

# oxButton for Delphi Help yesyesOXButton for Delphi HelpOXBTNS.O\_\_002OXBTNSOXBTNS.O\_\_002 3OXBTNSyesyesyesyesOXBtnsyesyesTRUEnononononoyesOXBTNS yesyesyesTable of Contents

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# ObjectExtensionControls

Opaque Software ©

oxButton ver. 1.0 for *Delphi*

ToxButton      Command Button

ToxRepeat      Repeat Button

ToxToggle      Toggle Button

*New Features*

**Interactive Objects**

**Control Wiz**

**Order Form**

## oxBtns Unit

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

### Components

ToxButton

ToxRepeat

ToxToggle

### Types

TAngleRange

TFocusStyle

TFontStyle

ToxBtnStyle

## Interactive Objects

### Description

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

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



### Remarks

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

## Control Wiz

### Description

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

### Remarks

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



## ToxButton component

[Properties](#)

[Methods](#)

[Events](#)

### Unit

[oxBtns](#)

### Description

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

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

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

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

## Properties

▶ Runtime only

🔑 Key Properties

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

## Methods

🔑 Key Events

<u>BeginDrag</u>	<u>Focused</u>	<u>ScrollBy</u>
<u>BringToFront</u>	<u>GetTextBuf</u>	<u>SendToBack</u>
<u>CanFocus</u>	<u>GetTextLen</u>	<u>SetBounds</u>
<u>Click</u>	<u>Hide</u>	<u>SetFocus</u>
<u>ClientDrag</u>	<u>Refresh</u>	<u>SetTextBuf</u>
<u>ClientToScreen</u>	<u>Repaint</u>	<u>Show</u>
<u>Dragging</u>	<u>ScaleBy</u>	<u>Update</u>
<u>EndDrag</u>	<u>ScreenToClient</u>	

## Events

🔑 Key Events

<u>OnClick</u>	<u>OnEnter</u>	<u>OnKeyUp</u>
<u>OnDragDrop</u>	<u>OnExit</u>	<u>OnMouseDown</u>
<u>OnDragOver</u>	<u>OnKeyDown</u>	<u>OnMouseMove</u>
<u>OnEndDrag</u>	<u>OnKeyPress</u>	<u>OnMouseUp</u>



## ToxRepeat Component

Properties

Methods

Events

## **Unit**

### oxBtns

#### **Description**

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

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

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

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



## Properties

▶ Runtime only

🔑 Key Properties

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



## ToxToggle Component

Properties

Methods

Events

### Unit

oxBtns

### Description

A ToxToggle component is a toggle or state button control that can include a bitmap on its button face.

You can choose from predefined bitmap buttons styles or specify your own bitmap or icon for the button.

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

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

## Properties

▶ Runtime only

🔑 Key Properties

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

## Methods

🔑 Key Methods

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

## Events

🔑 Key Events

<u>OnChange</u>	<u>OnEnter</u>	<u>OnMouseDown</u>
<u>OnClick</u>	<u>OnExit</u>	<u>OnMouseMove</u>
<u>OnDragDrop</u>	<u>OnKeyDown</u>	<u>OnMouseUp</u>
<u>OnDragOver</u>	<u>OnKeyPress</u>	
<u>OnEndDrag</u>	<u>OnKeyUp</u>	

## Delay Property

### Applies to

ToxRepeat components

### Declaration

**property** Delay: Integer

### Description

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

## DitherDown Property

### Applies to

ToxToggle components

### Declaration

```
property DitherDown: Boolean;
```

### Description

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

## FocusStyle Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

```
property FocusStyle: TFocusStyles;
```

### Description

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

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

## Font3D Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** Font3D: TFontStyle

### Description

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

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

## Group Property

### Applies to

ToxToggle components

### Declaration

```
property Group: Integer;
```

### Description

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

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

## GroupAllowNoSel Property

### Applies to

ToxToggle components

### Declaration

```
property GroupAllowNoSel: Boolean;
```

### Description

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



## MultiLine Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

```
property MultiLine: Boolean;
```

### Description

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

## PictureDown Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** PictureDown: TPicture

### Description

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

## PictureUp Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** PictureUp: TPicture

### Description

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

## PictureX, PictureY Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** PictureX: Integer;

**property** PictureY: Integer;

### Description

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

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

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

## ShadowColor Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** ShadowColor: TColor

### Description

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

## Style Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** Style: ToxBtnStyle

### Description

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

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

## TextAngle Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** TextAngle: TAngleRange;

### Description

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

## TextX, TextY Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** TextX: Integer;

**property** TextY: Integer;

### Description

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

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

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



## TransparentColor Property

### Applies to

ToxButton, ToxToggle, or ToxRepeat components

### Declaration

**property** TransparentColor: TColor

### Description

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

## Value Property

### Applies to

ToxToggle components

### Declaration

`property` Value: Boolean;

### Description

Determines if the button is up or down.

Value	Meaning
False	Button is up
True	Button is down

## Toggle Method

### Applies to

ToxToggle components

### Declaration

```
procedure Toggle;
```

### Description

Changes the state and Value of the button.

## TFocusStyle Type

### Unit

oxBtns

### Declaration

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

### Description

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

## TFontStyle Type

### Unit

oxBtns

### Declaration

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

### Description

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

## ToxBtnStyle Type

### Unit

oxBtns

### Declaration

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

### Description

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

## TAngleRange Type

### Unit

oxBtns

### Declaration

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

### Description

TAngleRange defines the range of the TextAngle property.

## Registration

OXButton © is written by Brett Liddicoet  
Copyright © 1991-1995  
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P.O. Box 2483.  
Napa, CA 94558  
CIS GO OPAQUE  
(707) 253-9466

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