

Declaration

property TextAngle: TAngleRange;

Description

To rotate the text use a number between 1 and 360. 0 = no rotation. Rotated text requires a TrueType font. Make sure a TrueType font is selected using the FontName property. Best results are obtained by using larger font sizes.

TextX, TextY Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property TextX: Integer;
property TextY: Integer;

Description
Sets or returns the text's horizontal or vertical location in pixels inside the button control.

Value	Meaning
>= 1	pixels from the left or top
= 0	Centered.
<= -1	pixels from the right or bottom

To align the text on the left or top edge use a positive number, to align it from the right or bottom use a negative number or to center it use zero.

TransparentColor Property

Applies to
ToxButton, ToxToggle, or ToxRepeat components

Declaration
property TransparentColor: TColor

Description
Determines what color of the button's picture to use as the transparent color. This property is set automatically at design time to the lower-left pixel of the PictureUp property.

Value Property

Applies to

ToxToggle components

Declaration

property Value: Boolean;

Description

Determines if the button is up or down.

Value	Meaning
False	Button is up
True	Button is down

Toggle Method

Applies to
ToxToggle components

Declaration
```
procedure Toggle;
```

Description
Changes the state and Value of the button.

TFocusStyle Type

Unit

oxBtns

Declaration

```
TFocusStyles = (fsDefault, fsText, fsOutline, fsBoldFont);
TFocusStyle = set of TFocusStyles;
```

Description

TFocusStyle is the set of values the FocusStyle property of a ToxButton, ToxToggle, or ToxRepeatcan have.

TFontStyle Type

Unit

oxBtns

Declaration

```
TFontStyles = (fsNone, fsNormal, fsRaised, fsInset);
```

Description

TFontStyles is the possible values the Font3D property of a ToxButton, ToxToggle, or ToxRepeatcan have.

ToxBtnStyle Type

Unit

oxBtns

Declaration

```
ToxBtnStyle = (bsAuto, bsWin31, bsWin95, bsInset);
```

Description

ToxBtnStyle is the possible values the style property of a ToxButton, ToxToggle, or ToxRepeatcan have.

TAngleRange Type

Unit

oxBtns

Declaration

```
TAngleRange = 0..360;
```

Description

TAngleRange defines the range of the TextAngle property.

Registration

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