



CalloutRect Component

Propertyes :

Position	Position X , Y Axis
Size	Size Width Height
CalloutWidth	Width
CalloutLength	Length
CalloutPosition	Position of the body Top Left Bottom Right
CalloutOffset	Offset of Body

Example

The image shows a design tool interface with a grid background. A green callout rectangle is positioned on the grid. Four orange callout boxes with white text label specific dimensions: 'Length' points to the height of the callout's tail, 'Position' points to the top vertex of the tail, 'Offset' points to the horizontal distance from the left edge of the rectangle to the start of the tail, and 'Width' points to the width of the rectangular body of the callout. To the right of the grid is a dark-themed properties panel. The 'Objects' tab is active, showing a hierarchy with 'Scheme1 :TXScheme' and 'CalloutRect1 :TXCalloutRect'. The 'Properties' tab is also active, displaying a list of properties for 'CalloutRect1'.

Property	Value
Align	None
CalloutLength	60
CalloutOffset	90
CalloutPosition	Top
CalloutWidth	60
ClipChildren	False
Corners	[TopLeft,TopRight,BottomLef ..
CornerType	Round
Enabled	True
Fill	<TBrush>
Hint	
HitTest	True
Locked	False
Margins	<TBounds>
Name	CalloutRect1
Opacity	1
Padding	<TBounds>
Position	<TPosition>
RotationAngle	0
RotationCenter	<TPosition>
RunVisible	True
ShowHint	False
Size	<TControlSize>
Stroke	<TStrokeBrush>
Visible	True
XRadius	10
YRadius	10