LMD - Tools

Version 0.7ß

Contents

Information

Referenz

LMD - Tools

Introduction

The *LMD-Tools*constitute a small collection of components with which was attached importance to a simple applicability. As the components still haven't been tested excessively we decided to publish this version as Public Beta or rather as Freeware, i.e. the components are fully functional and can be tied up in private or commercial programmes or rather be passed on to a third. We only make condition that our Copyright is preserved and the *LMD-Tools* remain unchanged.

We would be pleased about some critcism, some ideas and comments regarding this collection. That's why we ask for a great Feedback!

LMD - Tools

Installation

The freeware version of the *LMD-Tools* includes no separate installation programm. Therefore you have to unzip the supplied Zip-File at first in a directory of your will.

Adding the components

1. Start Delphi.
2. Choose Install Components... from the Options menu.
3. Choose Add to open the Add Module dialog box.
4. In the Add Module dialog box, choose Browse.
5. Select the directory that contains the *LMD-Tools* files, and then select the LMDREG.PAS.
6. Choose OK to close the browse dialog box.
7. Choose OK to close the Add Module dialog box.
8. Choose OK to close the Install Components dialog box and rebuild the library.

The *LMD-Tools* will appear at the end of the current palette.

Adding the help keywords

Delphi allows you to integrate any help file into the Delphi environment. To integrate the help file, follow these steps:

1. Start the Help File Installer from the Delphi group (file HELPINST.EXE).
2. Choose Open... from the File menu.
3. Select the Delphi directory, select the BIN directory, and then select the DELPHI.HDX file.
4. Choose Add Keyword File... from the Keywords menu.
5. Select the directory that contains the *LMD-Tools* files, and then select the LMDHELPE.KWF file.
6. Choose Save from the File menu.

The *LMD-Tools* help file should now be integrated to the Delphi environment.

LMD - Tools

Getting started...

After you unzipped the Zip-File there will be created a directory called DEMOS which contains sub-directories that are divided up into different small Demos which fit to the corresponding components.

LMD - Tools

Technical Support

As this version is Freeware there's no claim to technical support. But we will try hard to answer as many inquiries as possible.
Please make them in writing or best you send them by e-mail!
You'll find the adresses or rather numbers at Addresses/Fax/E-Mail.

LMD - Tools

Addresses/Fax/E-Mail

Adresse:	**LMD Innovative** Vor der Hohler 17a 57080 Siegen
Faxnumber:	0271/356952
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LMD - Tools

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Overview LMD-Tools Components

Dialogues

- TLMDAboutDlg
- TLMDDirDlg
- TLMDTipDlg

System

- TLMDApp
- TLMDSysInfo
- TLMDFile

Graphic/Multimedia

- TLMDHiTimer
- TLMDScreenSaver
- TLMDJoyStick
- TLMDTile

LMD - Tools

Routines

The following additional usable routines are contained in the unit LMDTOOLS.DCU.

TIniFileExt=class(TIniFile)
This derived class inlarges standard functionality of the Inifile-Control by two more useful methods with which relevant data of a window can be saved quickly.

```
Procedure SaveWinStatus(AForm:TForm; const Section:String);
Procedure RestoreWinStatus(AForm:TForm; const Section:String);
```

The properties Left, Top, Width, Heigth as well as Windowstate are saved; these properties are restored by RestoreWinStatus.

function checkPath(path:string; flag:boolean):String;
It checks the details of a Path; it checks if the pathname ends by a '\'. If there must be a '\' at the end of the string the flag has to be set to true, otherwise the function deletes the eventually existing character.

function IsCDROM(DriveNum: Integer): boolean;
It checks, if the given number of the Drive ("Drive A:" =0, "Drive B: "=1 etc.) is a CD-ROM-Drive.

procedure centerchild(frmParent:TForm; frmchild: TForm; flag:boolean);
It centers one form (frmchild) within another form (frmparent). If you still want this to be indicated modally the flag has to be set True.

procedure centerForm(frm:TForm);
It centers the given form onto the screen.

LMD - Tools

Constants, Events, Types

Used Types in the *LMD-Tools*

TActualData
TFileAction
TFileErrorCode
TFileOptions
TJoyStickButtons
TLanguageMode
TTileMode
TTileStatus
TTipsDlgMode
TWinFlags

Used Events in the *LMD-Tools*

TActionEvent
TErrorEvent
TJoystickEvent
TPWCheckEvent

LMD-Tools

TLMDAboutDlg, Component

Look also Properties Methods

Unit
LMDAbout

Description
TLMDAboutDlg is a non-visual component, with which an "About-Box" can be displayed in an easy way.

The displayed text can be influenced by the properties CaptionTitle, Version, Copyright and Appname.
Two lines are available for the copyright -display. For being able to use the object-inspector for setting two-lined copyright-values a separator for the second line can be defined with the CopyDelimiter- property.

The Language of the default values is determinded by the Language-property.

Use the Execute- or ExecuteEnh-method to display the dialog.

Look also

TLMDDirDlg
TLMDTipDlg

Properties

▶ Runtime only

🔑 Key Properties

About
Appname
CaptionTitle
CopyDelimiter
CopyRight
Description
Language
Version

Methods

🔑 Key Methods

🔑	Execute	ExecuteEnh

TLMDDirDlg, Component

Look also Properties Methoden

Unit

LMDDir

Description

By this non-visual component the user can be given the possibilty to choose a path name quickly. Generally this dialog corresponds to the open-file dialog, only any kind of reference to files and formats is missing here.

By the properties CaptionTitle and ShowLabelDir the display state of the dialog can be influenced. The property Path both sets and returns a path after displaying the dialog.

The Language of the default values is determinded by the Language-property.

Use the Execute- or ExecuteEnh-method to display the dialog. The method GetDir should be chosen for a fast display of the dialog (without prior settings of properties).

Look also

TLMDAboutDlg
TLMDTipDlg

Properties

▶ Runtime only

🔑 Key Properties

- About
- CaptionTitle
- Language
- Path
- ShowLabelDir

Methods

🔑 Key Methods

🔑 Execute
ExecuteEnh
GetDir

TLMDTipDlg, Component

Look also   Properties   Methods

Unit

LMDTip

Description

The popular Tips&Tricks-Dialog of the really well-known Business-Programs of a not less unknown producer of software can be simulated by this component.

By the properties CaptionTitle, CaptionHeader and CaptionHelp the display state of the dialog can be determined.

The Tips are saved in a stringlist which can be filled at design-time using the object-inspector.

The dialog includes two modes with which the display of the dialog can be distinguished at start of program or during runtime.
In the first case the component checks if the property ShowAtStart is set and then decides wether the dialog should be displayed or not.

Besides the standard buttons (previous, next) a help button can be displayed additionally. It occurs if the HelpContext-value is set greater than 0.

The Language of the default values is determinded by the Language-property.

Look also

TLMDAboutDlg
TLMDDirDlg

Properties

▶ Runtime only

🔑 Key Properties

- About
- CaptionHeader
- CaptionHelp
- CaptionTitle
- HelpContext
- Language
- Mode
- ShowAtStart
- Tips
- TipsCount

Methods

🔑 Key Methods

🔑	Execute	ExecuteEnh

TLMDApp, Component

Properties Events

Unit

LMDAppl

Beschreibung

Unfortunately the properties of the application-object of a Delphi-application can only be set on runtime. Against that by this component you already get access to all essential properties at desing-time and you're able to attach event-handlers as usual.

Properties

▶ Runtime only

🔑 Key Properties

About
HelpFile
HintColor
HintPause
Icon
ShowHint
Title

Events

🔑Key Events

- 🔑 OnActivate
- 🔑 OnHelp
- 🔑 OnMessage
- 🔑 OnDeactivate
- 🔑 OnHint
- 🔑 OnRestore
- 🔑 OnException
- 🔑 OnMinimize
- 🔑 OnShowHint
- 🔑 OnIdle

TLMDFile, Component

Properties Methods Events

Unit

LMDFile

Description

The TLMDFile-component contentrates a lot of operations which are possible with a single file. The remarkable thing about it ist that actions are started via properties instead of being started by method.

Examples:

1. For creating a new file you would have to write:

```
[ctrlname].aCreateFile:='Sample.TST';
```

2. For copying a file you would have to write:

```
[ctrlname].FileName:='Sample.TST';
[ctrlname].aCopyFile:='Sample2.TST';
```

   Sample.TST describes in this case the source file, Sample2.TST the destination file.

According to this these properties are write-only. You use the properties aExecuteFile, aMoveFile, aDeleteFile and aRenameFile by analogy.

Errors will result in OnError-Events. Besides each operation starts by firing an OnStart-event and will fire an OnEnd-event, if the action runs without any error. These events can be e.g. modfied to make diverse initial settings.

Besides the fore-going events there also exists the OnProgress-Event, which especially is suitable for copy and move actions to update a progress bar.

If the property Filename was given a valid filename numerous information about this file can be requested by the properties FileDate, FileTime, FilePath.

Diverse Settings which are to be regarded during the operations can be set by the property Optionen.

Properties

▶ Runtime only

🔑 Key Properties

About

▶
🔑 aCopyFile

▶
🔑 aCreateFile

▶
🔑 aDeleteFile

▶
🔑 aExecuteFile

▶
🔑 aMoveFile

🔑 FileName

▶
🔑 aRenameFile

▶ Processed

FileAttributes

FileAttrShort

FileDate

FileExist

FileExt

Options

FileNameAlone

FileNameExt

FilePath

FileSize

FileTime

Methods

🔑Key Methods

ExecuteFile
GetFileExecute
TestAttr

Events

Key Events

OnEnd
OnError
OnProgress
OnStart

TLMDSysInfo, Component

Properties Methods

Unit

LMDSysIn

Description

By the non-visual component TLMDSysInfo diverse information about current system settings can be requested in an easy way via properties.

Three of the properties can be requested as well by methods (FreeSys, FreeGDI, FreeUSR) with a Word-datatype as return value.

Properties

▶ Runtime only

🔑 Key Properties

About
AllFonts
AllPrinters
Environment
FreeGdiRes
FreeSysRes
FreeUsrRes
MemFree
MemMaxBlock
ScreenSaverDelay
▶ TempFileName
UserCompany
Username
VersionDOS
VersionWIN
WinFlags
WinPath
WinSysPath

Methods

🔑Key Methods

FreeGDI

FreeSys

FreeUSR

TLMDHiTimer, Component

Properties Events

Unit

LMDHiTim

Description

The component TLMDHiTimer represents an alternative to the coressponding timer in the Delphi-VCL. As it is interrupt controlled high resolution intervals of one millisecond are possible (contrary to TTimer). But since at the same time more processor ressources are needed this component shouldonly be used if high resolution time-measurings are necessary, e.g. at MIDI-processing or at work with graphic and sprites.

Apart from that the component has been designed exactly like the TTimer-Component. That's why there should be no problems to use it.

Properties

▶ Runtime only
🔑 Key Properties

About
Enabled
🔑 Interval
▶ MaxInterval
▶ MinInterval

Events

🔑Key Events

🔑 OnTimer

TLMDScreenSaver, Component

Properties Events

Unit
LMDScrsv

Description
With the help of the TLMDScreensaver component the creation of a screensaver is a mere child's play! Place the component on a form - and the 'Blank-Screen'-screensaver is ready...

At bottom the screensaver is nothing else but an Exe-File what means that the development can proceed like that of an ordinary program. If the saver is finished the following steps have to be done by that Windows is able to realize the new created work as screensaver:

1.
Because of the missing of a real "Ressource-Editor" for Delphi (everybody who owns an Editor (e.g. RWS or Appstudio) is naturally able to change the version information in the ordinary way) the following line is best inserted into the project file of the screensaver (the *.dpr-file) before the word begin:

```
{$d SCRNSAVE: [name]}
```

[name] indicates the name of the screensaver.

2.
Now rename the file from [name].exe to [name].scr and copy the file into your Windows-directory. You are ready!

Naturally your own setup-dialog or rather your own password-dialog can be tied up. If such a dialog exists it has to be displayed at the OnSetupDlg-event.

A password can be managed with the properties PassWord and CheckPassWord. TLMDScreenSaver manages the saving of these properties into an Inifile automatically. Additionaly an instanced TInfile-Object (IniFile) is still available with which specific sata of the screensaver can be saved easily. In this connection the property Section makes the section available into which the component saves its data.

if the OnCheckPassWord-property is activated and if there is a valid password, the OnCheckPassWord-event will be fired if the user tries to leave the screensaver and at which you are able to insert own routines for checking the password or something similar.

Additionally to the both above mentioned events the OnSaverStart- and the OnSaverEnd-event are placed to your disposal by being able to execute initializations specifically for the screensaver or something similar.

As an additional useful possiblity the actual contents of the screen will be transfered into the property Bitmap if the property SaveBackGround is activated. This is important for screensavers with a (simulated) direct manipulation on the desktop.

Properties

▶ Runtime only

🔑 Key Properties

About Color SaveBackground

▶ Bitmap

▶ IniFile

▶ Section

▶ CheckPassWord

▶ PassWord Title

Events

Key Events

OnCheckPassWord
OnSaverEnd
OnSaverStart
OnSetupDlg

TLMDJoystick, Component

Properties Methods Events

Unit

LMDJoyst

Description

By the nonvisual component TLMDJoystick a simple access to the conntected Joystick(s) is made possible.
Besides the numerous status-properties the events OnJoyMove, OnJoyButtonUp, OnJoyButtonDown and OnChange have to be mentioned which allows a comparable processing as it exists at their mouse-"colleagues".

Errors in the initialization or errors in setting one of the properties can be deteced by the event OnInitError.

Properties

▶ Runtime only

🔑 Key Properties

About Enabled ▶ PosZ

▶ AttachedJoySticks

▶———GetJoyStickCaps Threshold

▶———AvailableJoySticks

🔑——JoyStickId

▶———ButtonPressed Period

▶———ButtonState

▶———PosX

Changed ▶——PosY

Methods

🔑Key Methods

TestAvailable

Events

Key Events

OnChange
OnInitError
OnJoyButtonDown
OnJoyButtonUp
OnJoyMove

TLMDTILE, Component

Properties

Unit

LMDTile

Description

This small component which is derived from TGraphicControl serves to fill the background of a container-control quickly with given textures or patterns (consisting of Bitmaps).

Properties

▶ Runtime only

🔑 Key Properties

About
Align
Bitmap
ShowHint
TileMode
TileStatus
Visible

Type TActualData

Used for

Component TLMDFile

Declaration

```
TActualData=record
      Action      :TFileAction;
      Source      :String;
      Destination:String;
 end;
```

Description

The datatype TActualdata serves to simplify and to summarize the transfer parameters of the events of the component TLMDFile. The current action is stored in Action, the actually used filenames are stored in source and destination. Depending on the operation the original filename is in source (normally the property Filename) and the new filename is in destination (e.g. in case of copy/move operations). If there is only one parameter necessary for an action (e.g. aCreateFile) the used value is stored in source. In this case Destination is an empty string.

Type TFileAction

Used for

Component TLMDFile

Declaration

TFileAction=(fcNone, fcChange, fcCreate, fcCopy, fcMove, fcDelete, fcRename, fcExecute);

Description

This type defines the possible actions in the component TLMDFile. This type is required especially in TActualData.

Following values are defined:

Value	Description
fcNone	no action
fcChange	change of file specification
fcCreate	createnew file
fcCopy	copy current file
fcMove	move current file
fcDelete	delete file
fcRename	rename file
fcExecute	execute file

TypeTFileErrorCode

Used for

Component TLMDFile

Declaration

TFileErrorcode=(feNone, feErrorCreateFile, feErrorExecuteFile, feErrorOpenSrc, feErrorOpenDest, feFileAlreadyExist, feFileReadOnly, feFileNotExist, feFileDestSrcSame, feMoveSrcNotKilled, feDelFileNotKilled, feDateTimeConvErr, feDateTimeWriteErr, feSetAttrFailed, feRenameFailed, feChangeExtFailed, feParameterNull);

Description

TFileErrorcode specifies the possible errorcodes in the TLMDFile-component which are given back at the OnError-event.

Following values are defined:

Value	Description
feNone	no error
feErrorCreateFile	error creating file
feErrorExecuteFile	error executing file
feErrorOpenSrc	error open file
feFileAlreadyExist	the file to be overwrite already exists
feFileReadOnly	file is read-only
feFileNotExist	a given file doesn't exist
feFileDestSrcSame	source and destination-file are identical
feMoveSrcNotKilled	during a move-operation the source-file wasn't deleted
feDelFileNotKilled	during a delete-operation the given file wasn't deleted
feDateTimeConvErr	date/time cnvertion-erorr, the given value was not valid
feDateTimeWriteErr	error setting new date/time-value
feSetAttrFailed	error setting file attributes
feRenameFailed	error renaming file
feChangeExtFailed	error changing file extension
feParameterNull	Parameter is empty

Type TFileOptions

Used for

Component TLMDFile

Declaration

FileOption=(foVerifyAction, foNewFileAsActual, foCopiedFileAsActual, foCopyTimeStamp);
TFileOptions=set of TFileOption;

Description

Defintion of the possible values for the property Options in the TLMDFile-component.

Type TJoyStickButtons

Used for

Component TLMDJoyStick

Declaration

```
TJoystickButton=(jbButton1,jbButton2,jbButton3,jbButton4);
TJoystickButtons=set of TJoystickButton;
```

Description

Possible values for pressed Joystick-buttons in the component TLMDJoyStick.

Type TJoyStickID

Used for

Component TLMDJoyStick

Declaration

TJoystickId= JOYSTICKID1..JOYSTICKID2;

Description

Describes the both possible values for the property JoyStickID (JOYSTICKID1 and JOYSTICKID2).

Type TLanguageMode

Used for

Component TLMDAboutDlg, TLMDDirDlg, TLMDTipDlg

Declaration

TLanguageMode=(lgEnglish, lgGerman);

Description

Possible values for the default language in the dialog components.

Type TTileMode

Used for

Component TLMDTile

Declaration

TTileMode = (tmTile, tmStretch, tmCenter, tmNone);

Description

Possible values for the property Tilemode in the component TLMDTile.

Type TTileStatus

Used for

Component TLMDTile

Declaration

TTileStatus=(tsRunAndDesignTime, tsOnlyRuntime);

Description

Possible values for the property TileStatus in the component TLMDTile.

Type TTipsDialogMode

Used for

Component TLMDTipDlg

Declaration

TTipsDialogMode=(moStart, moNormal);

Description

Possible values for the property Mode in the component TLMDTipDlg.

Type TWinFlags

Used for

Component TLMDSysInfo

Declaration

TWinFlag=(wf80x87, wfCPU286, wfCPU386, wfCPU486, wfENHANCED, wfPAGING, wfPMODE, wfSTANDARD,   wfWIN286, wfWIN386);
TWinFlags=set of TWinFlag;

Description

Possible values for the property WinFlags in the component TLMDSysInfo.

Value	Description
win80x87	System contains an Intel math coprocessor.
winCPU286	System CPU is an 80286.
winCPU386	System CPU is an 80386.
winCPU486	System CPU is an i486.
winENHANCED	Windows is running in 386-enhanced mode. The winPMODE flag is always set when winENHANCED is set.
winPAGING	Windows is running on a system with paged memory.
winPMODE	Windows is running in protected mode. In Windows 3.1, this flag is always set.
winSTANDARD	Windows is running in standard mode. The winPMODE flag is always set when winSTANDARD is set.
winWIN286	Same as winSTANDARD.
winWIN386	Same as winENHANCED.

Type TActionEvent

Unit
LMDFile

Declaration
TActionEvent=procedure(Sender:TObject; ActData:TActualData) of object;

Description
The type TActionEvent points at methods which react on events which are created by the component TLMDFile at runtime.

Type TErrorEvent

Unit

LMDFile

Declaration

TErrorEvent =procedure(Sender:TObject; Errorcode:TFileErrorcode;ActData:TActualData) of object;

Description

The type TErrorevent points at a method which reacts on the OnError-event which is created by the component TLMDFile at runtime.

Type TJoyStickEvent

Unit

LMDJoyst

Declaration

TJoyStickEvent=procedure(Sender:TObject;Buttons:TJoyStickButtons;X,Y:Word) of object;

Description

The type TActionEvent points at methods which react on diverse Joystick-events which are created by the component TLMDJoystick at runtime.

Type TPWCheckEvent

Unit
LMDScrsv

Declaration
TPWCheckEvent= Procedure(Sender:TObject; var CanClose:Boolean) of object;

Description
The type TActionEvent points at a method which reacts on an event   which is created by the component TLMDScreenSaver at runtime.

About, Property

Used for

All Components of the *LMD-Tools*

Declaration

property About:TAboutVar;

Description

This property is only available at designtime and serves to display an 'About-Dialog'. This property neither is saved nor its integrated in the final Exe-File.

TAboutVar: DummyClass for displaying the 'About-Dialog'.

Appname, Property

Used for
TLMDAboutDlg

Declaration
property Appname:String;

Description
The title of the program or rather the product name can be specified in the About-Box with the help of this property. In general no value is entered, because the title of the project (or rather Application.Title) is set as default value automatically.

CaptionTitle, Property

Used for
TLMDAboutDlg, TLMDDirDlg, TLMDTipDlg

Declaration
property CaptionTitle:String;

Description
By this property the Title of the dialog box can be specified. If there doesn't exist any entry a default value is set.

Copyright, Property

Used for

TLMDAboutDlg

Declaration

property Copyright:String;

Description

A copyright-text can be specified with the help of this property. This section can consist of two lines. During runtime they are separated by #13. If the property should already specified with two lines at designtime, the given separator in the property CopyDelimiter has to be used.

CopyDelimiter, Property

Used for
TLMDAboutDlg

Declaration
property CopyDelimiter:Char;

Description
Separater which already enabled a two line entry of the property Copyright at designtime.
Following characters are allowed: "@", "#", "~", "%", "$", "&"

Description, Property

Used for
TLMDAboutDlg

Declaration
property Description:String;

Description
This line is under the product title and can be used for a more precise description of the title. An entry is optional and there doesn't exist any default value.

Language, Property

Used for

TLMDAboutDlg, TLMDDirDlg, TLMDTipDlg

Declaration

property Language:TLanguageMode;

Description

With the help of this property you are able to choose the prefered language for default values.
The default value is lgEnglish. If you prefer the german language you have to choose lgGerman.

Version, Property

Used for
TLMDAboutDlg

Declaration
property Version:String;

Description
By this property a version number, a release number or a registration number can be placed under the Description-line. This description is optional and there doesn't exist any default value.

Execute, Methode

Used for
TLMDAboutDlg, TLMDDirDlg, TLMDTipDlg

Deklaration
function Execute:Boolean;

Description
The Execute-method displays the corresponding dialogbox. If the dialogbox isn't displayed or an error occured the method returns False.

ExecuteEnh, Methode

Used for

TLMDAboutDlg, TLMDDirDlg, TLMDTipDlg

Declaration

TLMDAboutDlg,
TLMDDirDlg:function ExecuteEnh(aForm:TForm):Boolean;
TLMDTipDlg:function ExecuteEnh(aForm:TForm; Mode:TTipsDialogmode):Boolean

Description

The ExecuteEnh-method displays the corresponding dialogbox. With the help of the parameter aForm a window can be given (normally the main window of the application) in which the dialog is displayed centered . If the dialogbox isn't displayed or an error occured the method returns False.

The TipDialog additionally offers the the possibility to specify the display mode of the dialog.

ShowLabelDir, Property

Used for
TLMDDirDlg

Declaration
property ShowLabelDir:Boolean;

Description
If this property is set true the current path is displayed as text above the drive-list.

Path, Property

Used for
TLMDDirDlg

Declaration
property Path:String;

Description
This property sets or supplies the path for the directory-dialogbox. The Execute-method of the TLMDDirDlg-method only returns True if the pathname has been choseb by the user.

GetDir, Methode

Used for
TLMDDirDlg

Declaration
Procedure GetDir(const title:String; var aPath:String);

Description
Besides the both Execute-variants this method is also be able to request   for the path.The result will be returned in the aPath-parameter.

CaptionHeader, Property

Used for
TLMDTipDlg

Declaration
property CaptionHeader:String;

Beschreibung
With the help of this property a title can be set for the tips (e.g. Tips if the day or somethin similar). The default value is 'Tips...'.

CaptionHelp, Property

Used for
TLMDTipDlg

Declaration
property CaptionHelp:String;

Description
With the help of this property the text - if existing - of the help button can be set. A help button will be displayed if the property HelpContext is set greater than 0. This property e.g. is useful if the user has to been given the possibility, e.g. to branch off to a help file with some more information.

HelpContext, Property

Used for
TLMDTipDlg

Declaration
property HelpContext:THelpContext;

Description
With the help of this property a help button can be displayed. Therefore a value >0 has to be given. A caption for the button can be specified by the property CaptionHelp.

Mode, Property

Used for
TLMDTipDlg

Declaration
property Mode:TTipsDialogMode;

Description
The property mode determines if the property ShowAtStart is paid attention or if it is ignored. In the mode moStart the dialogbox isn't indicated if ShowAtStart is False. In the mode moNormal the dialog is displayed inrespective of this property.

ShowAtStart, Property

Used for
TLMDTipDlg

Declaration
property ShowAtStart:Boolean;

Description
With the help of this property you set or receive the boolean-value for displaying the TipDialog at the start of the program. The property Mode determines if ShowAtStart is of importance when the TipDialog is displayed.

Tips, Property

Used for
TLMDTipDlg

Declaration
property Tips:TStrings;

Description
As a rule the tips are edited with the object-inspectorusing the stringlisteditor (one line = one tip). Of course other TStrings-Objects can be assigned to this property. Naturally all properties of the object TStrings are valid.

TipsCount, Property

Used for
TLMDTipDlg

Declaration
property TipsCount:Integer;

Description
Read-only. With this property you get the number of 'Tips', which are assigned to the TLMDTipDlg.

aCreateFile, Eigenschaft

Used for
TLMDFile

Declaration
property aCreateFile:TFileName;

Description
Runtime and write-only.
With the help of the property aCreateFile a new file can be created, e.g.

```
      aCreateFile:='Sample.TST'
      aCreateFile:='C:\Hello\SAMPLE.TST'
```

creates a new file called Sample.TST in the current directory or in the second example in the directory C:\Hello. Depending on the flags which were set in the property Options there may happen an error event.

aDeleteFile, Property

Used for

TLMDFile

Declaration

property aDeleteFile:TFileName;

Description

Runtime and write only.
With the help of the property aDeleteFile any file can be deleted. If only an empty string has been assigned, the file actually specified to the property Filename will be deleted.

aExecuteFile, Property

Used for
TLMDFile

Declaration
property aExecuteFile:TFileName;

Description
Runtime and write only.
With the help of this property a file can be executed if the filename is that one of an Exe-, COM or BAT-File. If there is no filename set (aExecuteFile:='') the file which is specified in the property Filename
will try to be started. Also Look the method GetFileExecute.

aMoveFile, Eigenschaft

Used for
TLMDFile

Declaration
property aMoveFile:TFileName;

Description
Runtime and write only.
In the case of using this property a sourcefile has already been assigned to the property Filename, because with the help of aMoveFile the destination file for the moving process will be given. In this connection it is possible to set either a complete filename or merely a path (in this case the file keeps its name).
Example for a moving operation:

```
FileName:='c:\hello\sample.tst';
aMoveFile:='c:\dos';
```

This example shows how the file sample.tst is moved into the directory c:\dos.

aCopyFile, Eigenschaft

Used for
TLMDFile

Declaration
property aCopyFile:TFileName;

Description
Runtime and write only.
In the case of using this property a sourcefile has already been assigned to the property Filename, because with the help of aCopyFile the destination file for the copying process will be given.
In this connection it is possible to set either a complete filename or merely a path (in this case the file keeps its name).
Example for a copy operation:

```
            FileName:='c:\hello\sample.tst';
            aCopyFile:='c:\dos';
```

This example shows how the file sample.tst is copied into the directory c:\dos.

aRenameFile, Eigenschaft

Used for
TLMDFile

Declaration
property aRenameFile:TFileName;

Description
Runtime and write only.
In the case of using this property a sourcefile has already been assigned to the property Filename, because with the help of aCopyFile the destination file for the copying process will be given.
In this connection it is possible to set either a complete filename or merely a path (in this case the file keeps its name).
Example for a rename-action:

```
FileName:='c:\hello\sample.tst';
aRenameFile:='hello.tst';
```

This example shows how the file sample.tst in the directory C:\Hello is renamed into hello.tst.

FileAttributes, Property

Used for
TLMDFile

Declaration
property FileAttributes:TFileType;

Description
Sets or reads the file properties of the file which is given in Filename. At the moment solely the following file properties are able to manipulated: ftReadOnly, ftHidden, ftSystem, ftArchive. With the help of the property FileAttrShort a summary of these 4 atributes can be got in string-format.

FileAttrShort, Property

Used for
TLMDFile

Declaration
property FileAttrShort:String;

Description
Read only. Analyses the result which has been received in FileAttributes and returns a summary of the attributes ftReadOnly, ftHidden, ftSystem, ftArchive in string-formatin ("rhsa").

Example: r--a
This file contains the attributes ReadOnly and Archived.

FileDate, Eigenschaft

Used for
TLMDFile

Declaration
property FileDate:String;

Description
Sets or reads the date of the creation or the date of the last processing of the file which is given in Filename. Look also FileTime.

Example:

```
LMDFile1.Filename:='Sample.TST';
LMDFile1.FileDate:='01.01.1901';
```

This example shows how 01.01.1901 is set as the new file date.

FileExist, Property

Used for
TLMDFile

Declaration
property FileExist:Boolean;

Description
Read only. Returns a Fileexist-flag of the current file. Naturally this property is true nearly all the time, except if for example the hidden-attribut is set.

FileExt, Eigenschaft

Used for
TLMDFile

Declaration
property FileExt:String;

Description
Sets or reads the file extension (like '.pas' oder '.dpr').

Example:

```
LMDFile1.Filename:='Sample.TST';
LMDFile1.FileExt:='.DEF';
```

This example shows how the filename Sample.TST is changed into Sample.DEF.

Filename, Property

Used for

TLMDFile

Declaration

property Filename:TFileName;

Description

This is the most important property of the component TLMDFile because it is the starting point for allmost all file operations. If e.g. no filename is set all operations or properties which relate to a file are of   useless.
Already at designtime direct manipulations of a file are possible.
Please specify therefore a filename for the property FileName and then look at all file related properties like FileExt, FileTime or Filedate.

FilenameAlone, Property

Used for
TLMDFile

Declaration
property FilenameAlone:String;

Description
Read only. The property only returns the mere name of Filename without any fileextension and file path. E.g. 'C:\Hello\Sample.TST' would result in 'Sample'.

FilenameExt, Property

Used for

TLMDFile

Declaration

property FilenameExt:String;

Description

Read only. The property only returns the name and fileextension of Filename without any filepath. E.g. 'C:\Hello\Sample.TST' would result in 'Sample.TST'.

Filepath, Property

Used for
TLMDFile

Declaration
property FilePath:String;

Description
Read only. This property returns the file path of Filename. E.g. 'C:\Hello\Sample.TST' would result in 'C:\Hello\'.

Filesize, Property

Used for
TLMDFile

Declaration
property Filesize:LongInt;

Description
Read only. This property displays the size of the file which is specified in Filename in bytes.

FileTime, Eigenschaft

Used for
TLMDFile

Declaration
property FileTime:String;

Description
Sets oder reads the time of creation or the time of the last processing of the file which is given in Filename. Look also FileDate.

Example:

```
LMDFile1.Filename:='Sample.TST';
LMDFile1.FileDate:='01:00:00';
```

This example shows how 1 a.m. is set as new time.

Options, Property

Used for
TLMDFile

Declaration
property Options:TFileOptions;

Description
With the help of this property diverse options for the file operations can be set.

Wert	Description
foVerifyAction	If this flag is set, the TLMDFile doesn't overwrite an existing file (e.g. in case of copy or move-operations) but fires an OnError-event.
foNewFileAsActual	if this flag is set a file which is created by aCreateNewFile is set as current file for the property Filename.
foCopiedFileAsActual	If this flag is set a file which is copied by aCopyFile is set as current file for the property Filename.
foCopyTimeStamp	If this flag is set the date of the sourcefile is kept up in the destination file during copy operations. Otherwise the actual systemtime is set.

Processed, Property

Used for
TLMDFile

Declaration
property Processed:Byte;

Description
All actions (but only in case of copy and move-operations it is advantageous) update the Proecessed property automatically which shows how many percent of the current action have already been executed. This property fits to display a feedback in the status lines or in a progress meter.

ExecuteFile, Methode

Used for

TLMDFile

Declaration

function ExecuteFile(const FileName:String; ShowCmd: Integer): THandle;

Description

With the help of this function the property aExecuteFile can be simulated in case of more flexibility. The parameter Filename specifies the file which should be executed. ShowCMD is able to contain the following values (if the constans are used, please include the unit Wintypes!).

Value	Description
SW_HIDE	Hides the window and passes activation to another window.
SW_MINIMIZE	Minimizes the specified window and activates the top-level window in the system's list.
SW_RESTORE	Activates and displays a window. If the window is minimized or maximized, Windows restores it to its original size and position (same as SW_SHOWNORMAL).
SW_SHOW	Activates a window and displays it in its current size and position.
SW_SHOWMAXIMIZED	Activates a window and displays it as a maximized window.
SW_SHOWMINIMIZED	Activates a window and displays it as an icon.
SW_SHOWMINNOACTIVE	Displays a window as an icon. The window that is currently active remains active.
SW_SHOWNA	Displays a window in its current state. The window that is currently active remains active.
SW_SHOWNOACTIVATE	Displays a window in its most recent size and position. The window that is currently active remains active.
SW_SHOWNORMAL	Activates and displays a window. If the window is minimized or maximized, Windows restores it to its original size and position (same as SW_RESTORE).

GetFileExecutable, Methode

Used for
TLMDFile

Declaration
function GetFileExecutable:TFileName;

Description
Searches the Exe-file which appertains to the filename that is specified in the property Filename so far ais it doesn't already concern a file which can be executed.

Example:
If the filename was 'c:\test\test.dpr' the method would return the path and the filename from Delphi.

TestAttr, Methode

Used for

TLMDFile

Declaration

function TestAttr(const aValue: TFileName; Attr: Word):Boolean;

Description

The method Testattr tests the file which is given in avalue wether this file contains the specified file attribute.

Possible Attributes are:

Konstante	**Wert**	**Description**
faReadOnly	$01	Read-only files
faHidden	$02	Hidden files
faSysFile	$04	System files
faVolumeID	$08	Volume Label
faDirectory	$10	Directory attribute set
faArchive	$20	Archived files
faAnyFile	$3F	All files

OnEnd, Event

Used for
TLMDFile

Declaration
property OnEnd:TActionEvent;

Description
This event gets started if the setting of one the aXXXXXFile-properties was executed without any error. This event can be used four diverse terminating steps, e.g. to update a progress meter. With   the help of the parameter Actualdata the executive operation can be ascertained definitely.

OnError, Event

Used for
TLMDFile

Declaration
property OnError:TErrorEvent;

Description
This event is started if an error occurred in the case of an operation of the component TLMDFile. Please consider that this event can be called in certain cases when certain Optionen were set. With the help of the parameter Actualdata and the errorcode ErrorCode the executed operation as well as the error are able to be ascertained definitely and if necessary a special error-handler can be executed.

OnProgress, Event

Used for

TLMDFile

Declaration

property OnProgress:TActionEvent;

Description

This event is started during th execution of aXXXXFile-properties. Especially in the case of lengthy operations a progress meter or something similar is to be ralized really simply by requesting of the property Processed.

OnStart, Event

Used for
TLMDFile

Declaration
property OnStart:TActionEvent;

Description
This event gets started before a change of an aXXXXXFile-property takes place. Thus it can be used for various initializing actions, e.g. to put back a progress meter. With the help of the parameter Actualdata the executive operation can be ascertained definitely.

AllFonts, Property

Used for
TLMDSysInfo

Declaration
property AllFonts:TStrings

Description
Read only. This property returns all the available fonts in a stringlist.

AllPrinters, Property

Used for
TLMDSysInfo

Declaration
property AllPrinters:TStrings

Description
Read only. This property returns all the available printers of the system in a stringlist.

Environment, Property

Used for
TLMDSysInfo

Declaration
property Environment:TStrings

Description
Read only. The property returns the environment variable of the system (Autoexec.Bat: Path=...; Temp:=.... usw.).

FreeGDIRes, Property

Used for
TLMDSysInfo

Declaration
property FreeGDIRes:String;

Description
Read only. The property returns as string (with character '%') free GDI-ressources of the system.

FreeUSRRes, Property

Used for
TLMDSysInfo

Declaration
property FreeUSRRes:String;

Description
Read only. The property returns as string (with character '%') free system capacities of User-ressources.

FreeSysRes, Property

Used for
TLMDSysInfo

Declaration
property FreeSysRes:String;

Description
Read only. The property returns as string (with character '%') free system ressources.

MemMaxBlock, Property

Used for
TLMDSysInfo

Declaration
property MemMaxBlock:LongInt;

Description
Read only. The MemMaxBlock property returns the size of the largest contiguous free block in the heap. MemMaxBlock returns the larger of:

- The largest free blocks within the heap manager's sub-allocation space
- The Windows global heap

The value corresponds to the size of the largest dynamic variable that can be allocated at that time.
To find the total amount of free memory in the heap, check MemFree.

MemFree, Property

Used for

TLMDSysInfo

Declaration

property MemFree:LongInt;

Description

Read only**.** Returns the amount of available memory, in bytes.
Note that a contiguous block of storage the size of the returned value is unlikely to be available due to fragmentation of the heap. To find the largest free block, use the MemMaxBlock property.
In standard mode, the value returned represents the number of bytes in the global heap that are not used and that are not reserved for code.
In 386-enhanced mode, the return value is an estimate of the amount of memory available to an application. It does not account for memory held in reserve for non-Windows applications.

ScreenSaverDelay, Property

Used for
TLMDSysInfo

Declaration
property ScreenSaverDelay:LongInt;

Beschreibung
Read only. The ScreenSaverDelay property returns the screen-saver delay time-out as minutes.

TempFileName, Property

Used for
TLMDSysInfo

Declaration
property TempFileName:String;

Description
Runtime and read only.
This property returns a unique filename which as a rule used for temporary files. If a temporay directory is set, this one will be used.

Caution!
At the same time this property is requested the file will also be created. Therefore the property is only to be used if there is a real need for a temporary file.

UserCompany, Property

Used for
TLMDSysInfo

Declaration
property UserCompany:String;

Description
Read only. Returns the company name as it was set at the installation of Windows.

UserName, Property

Used for
TLMDSysInfo

Declaration
property UserName:String;

Description
Read only. Returns the username as it was set at the installation of Windows.

VersionDOS, Property

Used for
TLMDSysInfo

Declaration
property VersionDOS:String;

Description
Read only. Returns the version number of DOS as String.

VersionWIN, Property

Used for
TLMDSysInfo

Declaration
property VersionWIN:String;

Description
Read only. Returns the version number of Windows as String.

WinFlags, Property

Used for
TLMDSysInfo

Declaration
property WinFlags:TWinFlags;

Description
Read only. Returns information about processor type, an existing coprocessor, Windows mode etc.

WinPath, Property

Used for
TLMDSysInfo

Declaration
property Winpath:String;

Description
Read only. Returns the directory in which Windows was installed.

WinSysPath, Property

Used for
TLMDSysInfo

Declaration
property WinSysPath:String;

Description
Read only. Returns the Windows system-directory.

FreeGDI, Methode

Used for
TLMDSysInfo

Declaration
function FreeGDI:Word;

Description
Analogous to property FreeGDIRes. Return type is Word though.

FreeSys, Methode

Used for
TLMDSysInfo

Declaration
function FreeSys:Word;

Description
Analogous to property FreeSysRes. Return type is Word though.

FreeUSR, Methode

Used for
TLMDSysInfo

Declaration
function FreeUSR:Word;

Description
Analogous to property FreeUSRRes. Return type is Word though.

MaxInterval, Property

Used for
TLMDHiTimer

Declaration
property MaxInterval:Word;

Description
Read only. Returns the greatest possible interval in milliseconds for the component TLMDHiTimer.

MinInterval, Property

Used for

TLMDHiTimer

Declaration

property MinInterval:Word;

Description

Read only. Returns the smallest possible interval in milliseconds for the component TLMDHiTimer (idealy=1).

Bitmap, Property

Used for
TLMDScreenSaver

Declaration
property Bitmap:TBitmap;

Description
Runtime only. If the property SaveBackground has been set true the desktop background is saved in this bitmap when the screensaver is activated and it can be used for various operations which are applicable to bitmaps or it can serve as basis for graphical data.

CheckPassWord, Property

Used for
TLMDScreenSaver

Declaration
property CheckPassWord:Boolean;

Beschreibung
Runtime only. This property is managed automatically by the Component, i.e. it is saved automatically when the screensaver is terminated and is restored when the screensaver is called. The same is valid for the property Password.
If CheckPassWord is set true and Password doesn't contain an empty string the event OnCheckPassWord is fired   before the screensaver is ending in the course of which a password request can be executed.

IniFile, Property

Used for

TLMDScreenSaver

Declaration

property IniFile:TIniFile;

Description

Runtime only. This property is managed by the component automatically what means that it is instanced at the beginning of the runtime and is freed again at the end of the runtime of the screensaver. All the methods and properties of the TInifileObject are naturally available. With the help of the property Section the data which are specific for the screensaver can be saved easily.

PassWord, Property

Used for
TLMDScreenSaver

Declaration
property Password:String;

Description
Runtime only. This property is managed by the component automatically what means that it is saved automatically when the screensaver is ending and is restored when the screensaver is called. The same is valid for the property CheckPassPassword.
If CheckPassWord is set True and if the password doesn#t contain an empty string the event OnCheckPassword is fired before the screen saver is ending in the course of which a password request can be executed.

SaveBackGround, Property

Used for
TLMDScreenSaver

Declaration
property SaveBackground:Boolean;

Beschreibung
With the help of this property it is determined wether the desktop background is to be saved automatically in the property Bitmap when the screensaver is started.

Section, Eigenschaft

Used for
TLMDScreenSaver

Declaration
property Section:String;

Description
Runtime only. With the help of this property Ini-data can be saved in the same section where it is executed by the compoent itself. Thus only the name of the property and the value still have to be specified when a method of a the object Inifile is called, e.g.

```
with TLMDScreenSaver1 do
     inifile.WriteInteger(section, [IDENT], [Value]);
```

[IDENT] and [Value] describes the Identstring and the value which has to be saved.

OnCheckPassWord, Event

Used for
TLMDScreenSaver

Declaration
property OnCheckPassWord:TPWCheckEvent;

Description
This event is fired when you leave the screensaver if CheckPassword is set true and the property doesn't contain an empty string. If the user enters a wrong Password into your password dialog the parameter CanClose can be set to false in order to prevent the leave of the screensaver.

OnSaverEnd, Event

Used for
TLMDScreenSaver

Declaration
property OnSaverEnd:TNotifyEvent;

Description
This event will be fired if the saver tries to free all allocated memory. Here objects (such as e.g. a Timer) or other data can be used finally.

OnSaverStart, Event

Used for
TLMDScreenSaver

Declaration
property OnSaverStart:TNotifyEvent;

Beschreibung
This event is fired if the screensaver is instanced. Here objects (such as e.g. a timer) or other data which are important for the run of the screensaver can be initialized.

OnSetupDlg, Event

Used for
TLMDScreenSaver

Declaration
property OnSetupDlg:TNotifyEvent;

Description
This event will be fired if Windows tries to call the confuration dialog of the screensaver. If you implemented such a configuration dialog you have to use the IniFile-object to display and to save the relevant data.

TileMode, Property

Used for

TLMDTile

Declaration

property TileMode:TTileMode;

Description

With the help of the property Tilemode the display of the bitmap which is assigned to the component can be influenced:

value	Description
tmNone	The bitmap is displayed im the left, upper corner. The control acts like a simple TImage Control.
tmTile	The entire space of the control is filled up with the bitmap in its original size
tmStretch	The entire space of the control is filled up with the bitmap by enlarging it.
tmCenter	The bitmap is displayed horizontally and vertically centered inside the control.

TileStatus, Property

Used for
TLMDTile

Declaration
property TileStatus:TTileStatus;

Description
With the help of this property you're able to determine if the functions of the property TileMode are to have an effect at design and runtime time (tsRunAndDesignTime) or only at runtime (tsOnlyRunTime).

AttachedJoySticks, Property

Used for
TLMDJoystick

Declaration
property AttachedJoySticks:Byte;

Description
Runtime and read only. Returns the number of the real connected Joysticks.

ButtonPressed, Property

Used for
TLMDJoystick

Declaration
property ButtonPressed:Byte;

Beschreibung
Runtime and read only. Returns wether a Joystickbutton is pressed,

ButtonState, Property

Used for

TLMDJoystick

Declaration

property ButtonState:TJoyStickButtons;

Description

Runtime and read only. Returns which Joystickbuttons are pressed at the moment. The following values are possible: jbButton1(Button 1), jbButton2(Button 2), jbButton3(Button 3) and jbButton4(Button4).

Changed, Property

Used for
TLMDJoystick

Declaration
property Changed:Boolean;

Description
This property shows if each change in movement is to create an event or if it is only to create such events which are greater than that ones which are given in the property Threshold. If this property is set False there may happen a lot of fired events.

GetJoyStickCaps, Property

Used for
TLMDJoystick

Declaration
property GetJoyStickCaps:TJoyCaps;

Description
Runtime and read only. This property returns the capabilities of the Joystick you have chosen. Normally it isn't necessary to use this property because the essential elements are made available by other properties. If the TJoyCaps-structure is to be used in your own programmes the unit MMSystem hast to be tied up. Some more informaton are in the MMSystem.HLP in the BIN-directory of Delphi.

JoyStickID, Property

Used for

TLMDJoystick

Declaration

property JoyStickID:TJoyStickID;

Description

By this important property you determine which Joystick is to be adressed. In order to ascertain if this one is able to be addressed at runtime you can use the method TestAvailable. In order to ascertain from the beginning if it is technically possible to address a Joystick the properties AttachedJoySticks and AvailableJoysticks can be used.

AvailableJoySticks, Property

Used for

TLMDJoystick

Declaration

property AvailableJoySticks:Byte;

Description

Runtime and read only. With the help of this property you can ascertain how many Joysticks would be technically possible in the current system. In order to ascertain the real number you have to use the property AttachedJoySticks.

Period, Property

Used for
TLMDJoystick

Declaration
property Period:WORD;

Description
With the help of this prperty the period or rather the interval with which a Joystick is checked on changes is able to be determined.

Position, Property

Used for
TLMDJoystick

Declaration
property Position:TPoint;

Description
Runtime and read only. By this property the current x-position amd the current y-positionof the actual chosen Joystick can be requested inside a TPoint-Structure.

PosX, PosY, PosZ (Properties)

Used for

TLMDJoystick

Declaration

property PosX:Word;
PosY:Word;
PosZ:Word;

Description

Runtime and read only. By these properties the current positions are able to be analysied very quickly. A range from 0 to 65535 results from the variable type.

Threshold, Property

Used for

TLMDJoystick

Declaration

property Threshold:Word;

Description

By this property a treshold can be given from which onward events are to be created when thr property Changed is set.

TestAvailable, Methode

Used for
TLMDJoyStick

Declaration
function TestAvailable(aValue:TJoyStickID):Boolean;

Description
By this property you are able to test if the Joystick which is given in JoyStickID is really available. Possible sources of error are:

- there is no Joytick connected
- wrong JoystickID
- Joystick is still controlled by another control

OnChange, Event

Used for
TLMDJoystick

Declaration
property OnChange:TNotifyEvent;

Description
This event will be fired if settings at the Joystick or even the JoystickID itself change.

OnInitError, Event

Used for
TLMDJoystick

Declaration
property OnInitError:TNotifyEvent;

Description
This event will be fired if there occurs an error during the initalization or if settings change.

OnJoyButtonDown, Event

Used for
TLMDJoystick

Declaration
property OnJoyButtonDown:TJoystickEvent;

Description

This event will be fired if one joystickbutton or several ones are pressed. In the parameter Buttons the pressed buttons are returned (also look ButtonState - they are analysed the same way).

OnJoyButtonUp, Event

Used for
TLMDJoystick

Declaration
property OnJoyButtonUp:TJoystickEvent;

Description
This event will be fired if one joystickbutton or several ones are released. In the parameter Buttons the pressed buttons are returned (also look ButtonState - they are analysed the same way).

OnJoyButtonMove, Event

Used for
TLMDJoystick

Declaration
property OnJoyButtonDown:TJoystickEvent;

Description
This event will be fired if the cursor position changes. How many times this event will be fired decisively depends on the setting of the properties Changed and Threshold. In the parameter Buttons the pressed buttons are returned (also look ButtonState - they are analysed the same way)