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AUTOREDRAW PROPERTY

Description

Determines whether the control is redraw manually or automatically.

Usage

[*form.*]*control.***AutoRedraw**[= {TRUE|FALSE}]

Setting

The property settings are:

Setting	Description
TRUE	Automatic (default) - The operating system will redraw the control when it has time.
FALSE	Manual - The user is responsible for all redraw commands.

Remarks

If AutoRedraw=**TRUE**, then the control will be redrawn after any property is changed. If several properties are being changed rapidly, then the control may seem slow and/or may not update when desired. In this case, it may be wise to set AutoRedraw=**FALSE** and issue a Redraw command after all the desired property changes are made.

Related Property

Redraw

Data Type

Integer (Boolean)

BACKCOLOR PROPERTY

Description

Determines the background color of the control. It is ignored if BackPicture is set.

Usage

[*form.*]*control.***BackColor**[= *color*]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions.

Data Type

Long

BACKPICTURE PROPERTY

Description

Determines the graphic to be displayed in the background of the control.

Usage

[*form.*]*control.***BackPicture**[= *picture*]

Setting

The BackgroundPicture property settings are:

Setting	Description
(none)	No picture is displayed.
(bitmap)	At design time, specify the bitmap filename to be displayed. At run-time, specify the bitmap using Visual Basic's **LoadPicture** (or comparable) function.

Remarks

When setting the picture at design-time, the picture will be saved with the form and will be compiled into the executable.

Data Type

Picture

BandColor Property

Description

Determines the color of the band currently selected by BandID.

Usage

[*form.*]*control.***BandColor**[**=** color]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions. See the **example** for more information on setting band properties.

Related Properties

BandID, BandInner, BandOuter, BandPicture, Bands, BandScaleID, BandShape, BandStart, BandStop and BandStyle

Data Type

Long

BandID Property

Description

Assigns a unique ID to each band. This property must be set before any other band property (except Bands). The total number of bands is determined by the Bands property and BandID has valid values from 0 to Bands-1.

Usage

[*form.*]*control.***BandID**[= *integer*]

Remarks

The number of Bands must be set before this property can be set. See the **example** for more information on setting band properties.

Related Properties

BandColor, BandInner, BandOuter, BandPicture, Bands, BandScaleID, BandShape, BandStart, BandStop and BandStyle

Data Type

Integer

BandInner Property
BandOuter Property

Description

Determines the inner and outer extents of the band currently selected by BandID. If Orientation is horizontal these values are measured from top to bottom. Otherwise they are measured from left to right. These properties are based on a unitless scale and typically have values between 0.0 and 1.0.

Usage

[*form.*]*control.***BandInner**[= *single*]
[*form.*]*control.***BandOuter**[= *single*]

Remarks

The inner value should be less than the outer value. See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandPicture, Bands, BandScaleID, BandShape, BandStart, BandStop and BandStyle

Data Type

Single

BandPicture Property

Description

Determines the graphic to be displayed in the band area (defined by BandInner, BandOuter, BandStart and BandStop) for the band currently selected by BandID.

Usage

[*form.*]*control.***BandPicture**[= *picture*]

Setting

The BandPicture property settings are:

Setting	Description
(none)	No picture is displayed.
(bitmap)	At design time, specify the bitmap filename to be displayed. At run-time, specify the bitmap using Visual Basic's **LoadPicture** (or comparable) function.

Remarks

When setting the picture at design-time, the picture(s) will be saved with the form and will be compiled into the executable. See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandInner, BandOuter, Bands, BandScaleID, BandShape, BandStart, BandStop and BandStyle

Data Type

Picture

BandScaleID Property

Description

Determines the scale (designated by ScaleID) on which the band currently selected by BandID is based. The BandStart and BandStop properties must fall within the range defined by ScaleMax and ScaleMin.

Usage

[*form.*]*control.***BandScaleID**[= *integer*]

Remarks

See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandInner, BandOuter, BandPicture, Bands, BandShape, BandStart, BandStop and BandStyle

Data Type

Integer

BANDSHAPE PROPERTY

Description

Determines the shape of a user defined band. This property only applies when BandStyle is set to "User Defined" and defines a polygon made from a list of x,y coordinate pairs. The shape is defined using a coordinate system in which (0,0) is located at the upper, left corner of the control.

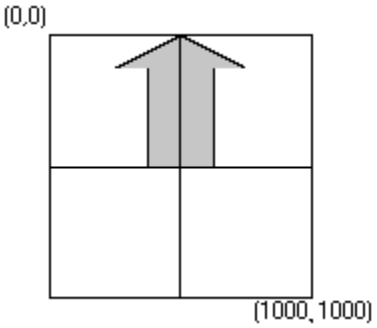
Usage

[*form.*]*control.***BandShape**[= *string*]

Example

```
CNTRL1.BandShape = "625,500,    625,125,    750,125,    500,0,    250,125,    375,125,
                    375,500"
```

The following image displays this shape polygon defined in a coordinate system with origin at (0,0) and (1000,1000) extents.



Related Properties

BandColor, BandID, BandInner, BandOuter, BandPicture, Bands, BandScaleID, BandStart, BandStop and BandStyle

Data Type

String

BandStart Property
BandStop Property

Description

Determines the start and stop values for the band currently selected by BandID. These values are numbers between ScaleMin and ScaleMax for the scale referenced by BandScaleID.

Usage

[*form.*]*control.***BandStart**[= *single*]
[*form.*]*control.***BandStop**[= *single*]

Remarks

The start value should be less than the stop value. See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandInner, BandOuter, BandPicture, Bands, BandScaleID, BandShape and BandStyle

Data Type

Single

BandStyle Property

Description

Determines the style of the band currently selected by BandID.

Usage

[*form.*]*control.***BandStyle**[= *integer*]

Setting

The BandStyle property settings are:

Setting	Description
0	Rectangle
1	Ellipse
2	Thermometer
3	Tank
4	User-Defined through BandShape

Remarks

See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandInner, BandOuter, BandPicture, Bands, BandScaleID, BandShape, BandStart and BandStop

Data Type

Integer (Enumerated)

BANDS PROPERTY

Description

Determines the number of bands displayed on the control. This property must be set before all other band properties are entered (see example). The BandID property is used to select the band to which band properties apply.

Usage

[*form.*]*control.***Bands**[= *integer*]

Remarks

See the **example** for more information on setting band properties.

Related Properties

BandColor, BandID, BandInner, BandOuter, BandPicture, BandScaleID, BandShape, BandStart, BandStop and BandStyle

Data Type

Integer

BevelInner Property
BevelOuter Property

Description

Sets or returns the inner or outer shadow styles of the control.

Usage

[*form.*]*control.***BevelInner**[= *integer*]
[*form.*]*control.***BevelOuter**[= *integer*]

Setting

The property settings are:

Setting	Description
0	None
1	Raised
2	Inset

Remarks

These properties have no affect when BevelWidth=0.

Related Properties

BevelWidth and BorderWidth

Data Type

Integer (Enumerated)

BevelWidth Property

Description

Sets or returns the shadow sizes of the inner and outer bevels of the control.

Usage

[*form.*]*control.***BevelWidth**[= *integer*]

Related Properties

BevelInner, BevelOuter and BorderWidth

Data Type

Integer

BorderWidth Property

Description

Sets or returns the border size between the inner and outer bevels of the control.

Usage

[*form.*]*control.***BorderWidth**[= *integer*]

Related Properties

BevelInner, BevelOuter and BevelWidth

Data Type

Integer

CAPTION PROPERTY

Description

Determines the text displayed on the control for the caption currently selected by CaptionID. The number of captions displayed is set by the Captions property.

Usage

[*form.*]*control.***Caption**[= *string*]

Remarks

See the **example** for more information on setting caption properties.

Related Properties

CaptionColor, CaptionFontID, CaptionID, Captions, CaptionX and CaptionY

Data Type

String

CaptionColor Property

Description

Determines the text color for the caption currently selected by CaptionID.

Usage

[*form.*]*control.***CaptionColor**[= *color*]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions. See the **example** for more information on setting caption properties.

Related Properties

Caption, CaptionFontID, CaptionID, Captions, CaptionX and CaptionY

Data Type

Long

CaptionFontID Property

Description

Determines which font (designated by FontID) is used for the caption currently selected by CaptionID.

Usage

[*form.*]*control.***CaptionFontID**[= *integer*]

Remarks

See the **example** for more information on setting caption properties.

Related Properties

Caption, CaptionColor, CaptionID, Captions, CaptionX and CaptionY

Data Type

Integer

CaptionID Property

Description

Assigns a unique ID to each caption. This property must be set before any other caption property (except Captions). The total number of captions is determined by the Captions property and CaptionID has valid values from 0 to Captions-1.

Usage

[*form.*]*control.***CaptionID**[= *integer*]

Remarks

The number of Captions must be set before this property can be set. See the **example** for more information on setting caption properties.

Related Properties

Caption, CaptionColor, CaptionFontID, Captions, CaptionX and CaptionY

Data Type

Integer

CaptionX Property
CaptionY Property

Description

Determines the vertical and horizontal position of the caption currently selected by the CaptionID property. These properties are based on a unitless scale and typically have values between -1.0 and 1.0 where a value of 0.0 is located at the center of the control.

Usage

[*form.*]*control.***CaptionX**[= *single*]
[*form.*]*control.***CaptionY**[= *single*]

Remarks

See the **example** for more information on setting caption properties.

Related Properties

Caption, CaptionColor, CaptionFontID, CaptionID and Captions

Data Type

Single

CAPTIONS PROPERTY

Description

Determines the number of captions displayed on the control. This property must be set before all other caption properties are entered (see example). The CaptionID property is used to select the caption to which caption properties apply.

Usage

[*form.*]*control.***Captions**[= *integer*]

Remarks

See the **example** for more information on setting caption properties.

Related Properties

Caption, CaptionColor, CaptionFontID, CaptionID, CaptionX and CaptionY

Data Type

Integer

Change Event

Association of Shareware Professionals ™

Global Majic Software, Inc.

LGuage Control

Description:

The generic linear gauge control is a highly customizable gauge or slider control. Properties are provided to modify the gauge's scales, tics, pointers, bands, captions, border and background. The mouse can optionally be used to change pointer values.

Scales:

Scales are used to define the extent of the units displayed by the gauge, the location of the gauge center, and the gauge's start and stop positions. Multiple scales are supported.

Pointers:

Pointers can be displayed in a variety of shapes and sizes. Properties are used to modify the pointers's style, size, width, color and associated scale. Multiple pointers can be placed on a single gauge.

Tics:

Tics are used to mark intervals on the gauge's face. Properties are used to set the tic's style, start-stop values, interval, inner-outer positions, width, color, label positions, and associated scale.

Bands:

Bands are used for aesthetics as well as indicators of operating ranges. Properties are provided to modify the band's start-stop values, inner-outer positions, color, and associated scale. Multiple bands can be placed on a single gauge.

Captions:

The gauge can be embellished with multiple captions to indicate the type of measurement being displayed, units used or any other informative or decorative labeling.

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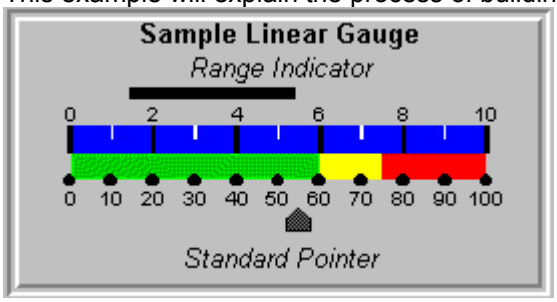
Events:

Change
Click
DragDrop
DragOver
GotFocus
KeyDown
KeyPress
KeyUp
LostFocus
MouseDown
MouseMove
MouseUp
Slide

EXAMPLE - HOW TO BUILD A LINEAR GAUGE

General Information

This example will explain the process of building a linear gauge. The final product is shown



. The purpose of this example is to show how several of the control's properties relate to each other. For example, it depicts how to use the Tic properties to setup multiple tic sets (with or without labels) to obtain a desired appearance. In general, the steps for setting up tic marks are as follows: **1)** set the number of tic sets (LGauge1.Tics=2); **2)** set the unique id for the tic set (LGauge1.TicID=0); **3)** set the other tic properties (LGauge1.TicScaleID=1); and **4)** change TicID and repeat step 3 if desired. This same process is used to set the properties for all the items contained in the control (scales, bands, captions, fonts, etc.). For simplicity, the steps for setting up this example are written out in Visual Basic script. However, the values may also be assigned using the property list at design time.

Sample Code

```
'setup scales
LGauge1.Scales = 2

LGauge1.ScaleID = 0
LGauge1.ScalePositionStart = 0.1
LGauge1.ScalePositionStop = 0.9
LGauge1.ScaleMin = 0
LGauge1.ScaleMax = 100
LGauge1.ScaleDirection = 0

LGauge1.ScaleID = 1
LGauge1.ScalePositionStart = 0.1
LGauge1.ScalePositionStop = 0.9
LGauge1.ScaleMin = 0
LGauge1.ScaleMax = 10
LGauge1.ScaleDirection = 0

'setup fonts
LGauge1.Fonts = 3

LGauge1.FontID = 0
LGauge1.FontBold = True
LGauge1.FontName = "Arial"
LGauge1.FontSize = 12

LGauge1.FontID = 1
LGauge1.FontBold = False
LGauge1.FontItalic = True
LGauge1.FontName = "Arial"
LGauge1.FontSize = 12

LGauge1.FontID = 2
LGauge1.FontBold = False
LGauge1.FontItalic = False
LGauge1.FontName = "Arial"
LGauge1.FontSize = 10
```

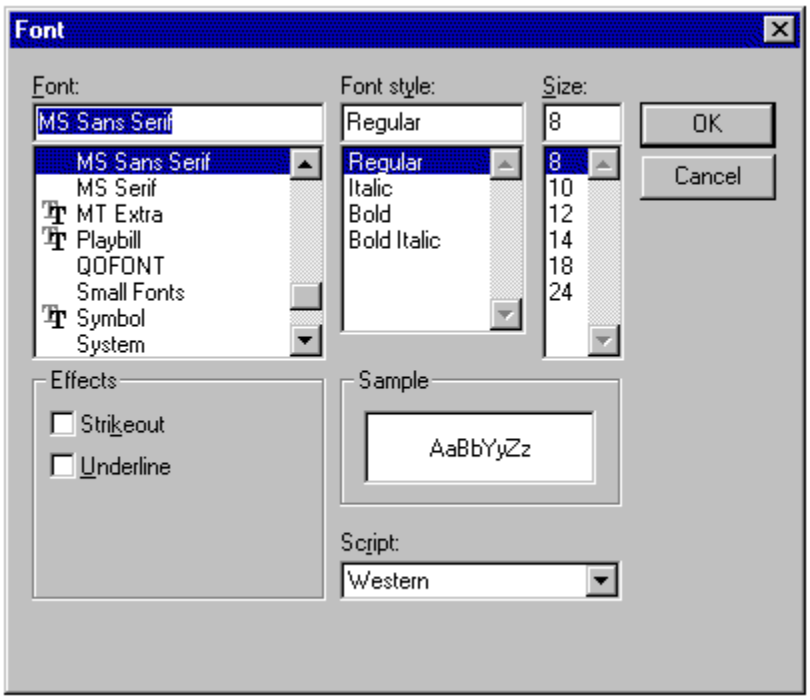
```
'setup bands
LGauge1.Bands = 4

LGauge1.BandID = 0
LGauge1.BandScaleID = 0
LGauge1.BandStyle = 0
LGauge1.BandInner = 0.5
LGauge1.BandOuter = 0.6
LGauge1.BandStart = 0
LGauge1.BandStop = 60
LGauge1.BandColor = &HC000&

LGauge1.BandID = 1
LGauge1.BandScaleID = 0
LGauge1.BandStyle = 0
LGauge1.BandInner = 0.5
LGauge1.BandOuter = 0.6
LGauge1.BandStart = 60
LGauge1.BandStop = 75
LGauge1.BandColor = &HFFFF&

LGauge1.BandID = 2
LGauge1.BandScaleID = 0
LGauge1.BandStyle = 0
LGauge1.BandInner = 0.5
LGauge1.BandOuter = 0.6
LGauge1.BandStart = 75
LGauge1.BandStop = 100
LGauge1.BandColor = &HFF&

LGauge1.BandID = 3
LGauge1.BandScaleID = 1
LGauge1.BandStyle = 0
LGauge1.BandInner = 0.4
LGauge1.BandOuter = 0.5
LGauge1.BandStart = 0
LGauge1.BandStop = 10
LGauge1.BandColor = &HFF0000

'setup tic marks
LGauge1.Tics = 3

LGauge1.TicID = 0
LGauge1.TicScaleID = 1
LGauge1.TicStyle = 0
LGauge1.TicWidth = 0.01
LGauge1.TicColor = &H0&
LGauge1.TicDelta = 2
LGauge1.TicStart = 0
LGauge1.TicStop = 10
LGauge1.TicInner = 0.4
LGauge1.TicOuter = 0.5
LGauge1.TicLabelOn = True
LGauge1.TicLabelPosition = 0.35
LGauge1.TicFontID = 2

LGauge1.TicID = 1
LGauge1.TicScaleID = 1
LGauge1.TicStyle = 0
LGauge1.TicColor = &HFFFFFF
LGauge1.TicWidth = 0.005
LGauge1.TicDelta = 2
LGauge1.TicStart = 1
LGauge1.TicStop = 9
LGauge1.TicInner = 0.4
LGauge1.TicOuter = 0.45

LGauge1.TicID = 2
LGauge1.TicScaleID = 0
```

```
LGauge1.TicStyle = 1
LGauge1.TicWidth = 0.03
LGauge1.TicColor = &H0&
LGauge1.TicDelta = 10
LGauge1.TicStart = 0
LGauge1.TicStop = 100
LGauge1.TicInner = 0.58
LGauge1.TicOuter = 0.63
LGauge1.TicLabelOn = True
LGauge1.TicLabelPosition = 0.67
LGauge1.TicFontID = 2

'setup pointers
LGauge1.Pointers = 2

LGauge1.PointerID = 0
LGauge1.PointerScaleID = 0
LGauge1.PointerStyle = 4
LGauge1.PointerColor = &H404040
LGauge1.PointerType = 0
LGauge1.PointerInner = 0.7
LGauge1.PointerOuter = 0.8
LGauge1.PointerValue = 45.5

LGauge1.PointerID = 1
LGauge1.PointerScaleID = 1
LGauge1.PointerStyle = 1
LGauge1.PointerType = 1
LGauge1.PointerMouseControl = True
LGauge1.PointerInner = 0.25
LGauge1.PointerOuter = 0.3
LGauge1.PointerStart = 2
LGauge1.PointerStop = 6

'setup captions
LGauge1.Captions = 3

LGauge1.CaptionID = 0
LGauge1.CaptionFontID = 1
LGauge1.Caption = "Range Indicator"
LGauge1.CaptionX = 0.5
LGauge1.CaptionY = 0.175

LGauge1.CaptionID = 1
LGauge1.CaptionFontID = 1
LGauge1.Caption = "Standard Pointer"
LGauge1.CaptionX = 0.5
LGauge1.CaptionY = 0.9

LGauge1.CaptionID = 2
LGauge1.CaptionFontID = 0
LGauge1.Caption = "Sample Linear Gauge"
LGauge1.CaptionX = 0.5
LGauge1.CaptionY = 0.05
```

FONTDIALOG PROPERTY

Description

Selecting this property (in design mode) launches the font dialog box shown below. This dialog sets the font properties for the font currently selected by FontID.



Usage

This property can only be used at design time. Use standard font properties to set fonts in code.

Related Properties

FontBold, FontID, FontItalic, FontName, Fonts, FontSize, FontStrike and FontUnder

Data Type

N/A

FONTID PROPERTY

Description

This property allows the control to display several different fonts by assigning a unique ID to each font. The total number of fonts is determined by the Fonts property and FontID has valid values from 0 to Fonts-1.

Usage

[*form.*]*control.***FontID**[= *integer*]

Remarks

The desired font is obtained by selecting the corresponding FontID (through the use of CaptionFontID for example). See the **example** for more information on setting font properties.

Related Properties

CaptionFontID, FontBold, FontDialog, FontItalic, FontName, Fonts, FontSize, FontStrike, FontUnder, PointerDigitalFontID and TicFontID

Data Type

Integer

FONTS PROPERTY

Description

Determines the number of fonts displayed on the control. This property must be set before all other font properties are entered (see example). The FontID property is used to select the font to which other font properties apply.

Usage

[*form.*]*control.***Fonts**[= *integer*]

Remarks

See the **example** for more information on setting font properties.

Related Properties

CaptionFontID, FontBold, FontDialog, FontID, FontItalic, FontName, FontSize, FontStrike, FontUnder, PointerDigitalFontID and TicFontID

Data Type

Integer

ORIENTATION PROPERTY

Description

Determines whether the control is displayed horizontally or vertically.

Usage

[*form.*]*control.***Orientation**[= *integer*]

Setting

The property settings are:

Setting	Description
0	Horizontal
1	Vertical

Data Type

Integer

POINTERCOLOR PROPERTY

Description

Determines the color for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerColor**[= *color*]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions. See the **example** for more information on setting pointer properties.

Related Properties

PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Long

POINTERDIGITAL PROPERTY

Description

Enables or disables the digital display of the PointerValue for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerDigital**[= {TRUE|FALSE}]

Setting

The property settings are:

Setting	Description
TRUE	A digital readout of the current PointerValue is displayed.
FALSE	No digital display.

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer (Boolean)

POINTERDIGITALCOLOR PROPERTY

Description

Determines the color of the digital display (if PointerDigital=**TRUE**) for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerDigitalColor**[= *color*]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Long

POINTERDIGITALDECIMALS PROPERTY

Description

Determines how many places (to the right of the decimal) are displayed in the digital display (if PointerDigital=**TRUE**) for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerDigitalDecimals**[= *integer*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

POINTERDIGITALFONTID PROPERTY

Description

Determines which font (designated by FontID) is used in the digital display (if PointerDigital=**TRUE**) for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerDigitalFontID**[= *integer*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

PointerDigitalX Property
PointerDigitalY Property

Description

Determines the vertical and horizontal positions of the digital display (if PointerDigital=**TRUE**) for the pointer currently selected by PointerID. These properties are based on a unitless scale and typically have values between 0 and 1.0.

Usage

[*form.*]*control.***PointerDigitalX**[= *single*]
[*form.*]*control.***PointerDigitalY**[= *single*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Single

POINTERID PROPERTY

Description

Assigns a unique ID to each pointer. This property must be set before any other pointer property (except Pointers). The total number of pointers is determined by the Pointers property and PointerID has valid values from 0 to Pointers-1.

Usage

[*form.*]*control.***PointerID**[= *integer*]

Remarks

The number of Pointers must be set before this property can be set. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

PointerInner Property
PointerOuter Property

Description

Determines the inner and outer extents of the pointer currently selected by PointerID. If Orientation is horizontal these values are measured from top to bottom. Otherwise they are measured from left to right. These properties are based on a unitless scale and typically have values between 0.0 and 1.0.

Usage

[*form.*]*control.***PointerInner**[= *single*]
[*form.*]*control.***PointerOuter**[= *single*]

Remarks

The inner value should be less than the outer value. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerMouseControl, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Single

POINTERMOUSECONTROL PROPERTY

Description

Enables and disables mouse input for the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerMouseControl**[= {TRUE|FALSE}]

Setting

The PointerMouseControl property settings are:

Setting	Description
TRUE	Allows the control's value to be modified with mouse input.
FALSE	Disables mouse input to the control.

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer (Boolean)

POINTERPICTURE PROPERTY

Description

Determines the graphic to be displayed as the pointer for the pointer currently selected by PointerID. The graphic is stretched to fit the pointer area as defined by PointerInner, PointerOuter, PointerStart, PointerStop and PointerWidth.

Usage

[*form.*]*control.***PointerPicture**[= *picture*]

Setting

The PointerPicture property settings are:

Setting	Description
(none)	No picture is displayed.
(bitmap)	At design time, specify the bitmap filename to be displayed. At run-time, specify the bitmap using Visual Basic's **LoadPicture** (or comparable) function.

Remarks

When setting the picture at design-time, the picture(s) will be saved with the form and will be compiled into the executable. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Picture

POINTERSCALEID PROPERTY

Description

Determines the scale (designated by ScaleID) on which the pointer currently selected by PointerID is based. The PointerStart and PointerStop properties must fall within the range defined by ScaleMax and ScaleMin.

Usage

[*form.*]*control.***PointerScaleID**[= *integer*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

POINTERSHAPE PROPERTY

Description

Determines the shape of a user defined pointer. This property only applies when PointerStyle is set to "User Defined" and defines a polygon made from a list of x,y coordinate pairs. The shape is defined using a coordinate system in which (0,0) is located at the upper, left corner of the control.

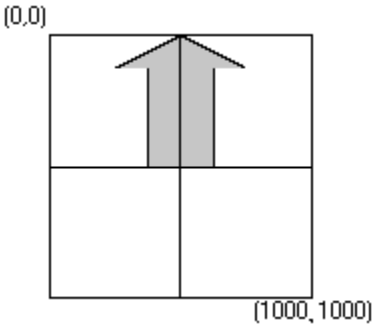
Usage

[*form.*]*control.***PointerShape**[= *string*]

Example

```
CNTRL1.PointerShape = "625,500,    625,125,    750,125,    500,0,    250,125,    375,125,
                       375,500"
```

The following image displays this shape polygon defined in a coordinate system with origin at (0,0) and (1000,1000) extents.



Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

String

POINTERSNAP PROPERTY

Description

Enables or disables the control's ability to display any value within the range defined by ScaleMin and ScaleMax (through PointerScaleID) for the pointer currently selected by PointerID. For example, if the scale ranges from 0 to 10, PointerSnap=**TRUE** and PointerSnapIncrement=2, then PointerValue can only have the values 0, 2, 4, 6, 8 and 10.

Usage

[*form.*]*control.***PointerSnap**[= {TRUE|FALSE}]

Setting

The property settings are:

Setting	Description
TRUE	Limits PointerValue to the increments defined by PointerSnapIncrement.
FALSE	Enables PointerValue to have any floating point value within the range defined by the scale (default).

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer (Boolean)

POINTERSNAPINCREMENT PROPERTY

Description

Determines the allowable incremental change of PointerValue (if PointerSnap=**TRUE**) for the pointer currently selected by PointerID . For example, a control where the pointer scale is 0 to 10 and PointerSnapIncrement=2 will only allow PointerValues of 0, 2, 4, 6, 8, and 10.

Usage

[*form.*]*control.***PointerSnapIncrement**[= *integer*]

Remarks

This property is ignored if PointerSnap=**FALSE**. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

POINTERSTART PROPERTY
POINTERSTOP PROPERTY

Description

Determines the start and stop values (if PointerType is set to "Range") for the pointer currently selected by PointerID. These values are numbers between ScaleMin and ScaleMax for the scale referenced by PointerScaleID.

Usage

[*form.*]*control.***PointerStart**[= *single*]
[*form.*]*control.***PointerStop**[= *single*]

Remarks

The start value should be less than the stop value. See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Single

POINTERSTYLE PROPERTY

Description

Determines the style of the pointer currently selected by PointerID.

Usage

[*form.*]*control.***PointerStyle**[= *integer*]

Setting

The PointerStyle property settings are:

Setting	Description
0	None
1	Rectangle
2	Circle
3	Triangle
4	Pointer
5	User-Defined through PointerShape

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerType, PointerValue and PointerWidth

Data Type

Integer (Enumerated)

POINTERTYPE PROPERTY

Description

Determines the type of the pointer currently selected by PointerID. In some cases, the "value" setting is used. If needed, however, ranges may be shown by setting this property to "range" and using PointerStart and PointerStop to define the area.

Usage

[*form.*]*control.***PointerType**[= *integer*]

Setting

The PointerType property settings are:

Setting	Description
0	Value
1	Range

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerValue and PointerWidth

Data Type

Integer (Enumerated)

POINTERVALUE PROPERTY

Description

Sets or returns the value (if PointerType is set to "Value") of the pointer currently selected by PointerID. The PointerValue is a number between ScaleMin and ScaleMax as defined by PointerScaleID.

Usage

[*form.*]*control.***PointerValue**[= *single*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType and PointerWidth

Data Type

Single

POINTERWIDTH PROPERTY

Description

Determines the width (if PointerType is set to "Value") of the pointer currently selected by PointerID. This property is based on a unitless scale and typically has values between 0.0 and 1.0.

Usage

[*form.*]*control.***PointerWidth**[= *single*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, Pointers, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType and PointerValue

Data Type

Single

POINTERS PROPERTY

Description

Determines the number of pointers displayed on the control. This property must be set before all other pointer properties are entered (see example). The PointerID property is used to select the pointer to which pointer properties apply.

Usage

[*form.*]*control.***Pointers**[= *integer*]

Remarks

See the **example** for more information on setting pointer properties.

Related Properties

PointerColor, PointerDigital, PointerDigitalColor, PointerDigitalDecimals, PointerDigitalFontID, PointerDigitalX, PointerDigitalY, PointerID, PointerInner, PointerMouseControl, PointerOuter, PointerPicture, PointerScaleID, PointerShape, PointerSnap, PointerSnapIncrement, PointerStart, PointerStop, PointerStyle, PointerType, PointerValue and PointerWidth

Data Type

Integer

PRODUCT SUPPORT

Product support for all products is available to registered users by contacting **Global Majic Software, Inc.** at any of the following locations:

CompuServe: 73261,3642

AmericaOnline: GMagic

Internet: gms@globalmajic.com

Snail Mail: Global Majic Software, Inc.
P.O. Box 322
Madison, Alabama 35758

TEL/FAX: (205) 864-0708

Home Page: http://www.globalmajic.com

Product Support is free for a period of three (3) months from the date of registration.

If you have a shareware-related problem or dispute that you are unable to resolve with **Global Majic Software, Inc.**, please feel free to contact the Association of Shareware Professionals.

Properties:

AutoRedraw
BackColor
BackPicture
BandColor
BandID
BandInner
BandOuter
BandPicture
Bands
BandScaleID
BandShape
BandStart
BandStop
BandStyle
BevelInner
BevelOuter
BevelWidth
BorderWidth
Caption
CaptionColor
CaptionFontID
CaptionID
Captions
CaptionX
CaptionY
Enabled
FontBold
FontDialog
FontID
FontItalic
FontName
Fonts
FontSize
FontStrike
FontUnder
Height
Index
Left
MousePointer
Name
Orientation
PointerColor
PointerDigital
PointerDigitalColor
PointerDigitalDecimals
PointerDigitalFontID
PointerDigitalX
PointerDigitalY
PointerID
PointerInner
PointerMouseControl
PointerOuter
PointerPicture
Pointers
PointerScaleID
PointerShape
PointerSnap
PointerSnapIncrement
PointerStart
PointerStop
PointerStyle
PointerType
PointerValue
PointerWidth
Redraw
ScaleDirection
ScaleID
ScaleMax
ScaleMin
ScalePositionStart
ScalePositionStop
Scales
TabIndex
TabStop
Tag
TicColor
TicDelta
TicFontID
TicID
TicInner
TicLabelOn
TicLabelPosition
TicOuter
Tics
TicScaleID
TicShape
TicStart
TicStop
TicStyle
TicWidth
Top
Visible
Width

REDRAW PROPERTY

Description

Issues a redraw command to the control if AutoRedraw=**FALSE**.

Usage

[*form.*]*control.***Redraw**[= {TRUE|FALSE}]

Setting

The property settings are:

Setting	Description
TRUE	Issue a redraw command.
FALSE	Does not issue redraw command.

Remarks

If AutoRedraw=**TRUE**, then the control will be redrawn after any property is changed. If several properties are being changed rapidly, then the control may seem slow and/or may not update when desired. In this case, it may be wise to set AutoRedraw=**FALSE** and issue a Redraw command after all the desired property changes are made.

Related Property

AutoRedraw

Data Type

Integer (Boolean)

SCALEDIRECTION PROPERTY

Description

Determines the direction of increasing values for the control (from ScaleMin to ScaleMax).

Usage

[*form.*]*control.***ScaleDirection**[= *integer*]

Setting

The ScaleDirection property settings are:

Setting	Description
0	Forward
1	Backward

Remarks

See the **example** for more information on setting scale properties.

Related Properties

ScaleID, ScaleMax, ScaleMin, ScalePositionStart, ScalePositionStop and Scales

Data Type

Integer (Enumerated)

SCALEID PROPERTY

Description

Assigns a unique ID to each scale. This property must be set before any other scale property (except Scales). The total number of scales is determined by the Scales property and ScaleID has valid values from 0 to Scales-1.

Usage

[*form.*]*control.***ScaleID**[= *integer*]

Remarks

Scales are used to define the start and stop positions and its minimum and maximum displayed values. See the example for more information on setting scale properties.

Related Properties

ScaleDirection, ScaleMax, ScaleMin, ScalePositionStart, ScalePositionStop and Scales

Data Type

Integer

SCALEMAX PROPERTY
SCALEMIN PROPERTY

Description

Determines the maximum and minimum values available in the scale. If ScaleDirection is set to forward, then ScaleMin is located at ScalePositionStart and ScaleMax is located at ScalePositionStop. The converse is true if ScaleDirection is set to backward.

Usage

[*form.*]*control.***ScaleMax**[= *single*]
[*form.*]*control.***ScaleMin**[= *single*]

Remarks

The ScaleMax should be greater than the ScaleMin. See the example for more information on setting scale properties.

Related Properties

ScaleDirection, ScaleID, ScalePositionStart, ScalePositionStop and Scales

Data Type

Single

SCALEPOSITIONSTART PROPERTY
SCALEPOSITIONSTOP PROPERTY

Description

Determines the angular extents of the control. When ScaleDirection is set to 0 (Forward), the ScalePositionStart corresponds to ScaleMin and when ScaleDirection is set to 1 (Backward), the ScalePositionStart corresponds to ScaleMax. The ScalePositionStop property behaves in a similar fashion.

Usage

[*form.*]*control.***ScalePositionStart**[= *single*]
[*form.*]*control.***ScalePositionStop**[= *single*]

Remarks

See the **example** for more information on setting scale properties.

Related Properties

ScaleDirection, ScaleID, ScaleMax, ScaleMin and Scales

Data Type

Single

SCALES PROPERTY

Description

Determines the number of scales used to define the control. This property must be set before all other scale properties are entered (see example). The ScaleID property is used to select the scale to which scale properties apply.

Usage

[*form.*]*control.***Scales**[= *integer*]

Remarks

See the **example** for more information on setting scale properties.

Related Properties

ScaleDirection, ScaleID, ScaleMax, ScaleMin, ScalePositionStart and ScalePositionStop

Data Type

Integer

Slide Event

TicColor Property

Description

Determines the color for the tic set currently selected by TicID.

Usage

[*form.*]*control.***TicColor**[= *color*]

Remarks

This property can be set using Visual Basic's **RGB** or **QBColor** (or comparable) functions. See the **example** for more information on setting tic properties.

Related Properties

TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Long

TicDelta Property

Description

Determines the interval value between tic marks for the tic set currently selected by TicID.

Usage

[*form.*]*control.***TicDelta**[= *single*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Single

TicFontID Property

Description

Determines which font (designated by FontID) is used for the labels of the tic set currently selected by TicID.

Usage

[*form.*]*control.***TicFontID**[= *integer*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Integer

TICID PROPERTY

Description

Assigns a unique ID to each tic set. This property must be set before any other tic property (except Tics). The total number of tic sets is determined by the Tics property and TicID has valid values from 0 to Tics-1.

Usage

[*form.*]*control.***TicID**[= *integer*]

Remarks

The number of Tics must be set before this property can be set. See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Integer

TICINNER PROPERTY
TICOUTER PROPERTY

Description

Determines the inner and outer extents of the tic set currently selected by TicID. These properties are based on a unitless scale and typically have values between 0.0 and 1.0.

Usage

[*form.*]*control.***TicInner**[= *single*]
[*form.*]*control.***TicOuter**[= *single*]

Remarks

The inner value should be less than the outer value. See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicLabelOn, TicLabelPosition, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Single

TicLabelOn Property

Description

Enables or disables labels at each tic mark for the tic set currently selected by TicID. The position of the tic labels is defined by the TicLabelPosition property.

Usage

[*form.*]*control.***TicLabelOn**[= {TRUE|FALSE}]

Setting

The TicLabelOn property settings are:

Setting	Description
TRUE	Labels are displayed.
FALSE	Labels are NOT displayed.

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Integer (Boolean)

TicLabelPosition Property

Description

Sets or returns the position where labels are displayed for the tic set currently selected by TicID. This property is based on a unitless scale and typically has values between 0.0 and 1.0.

Usage

[*form.*]*control.***TicLabelPosition**[= *single*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Single

TicScaleID Property

Description

Determines the scale (designated by ScaleID) on which the tic set currently selected by TicID is based. The TicStart and TicStop properties must fall within the range defined by ScaleMax and ScaleMin.

Usage

[*form.*]*control.***TicScaleID**[= *integer*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicShape, TicStart, TicStop, TicStyle and TicWidth

Data Type

Integer

TICSHAPE PROPERTY

Description

Determines the shape of a user defined tic set. This property only applies when TicStyle is set to "User Defined" and defines a polygon made from a list of x,y coordinate pairs. The shape is defined using a coordinate system in which (0,0) is located at the upper, left corner of the control.

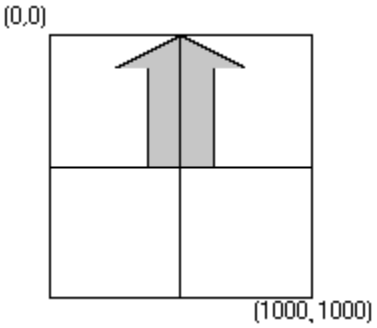
Usage

[*form.*]*control.***TicShape**[= *string*]

Example

CNTRL1.TicShape = "625,500, 625,125, 750,125, 500,0, 250,125, 375,125, 375,500"

The following image displays this shape polygon defined in a coordinate system with origin at (0,0) and (1000,1000) extents.



Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicStart, TicStop, TicStyle and TicWidth

Data Type

String

TicStart Property
TicStop Property

Description

Determines the values at which the tic marks start and stop for the tic set currently selected by TicID. These values are numbers between ScaleMin and ScaleMax for the scale referenced by TicScaleID.

Usage

[*form.*]*control.***TicStart**[= *single*]
[*form.*]*control.***TicStop**[= *single*]

Remarks

The TicStart should be less than the TicStop. See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStyle and TicWidth

Data Type

Single

TicStyle Property

Description

Determines the style of the tic set currently selected by TicID.

Usage

[*form.*]*control.***TicStyle**[= *integer*]

Setting

The TicStyle property settings are:

Setting	Description
0	Rectangle
1	Circle
2	Triangle
3	Diamond
4	User-Defined through TicShape

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop and TicWidth

Data Type

Integer (Enumerated)

TicWidth Property

Description

Determines the width of the tic marks for the tic set currently selected by TicID. This property is based on a unitless scale and typically has values between 0.0 and 1.0.

Usage

[*form.*]*control.***TicWidth**[= *single*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, Tics, TicScaleID, TicShape, TicStart, TicStop and TicStyle

Data Type

Single

TICS PROPERTY

Description

Determines the number of tic sets displayed on the control. This property must be set before all other tic properties are entered (see example). The TicID property is used to select the tic set to which tic properties apply.

Usage

[*form.*]*control.***Tics**[= *integer*]

Remarks

See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicLabelOn, TicLabelPosition, TicOuter, TicScaleID, TicShape, TicStart, TicStop, TicStyle and TicWidth

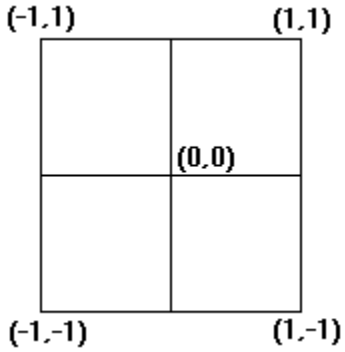
Data Type

Integer

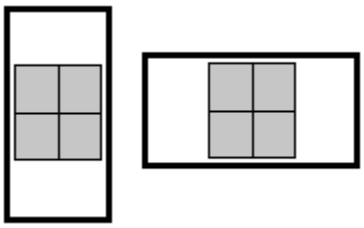
UNITLESS SCALE

Description:

Properties which are used to specify position or length use a scale which is based on the size of the control (instead of twips or pixels). For a control which is square, the coordinate system used is depicted with its origin at the center of the control and its width and height measured from -1 to 1.



For controls which are not square, the origin is still at the center of the control. The unit scale used, however, is based on the width or height whichever is smaller so that a unit square fits completely within the control as shown in the two controls below.



NOTE: For some variables (i.e., radii, width, etc.), the valid range of the unitless scale is from 0 to 1 (negative values have no meaning)

FontBold, FontItalic, FontName, FontSize, FontStrike and FontUnder