Delphi Component "TAlphaPanel" in Unit "ALPHABAR"

TObject
TPersistent
TControl
TWinControl
TCustomPanel
TAlphaPanel

The component TAlphaPanel is a panel component including speedbuttons. TAlphaPanel was designed as an index panel: The user should arrive the next index point with a simple mouse click on a letter button. Such an index point should be the next section of an indexed database table. If so the first record begins with a 'K' must be displayed, if the user klicked the 'K' button. You can use a TAlphaPanel as a "virtual keyboard" - for example for quick input of special characters.

When clicked, TAlphaPanel only raises an event "OnValueChange" wich the application have to respond.
The layout, sizes and titles of the buttons the panel includes can be configured by numerous component properties: ⇨"AllowAllUp", "AlphaButtons", "BlankXSize", "BlankYSize", "ButtonFont", "ButtonHeight", "ButtonLeftMargin", "ButtonTopMargin", "ButtonWidth", "ButtonXSpacing", "ButtonYSpacing", "CatchButtons".

Properties

inherited

The following properties correspond to those of TPanel:
Align, BevelInner, BevelOuter, BevelWidth, BorderStyle, Color, Ctl3D, Cursor, Enabled, Locked, ParentColor, ParentCtl3D, ParentShowHint, PopupMenu, ShowHint, Visible.

ActiveButton

property ActiveButton :char default #0
Contains the value of last pressed button. It's <#0>, if no button in the actual layout were pressed before. If the propertie ⇨"CatchButtons" is <TRUE>, you can set the button wich is pressed down. Writing the "ActiveButton" property raises the event ⇨"OnValueChange".

AllowAllUp

property AllowAllUp :boolean default false
Defines the buttons behavior, if ⇨"CatchButtons" is set to <TRUE> and the active button is pressed again. If "AllowAllUp" is set to <FALSE>, the active button will remain catched, when it was klicked once again; an event ⇨"OnValueChange" will be raised once again. If "AllowAllUp" was set to <TRUE> in the same case, the button switches to "up" position and ⇨"ActiveButton" will be set to <#0>. A "OnValueChange" event occurs too.

AlphaButtons

property AlphaButtons :tStringList
This property reads and writes the button layout. By default it's an empty panel. A new line in the string list correspond to a new line in the panel. A blank character creates a horizontal space (⇨"BlankXSize"). Each single character is the title of a single button! ⇨"ActiveButton" will be set to <#0>, if you define a new layout. An empty line creates a vertical space (⇨"BlankYSize").

BlankXSize

property BlankXSize :word default 9

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This property defines the size of a horizontal space (⇨"AlphaButtons", "ButtonXSpacing").

BlankYSize

property BlankYSize :word default 9
This property defines the size of a vertical space (⇨"AlphaButtons", "ButtonYSpacing").

ButtonFont

property ButtonFont :tFont
This is the font used for the buttons titles.

ButtonHeight

property ButtonHeight :word default 18
This is the height of each button.

ButtonLeftMargin

property ButtonLeftMargin :word default 2
Defines the left margin for all rows.

ButtonTopMargin

property ButtonTopMargin :word default 2
Defines the top margin for the first row.

ButtonWidth

property ButtonWidth :word default 18
Defines the width of each button. For the width of a manual space between to buttons refer to ⇨"BlankXSize".

ButtonXSpacing

property ButtonXSpacing :integer default -1
By default buttons will be arranged side by side respectively on top of each other. This property defines how to indent a new buttons in the row: left (< 0) or right (> 0).

ButtonYSpacing

property ButtonYSpacing :integer default -1
By default buttons will be arranged side by side respectively on top of each other. This property defines how to indent the buttons of a new row: up (< 0) or down (> 0).

CatchButtons

property CatchButtons :boolean
This property controls wether a button catchs (<TRUE>) or not (<FALSE>, Standard), if it was clicked. If set to <TRUE>, the property ⇨"AllowAllUp" will be interpreted too.

Height

property Height default 22
Diese geerbte Eigenschaft wird per Voreinstellung auf 22 gesetzt und ist damit hoch genug für eine Zeile Schalter in der Standardhöhe.

Width

property Width default 448
By default this inherited property is set to 448 - big enough for a panel containing all letters from 'A' ...'Z' in the standard button width.

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Methods - public

Create
constructor Create(aOwner :tComponent); override
Initializes the component. By default an empty panel will be created.

Destroy
destructor Destroy; virtual
Releases the component.

GetButton
function GetButton(value :char) :TSpeedButton
This function returns a pointer to the first button with the <tag> value <Ord(value)> or <NIL>, if no such button exists. With this function you can directly access each button. ⇨"AddLetterButtons"

Methods - protected

AddLetterButtons
procedure AddLetterButtons; virtual
Diese Methode fügt in das leere TAlphaPanel die Schalter gemäß der Definitionen in ⇨"AlphaButtons" ein. Die Schalter werden von Delphi automatisch benannt. Der Ordinalwert der Schalteraufschrift wird in das Feld <tag> des tSpeedButtons eingetragen. Nur der Wert in <tag> dient zur weiteren Identifikation der Schalter! ⇨"GetButton"

DestroyButtons
procedure DestroyButtons
This procedure releases all button of the TAlphaPanel. For internal use only.

Loaded
procedure Loaded; override
The buttons won't be written into the stream, but the string list ⇨"AlphaButtons". So this overwritten method creates the buttons after reading the component properties.

Events

OnValueChange
property OnValueChange :tNotifyEvent
This event will be released, after a button in the TAlphaPanel was klicked. Wich button can be read from ⇨"ActiveButton". See also: ⇨"AllowAllUp", "AlphaButtons", "Create".

VCL component "TAlphaPanel" - version 1.0

Ingo Humann
Muehlstrasse 3
67105 Schifferstadt
GERMANY

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CIS: 100116,3354
Internet: 100116.3354@compuserve.com