



# Number Edit Component

## Commands :

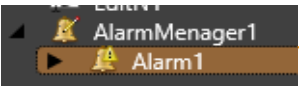
- Cancel
  - Enter
- Return To Old Value  
Simmulate Enter Key

## Events :

- OnChangeValue
- if Change Edit Value And Press Enter

## Propertyes :

- ValueMin
  - ValueMax
  - Password
  - Wait Enter
  - MaxLength
  - FontColor
  - Font
  - DecimalDigits
  - AlarmError
- Range Min  
Range Max  
Change Numbers With \*  
Wait Enter To Link Value  
Maximum Digits  
Font Color  
Font Name  
Digits after decimal Point  
Link To Alarm  
if Out Of Range Then Link To Alarm



Note : Need press Enter key after change number

0

ObjectsFindInvisibles

Scheme1EditN1

PropertiesLinks & Referages

AlarmError

Align

Caret

ClipChildren

DisableFocusEffect

DisplayFormat

Enabled

Fill

Font

FontColor

Hint

HitTest

Locked

Margins

MaxLength

Name

Opacity

Padding

Password

Position

ReadOnly

RotationAngle

RotationCenter

ShowHint

Size

Stroke

TabOrder

TabStop

Value

ValueMax

ValueMin

Visible

<?>

None

<TCaret>

False

False

0

True

<TBrush>

<TFont>

-16777216

True

False

<TBounds>

0

EditN1

1

<TBounds>

False

<TPosition>

False

0

<TPosition>

False

<TControlSize>

<TStrokeBrush>

0

True

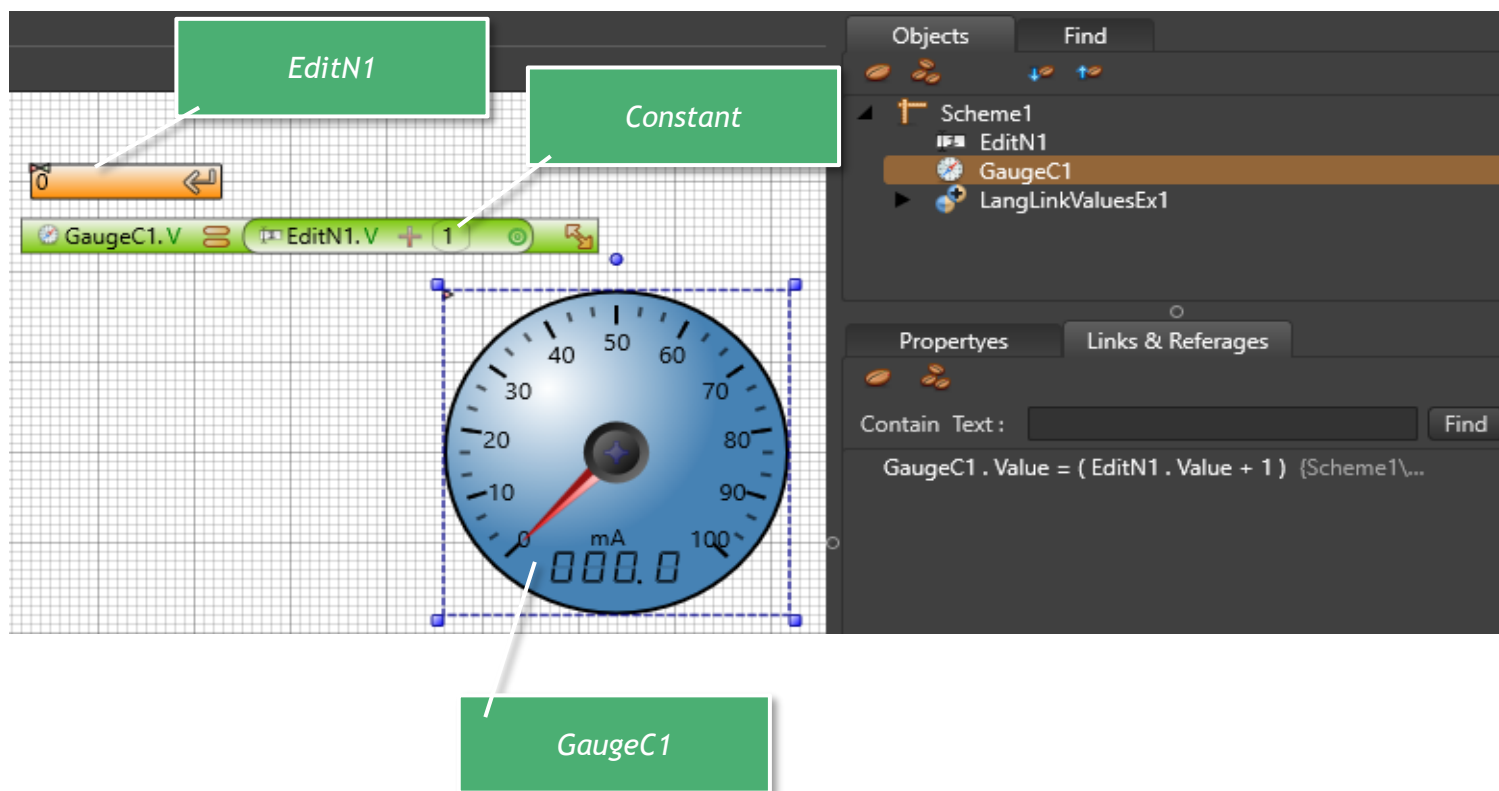
0

100

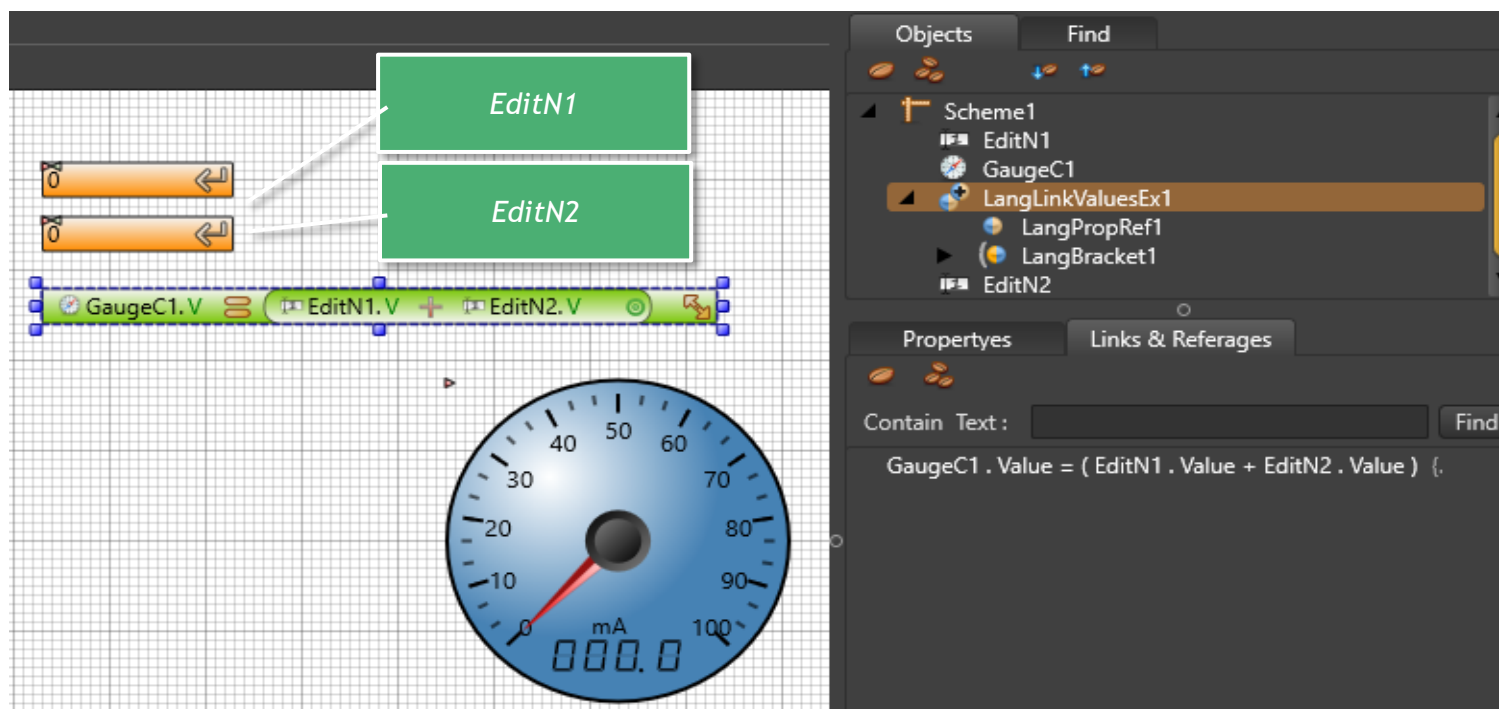
0

True

## Example



After Press Enter  $GaugeC1 . Value = EditN1 . Value + 1$



After Press Enter  $GaugeC1 . Value = EditN1 . Value + EditN2 . Value$