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545 Grover Road
Muskegon, MI 49442-9427 USA
FAX 616-788-2765

or send a CompuServe message via CompuServe Mail to:

ASP Ombudsman 70007,3536

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 BackPicture property settings are:

Setting	Description
(none)	No picture is displayed.
(bitmap)	At design time specify the bitmap file name 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.

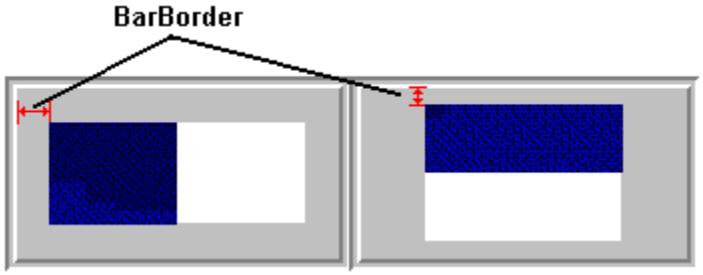
Data Type

Picture

BarBorder Property

Description

If the Orientation property is set to horizontal, than this property determines the border size along the left and right sides of the slider as shown in the figure below. If the Orientation property is set to vertical, however, than it determines the border size along the top and bottom of the slider (see figure below). This creates space on the control for captions,tics, etc. This property is based on a unitless scale and typically has values between 0.0 and 1.0.



Usage

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

Related Properties

BarInner, BarOuter and Orientation

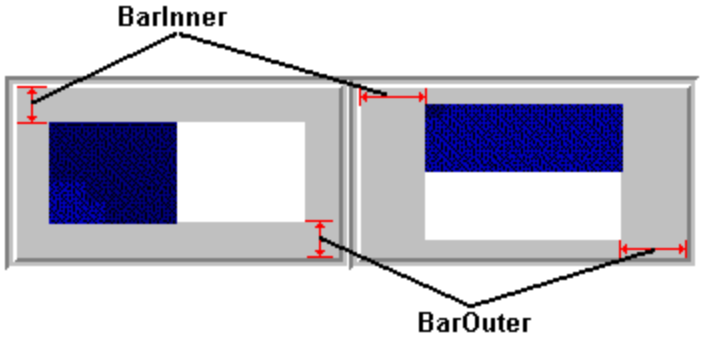
Data Type

Single

BarInner Property
BarOuter Property

Description

If the Orientation property is set to horizontal, than these properties determine the top and bottom extents of the slider as shown in the figure below. If the Orientation property is set to vertical, however, than they determine the left and right extents of the slider (see figure). These properties are based on a unitless scale and typically have values between 0.0 and 1.0.



Usage

[*form.*]*control.***BarInner**[= *single*]
[*form.*]*control.***BarOuter**[= *single*]

Remarks

The inner value should be less than the outer value.

Related Properties

BarBorder and Orientation

Data Type

Single

BevelInner property
BevelOuter Property

Description

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

Usage

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

Setting

These property settings are:

Setting	Description
0	None
1	Raised
2	Inset

Remarks

This property has 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 using 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

A **CHANGE** event is fired every time the left button is released when using the mouse to change the value of the control.

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Global Majic Software, Inc.

Slider Control

Properties Events Product Support Copyright

Description:

The Slider Custom Control is highly versatile and customizable, designed to allow the user to easily create any control, gauge, meter, etc. that incorporates a sliding mechanism in its functioning. The control is equipped with properties to change the On/Off characteristics of the sliding bar, background, tic marks, and knob handle. Properties have been included to control both direction (forward or backward) and orientation (vertical or horizontal).

Bar Properties:

The slider bar properties allow the user to manipulate the On/Off characteristics of the slider separately. Colors or bitmaps may be used to fill the *ON* or *OFF* bar area. Also, the orientation, width, border, and position of the bar can be controlled through properties.

Knob Properties:

There are also properties available to manipulate the knob's appearance. Knob properties exist for scaling, offset, color, shape, and bitmap.

Tic Properties:

Tic properties were set up in an array fashion. The user can place as many sets of tic marks on any slider control as he likes. Each set of tic marks can be adjusted with color, increment, start and stop value, size, and placement.

DIGITAL PROPERTY

Description

Enables or disables the digital display of the Value on the control.

Usage

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

Setting

The property settings are:

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

Related Properties

DigitalColor, DigitalDecimals, DigitalFontID, DigitalX, DigitalY and Value

Data Type

Integer (Boolean)

DIGITALCOLOR PROPERTY

Description

Determines the color of the digital display (if Digital=**TRUE**).

Usage

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

Remarks

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

Related Properties

Digital, DigitalDecimals, DigitalFontID, DigitalX, DigitalY and Value

Data Type

Long

DIGITALDECIMALS PROPERTY

Description

Determines how many places (to the right of the decimal) are displayed in the digital display (if Digital=**TRUE**).

Usage

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

Related Properties

Digital, DigitalColor, DigitalFontID, DigitalX, DigitalY and Value

Data Type

Integer

DIGITALFONTID PROPERTY

Description

Determines which font (designated by FontID) is used for the digital display.

Usage

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

Related Properties

Digital, DigitalColor, DigitalDecimals, DigitalX, DigitalY and Value

Data Type

Integer

DigitalX Property
DigitalY Property

Description

Determines the vertical and horizontal position of the digital display. 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.***DigitalX**[= *single*]
[*form.*]*control.***DigitalY**[= *single*]

Related Properties

Digital, DigitalColor, DigitalDecimals, DigitalFontID and Value

Data Type

Single

DIRECTION PROPERTY

Description

Determines the direction of increasing values for the slider. Depending on the Orientation property, this could be from left to right, right to left, top to bottom, or bottom to top.

Usage

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

Setting

These property settings are:

Setting	Description
0	Forward
1	Backward

Remarks

The Orientation property is used to set the control's fill mode at vertical or horizontal.

Data Type

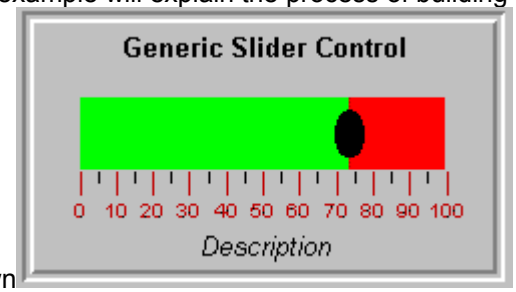
Integer (Enumerated)

Events:

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

EXAMPLE - HOW TO BUILD A SLIDER

General Information

This example will explain the process of building a generic slider instrument. 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 (Slider1.Tics=2); **2)** set the unique id for the tic set (Slider1.TicID=0); **3)** set the other tic properties (Slider1.TicColor=&H80); and **4)** change TicID and repeat step 3 if desired. This same process is used to set the properties for all the indexed items contained in the control (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

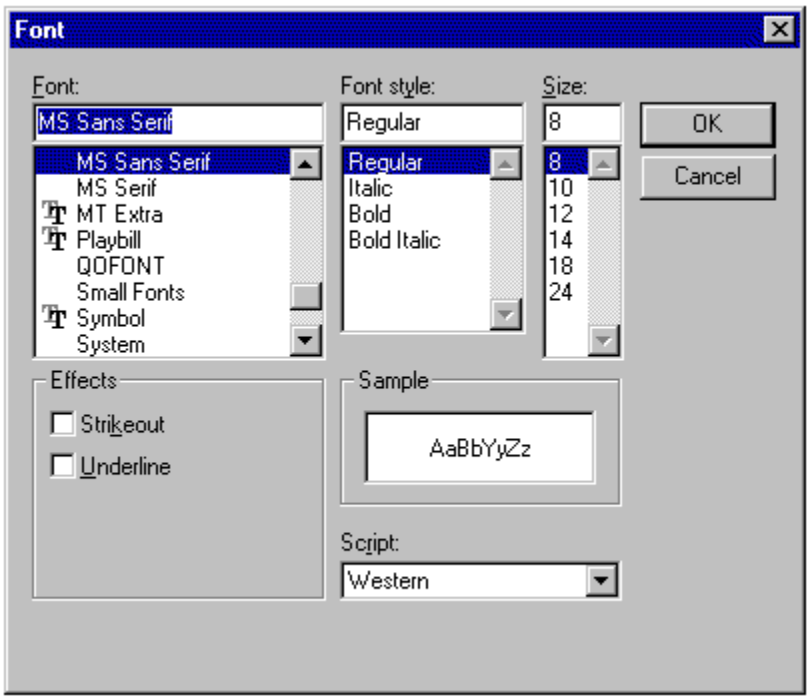
```
'setup - general
Slider1.Orientation = 0
Slider1.Direction = 0
Slider1.BarOuter = 0.6
Slider1.KnobStyle = 2
Slider1.KnobOffset = 0.45
Slider1.KnobXScale = 0.075
Slider1.KnobYScale = 0.2
Slider1.MouseControl = True
Slider1.Value = 74.23

'setup fonts
Slider1.Fonts = 3

Slider1.FontID = 0
Slider1.FontBold = True
Slider1.FontName = "Arial"
Slider1.FontSize = 12

Slider1.FontID = 1
Slider1.FontBold = False
Slider1.FontItalic = True
Slider1.FontName = "Arial"
Slider1.FontSize = 12

Slider1.FontID = 2
Slider1.FontBold = False
Slider1.FontItalic = False
Slider1.FontName = "Arial"
Slider1.FontSize = 10

'setup tic marks
Slider1.Tics = 2

Slider1.TicID = 0
Slider1.TicColor = &H80&
Slider1.TicDelta = 10
```

```
Slider1.TicStart = 0
Slider1.TicStop = 100
Slider1.TicInner = 0.6
Slider1.TicOuter = 0.7
Slider1.TicLabelOn = True
Slider1.TicLabelPosition = 0.75
Slider1.TicFontID = 2

Slider1.TicID = 1
Slider1.TicDelta = 10
Slider1.TicStart = 5
Slider1.TicStop = 95
Slider1.TicInner = 0.6
Slider1.TicOuter = 0.65

'setup captions
Slider1.Captions = 2

Slider1.CaptionID = 0
Slider1.CaptionFontID = 0
Slider1.Caption = "Generic Slider Control"
Slider1.CaptionX = 0.5
Slider1.CaptionY = 0.1

Slider1.CaptionID = 1
Slider1.CaptionFontID = 1
Slider1.Caption = "Description"
Slider1.CaptionX = 0.5
Slider1.CaptionY = 0.9
```

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, DigitalFontID, FontBold, FontDialog, FontItalic, FontName, Fonts, FontSize, FontStrike, FontUnder 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 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, DigitalFontID, FontBold, FontDialog, FontID, FontItalic, FontName, FontSize, FontStrike, FontUnder and TicFontID

Data Type

Integer

KnobColor Property

Description

Determines the color of the knob on the control.

Usage

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

Remarks

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

Related Properties

KnobOffset, KnobPicture, KnobStyle, KnobXScale and KnobYScale

Data Type

Long

KnobOffset Property

Description

Determines the position of the knob on the control.

Usage

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

Related Properties

KnobColor, KnobPicture, KnobStyle, KnobXScale and KnobYScale.

Data Type

Single

KnobPicture Property

Description

Allows user to place a bitmap (*.bmp) on the knob.

Usage

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

Remarks

This property can be set using Visual Basic's **LoadPicture** (or comparable) function.

Related Properties

KnobColor, KnobOffset, KnobStyle, KnobXScale and KnobYScale.

Data Type

Picture

KnobXScale Property
KnobYScale Property

Description

Determines the vertical and horizontal scale components of the knob. This property is based on a unitless scale and typically has values from 0.0 to 1.0.

Usage

[*form.*]*control.***KnobXScale=**[.single]
[*form.*]*control.***KnobYScale=**[.single]

Remarks

KnobColor, KnobOffset, KnobPicture and KnobStyle

Data Type

Single

KnobStyle Property

Description

Determines the appearance of the control's knob.

Usage

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

Setting

The property settings are:

Setting	Description
0	None
1	Rectangular
2	Circular

Related Properties

KnobColor, KnobOffset, KnobPicture, KnobXScale and KnobYScale.

Data Type

Integer (Enumerated)

MAX PROPERTY
MIN PROPERTY

Description

Determines the the operating range for the control.

Usage

[*form.*]*control.***Max**[.= single]
[*form.*]*control.***Min**[.= single]

Remarks

The Max value should be greater than the Min value.

Data Type

Single

MouseControl Property

Description

Enables or disables mouse input to the control.

Usage

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

Setting

The MouseControl 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

TRUE is the default value for this property.

Data Type

Integer (Boolean)

OffColor Property
OnColor Property

Description

Determines the colors for the *On* and *Off* portions of the the control. The perspective of these *On* and *Off* portions can be reversed using the Direction property.

Usage

[*form.*]*control.***OffColor**[= *color*]
[*form.*]*control.***OnColor**[= *color*]

Remarks

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

Related Properties

BarBorder, BarInner, BarOuter, OffPicture and OnPicture.

Data Type

Long

OffPicture Property
OnPicture Property

Description

Determines the graphic to be displayed in the *On* and *Off* portions of the control. The perspective of these *On* and *Off* portions can be reversed using the Direction property.

Usage

[*form.*]*control.***OffPicture**[= *picture*]
[*form.*]*control.***OnPicture**[= *picture*]

Setting

These properties settings are:

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

Related Properties

BarBorder, BarInner, BarOuter, OffColor and OnColor

Data Type

Picture

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

Remarks

The Direction property may be used to alter the fill direction of the control.

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
BarBorder
BarInner
BarOuter
BevelInner
BevelOuter
BevelWidth
BorderWidth
Caption
CaptionColor
CaptionFontID
CaptionID
Captions
CaptionX
CaptionY
Digital
DigitalColor
DigitalDecimals
DigitalFontID
DigitalX
DigitalY
Direction
Enabled
FontItalic
FontBold
FontDialog
FontID
FontName
Fonts
FontSize
FontStrike
FontUnder
Height
Index
KnobColor
KnobOffset
KnobPicture
KnobStyle
KnobXScale
KnobYScale
Left
Max
Min
MouseControl
MousePointer
Name
OffColor
OffPicture
OnColor
OnPicture
Orientation
Redraw
Shape
ShapeStyle
Snap
SnapIncrement
TabIndex
TabStop
Tag
TicColor
TicDelta
TicFontID
TicID
TicInner
TicLabelOn
TicLabelPosition
TicOuter
Tics
TicStart
TicStop
Top
Value
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)

SHAPE PROPERTY

Description

Determines the shape of a user defined instrument. This property only applies when ShapeStyle 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 center of the control.

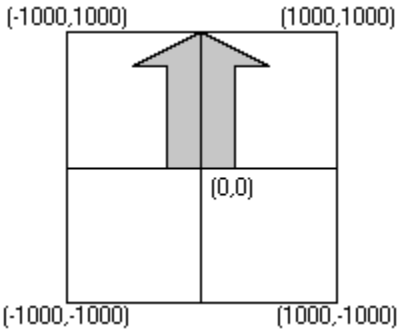
Usage

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

Example

CNTRL1.Shape = "250,0, 250,750, 500,750, 0,1000, -500,750, -250,750, -250,0"

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



Related Properties

ShapeStyle

Data Type

String

SHAPESTYLE PROPERTY

Description

Determines how the instrument is displayed on the control.

Usage

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

Setting

The ShapeStyle property settings are:

Setting	Description
0	Rectangle
1	Ellipse
2	Thermometer
3	Tank
4	User Defined (used the Shape property)

Remarks

The BarBorder, BarInner and BarOuter properties may be used to alter the shape of all ShapeStyles **except** user defined.

Related Properties

Shape

Data Type

Integer (Enumerated)

SNAP PROPERTY

Description

Enables or disables the control's ability to display any value within the range defined by Min and Max. For example, if the scale ranges from 0 to 10, Snap=**TRUE** and SnapIncrement=2, then Value can only have the values 0, 2, 4, 6, 8 and 10.

Usage

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

Setting

The property settings are:

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

Related Property

SnapIncrement

Data Type

Integer (Boolean)

SnapIncrement Property

Description

Determines the allowable incremental change of the Value if Snap=**TRUE**. For example, a control where the scale is 0 to 10 and SnapIncrement=2 will only allow Values of 0, 2, 4, 6, 8, and 10.

Usage

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

Remarks

This property is ignored if Snap=**FALSE**.

Related Property

Snap

Data Type

Integer

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 the 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, TicOuter, TicLabelOn, TicLabelPosition, Tics, TicStart and TicStop

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, TicOuter, TicLabelOn, TicLabelPosition, Tics, TicStart and TicStop

Data Type

Long

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, TicOuter, TicLabelOn, TicLabelPosition, Tics, TicStart and TicStop

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, TicOuter, TicLabelOn, TicLabelPosition, Tics, TicStart and TicStop

Data Type

Integer

TicInner Property
TicOuter Property

Description

Determines the inner and outer position of 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.***TicInner**[= single]
[*form.*]*control.***TicOuter**[= single]

Remarks

The TicOuter value should be greater than the TicInner value. See the **example** for more information on setting tic properties.

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicLabelOn, TicLabelPosition, Tics, TicStart and TicStop

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 (default)

Remarks

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

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicOuter, TicLabelPosition, Tics, TicStart and TicStop

Data Type

Integer (Boolean)

TicLabelPosition Property

Description

Determines the position at which 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, TicOuter, TicLabelOn, Tics, TicStart and TicStop

Data Type

Single

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 should fall within the range defined by Min and Max.

Usage

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

Remarks

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

Related Properties

TicColor, TicDelta, TicFontID, TicID, TicInner, TicOuter, TicLabelOn, TicLabelPosition and Tics

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 the 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, TicOuter, TicLabelOn, TicLabelPosition, TicStart and TicStop

Data Type

Integer

VALUE PROPERTY

Description

Determines the value for the control. The Value is a number that falls between Min and Max.

Usage

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

Remarks

The value may be altered at run time using either code or the mouse (MouseControl=**TRUE**).

Data Type

Single

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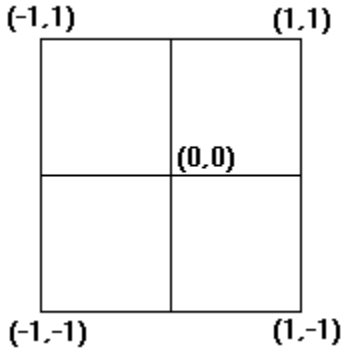
FontBold, FontItalic, FontName, FontSize, FontStrike and FontUnder

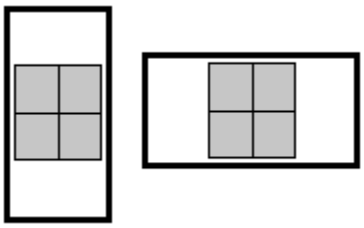
UNITLESS SCALE

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)