



# Dialog Form Component

## Command:

Hide	Hide Dialog
Show	Show Dialog

## Propertyes :

ShowPositionManuel	Use ShowPosition After Show
ShowPosition	Position After Show
	X
	Y
TimeOut	if > 0 Auto Hide After TimeOut
Value	Show or Hide Dialog
	True Show Dialog
	False Hide Dialog
Text	Caption Text
Path	Dialog Skin Path

Example

The screenshot shows a software interface with a grid background. A dialog box labeled "DialogFormP1" is visible, containing a "Close" button. A green box labeled "Text" is positioned above the dialog. The "Objects" panel on the right shows a hierarchy: "Scheme1" contains "DialogFormP1", which contains "ButtonP1", which contains "EventCommad1". The "Properties" panel on the right shows various properties for "DialogFormP1". A speech bubble points to the "Path" property, which is currently set to "<?>".

DialogFormP1

Text

DialogFormP1

Close

Objects

Find

Scheme1

DialogFormP1

ButtonP1

EventCommad1

Properties

Links & Referages

ClipChildren

False

Fill

<TBrush>

Font

<TFont>

FontColor

-16777216

Hint

HitTest

True

Locked

False

Name

DialogFormP1

Opacity

1

Path

<?>

Position

<TPosition>

RotationAngle

0

RotationCenter

<TPosition>

ShowHint

False

ShowPosition

<TPosition>

ShowPositionManuel

True

Size

<TControlSize>

Stroke

<TStrokeBrush>

Text

DialogFormP1

TimeOut

0

Visible

True

Click For Change Path

The screenshot shows the same software interface as the first one, but with the "EventCommad1" property selected in the "Properties" panel. A speech bubble points to the "EventCommad1" property, which is currently set to "DialogFormP1.Hide". Another speech bubble points to the "Close" button, indicating that clicking it will execute the event command.

DialogFormP1

Close

Objects

Find

Scheme1

DialogFormP1

ButtonP1

EventCommad1

Properties

Links & Referages

Contain Text:

Find

ButtonP1.OnMouseDown -> DialogFormP1.Hide (B...

if Click Button Exeecure

EventCommand1

DialogFormP1.Hide