

XWidget Text Control Document

By qiancang

This document shows you how to change text control's attributes by script.

Attributes: Text Align		
attribute	type	detail
.Name	string	Control name
.Parent	string	Parent control name
.Visible	Boolean	
.enabledAeroBlur	Boolean	
.Enabled	Boolean	If .enabled is false, this control could not response to events

General

Name

Parent

☒ Visible

☒ Show in Default image

☐ Enabled Aero Blur (Vista/Win7/8)

Example

Print(text1.Name); // XDesignner Log:text1

Text1.Parent=widget; text1.visible=true;

Text1.enabled=true; text1.enabledAeroBlur=false;

Attributes: Text		
attribute	type	detail
.Text	String	

Text

Hello World

Example

Text1.text="Hello World";

Attributes: Text Align		
attribute	type	detail
.hAlign	Int,0~2	Horizontal 0=left, 1=center, 2 =right
.vAlign	Int,0~2	Vertical 0=top, 1=middle, 2=bottom

Text Align

Horz

Cent

Vert

Midd

Example

Text1.hAlign=1; text1.vAlign=1;

Attributes: Font			
	attribute	type	detail
	.Font		
	.family	String	FontName
	.Size	Int, 1~200	
	.Color	rgba(int,int,int,int) int, 0~255	rgba(red,green,blue,alpha)
	.AntiAlias	Boolean	
	.fontStyle	Int, 0~15	0=null 1=bold 2=italic 4=underline 8=strikeout Add to get other style: Bold + italic + underline =1+2+4=7
	.PrivateFont.Enabled	Boolean	Custom font file
	.PrivateFont.Src	String	Custom font file path

Example

```
text1.font.family="Arial"; text1.font.Size=15; text1.font.Antialias=true; text1.font.fontstyle=1;
text1.font.PrivateFont.Enabled=true; text1.font.PrivateFont.Src="D:\\fontfile\\Calibri.ttf";
```

Attributes: Horizontal scrolling			
	attribute	type	detail
	.EnabledHorzScroll		
	.HorzScrollInterval	Int, 5~5000	millisecond
	.HorzScrollDividerSize	Int, 1~999	

Example

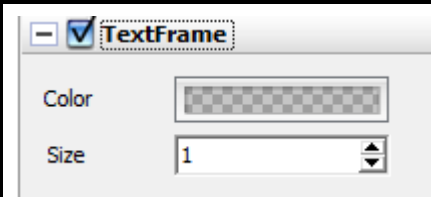
```
Text1.EnabledHorzScroll=true; text1.HorzScrollInterval=50; text1.HorzScrollDividerSize=10;
```

Attributes: Flat Style			
	attribute	type	detail
	.FlatStyle.Enabled		
	.FlatStyle.Color	rgba(int,int,int,int) Int, 0~255	rgba(red,green,blue,alpha)
	.FlatStyle.OffsetX	Int	
	.FlatStyle.OffsetY	Int	

Example

```
Text1.FlatStyle.Enabled=true; text1.FlatStyle.Color=rgba(0,0,0,191);
Text1.FlatStyle.OffsetX=0; text1.FlatStyle.OffsetY=-1;
```

Attributes: Text Frame

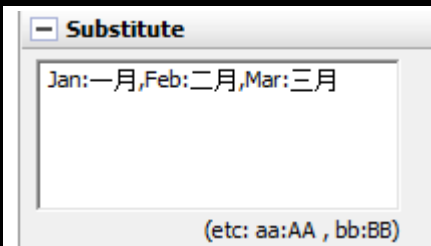


attribute	type	detail
.TextFrame.Enabled	Boolean	
.TextFrame.Color	rgba(int,int,int,int)	rgba(red,green,blue,alpha)
.TextFrame.Size	Int, 0~255	

Example

Text1.TextFrame.Enabled=true; text1.TextFrame.Color=rgba(0,0,0,58); text1.TextFrame.Size=1;

Attributes: Substitute

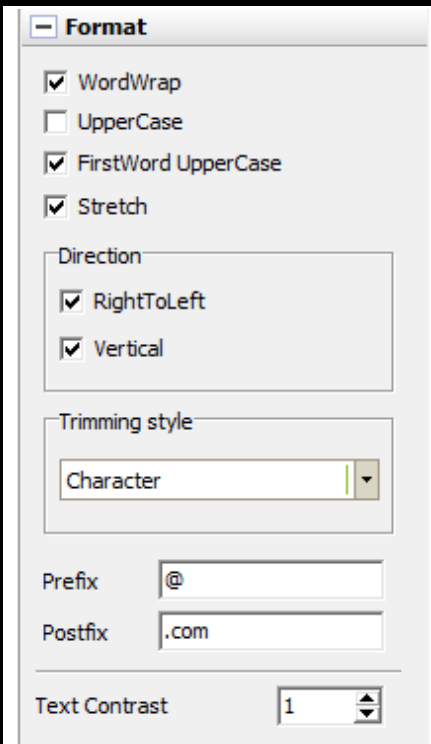


attribute	type	detail
.Substitute	String	A:B replace A with B

Example

Text1.Substitute= "Jan:一月, Feb:二月, Mar:三月";

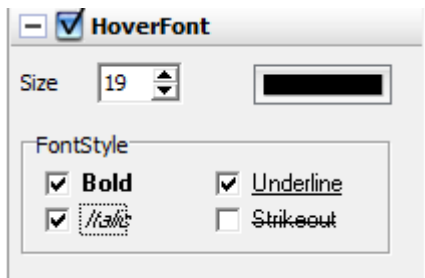
Attributes: Format

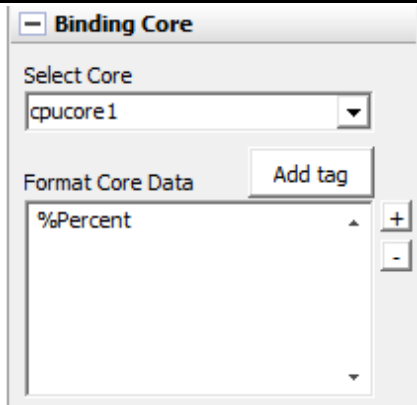


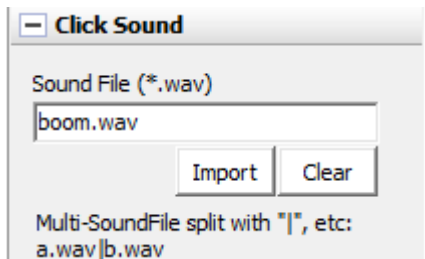
attribute	type	detail
.WordWrap	Boolean	
.UpperCase	Boolean	
.UpperCaseFirstWord	Boolean	Can not check both UpperCase and FirstWord UpperCase
.Stretch	Boolean	WordWarp and Trimming style are not available if you use stretch
.DirectionRightToLeft	Boolean	
.DirectionVertical	Boolean	
.Trimming	Int, 0~5	Trimming style
.Prefix	String	
.Postfix	String	If the prefix is "@", the postfix is ".com" and the text is "xwidget", it will display "@xwidget.com" on screen
.FontColorDeepness	Int, 1~5	Text contrast

Example

Text1.WordWrap=true; text1.UpperCase=false; text1.UpperCaseFirstWord=true;
text1.Stretch=true; Text1.DirectionRightToLeft=true; text1.DirectionVertical=true;
text1.Trimming=1; Text1.Prefix="@"; text1.Postfix=".com"; text1.FontColorDeepness=1;

Attributes: Hover Font		
	attribute	type
	.EnabledHoverFont	Boolean
	.hoverfont.Size	Int,1~200
	.hoverfont.fill.color	rgba(int,int,int,int) int, 0~255
	.hoverfont.fontStyle	Int,0~15 0=NULL 1=bold 2=italic 4=underline 8=strikeout Bold + italic + underline =1+2+4=7
Example Text1.EnabledHoverFont=true; text1.hoverfont.Size=19; Text1.hoverfont.fill.color=rgba(0,0,0,255); text1.hoverfont.fontStyle=7;		

Attributes: Binding Core		
	attribute	type
	.Core	string
	.Coreformat	string
Example Text1.Core=cpucore1; Text1.Coreformat="%Percent";		

Attributes: Click Sound		
	attribute	type
	.clickSound	String
Example Text1.clickSound="boom.wav";		

Attributes:Link		
Link URL or Path bbs.xwidget.com Param	.link	String Click text control to open the link
	.linkParam	String
Example Text1.link="bbs.xwidget.com";		

Attributes:Binding TooltipControl			
Binding TooltipControl Select Control image1 FadeIn Duration (Sec) 0.20 FadeOut Duration (Sec) 0.20 ☒ Auto Banding TooltipControl Core ☒ Include Children Controls Core ☒ AutoJust Position X: 3 Y: -1	.TooltipPanel	string	Tooltip control name
	.TooltipPanelFadeInDuration	Float	Fade in duration
		0.01~3.00	(second)
	.TooltipPanelFadeOutDuration	Float	Fade out duration
		0.01~3.00	(second)
	.TooltipPanelAutoSetCore	Boolean	Auto banding tooltip control core
	.TooltipPanelAutoSetChildrenCore	Boolean	Include children controls core
	.TooltipPanelAutoJustPosition	Boolean	Auto just position
	.TooltipPanelOffsetX	Int	x
	.TooltipPanelOffsetY	Int	y
Example Text1.TooltipPanel=image1; text1.TooltipPanelFadeInDuration=0.20; Text1.TooltipPanelFadeOutDuration=0.20; text1.TooltipPanelAutoSetCore=true; text1.TooltipPanelAutoSetChildrenCore=true; text1.TooltipPanelAutoJustPosition=true; text1.TooltipPanelOffsetX=3; text1.TooltipPanelOffsetY = -1;			

Attributes:Cursor

Cursor

HandPoint

Default

None

Arrow

Cross

IBeam

Size

SizeNESW

SizeNS

SizeNWSE

SizeWE

UpArrow

HourGlass

Drag

NoDrop

HSplit

VSplit

.Cursor	Int	Default =0;
	0~22	None = -1;
		Arrow = -2
		...

Example

Text1.Cursor=0;

Attributes:Others

Others

☐ Mouse Through

☒ Allow Drag Widget

☐ Clip Children

☒ CanClipped

☐ Clip Parent

☒ Disable FocusEffect

☐ Accept File DragDrop

☒ Disabled Drag Highlight

Tag

1

Tag String

hello

.MouseThrough	Boolean	Mouse through
.Allowdrag	Boolean	Allow drag widget
.ClipChildren	Boolean	Clip children
.Canclipped	Boolean	CanClipped
.ClipParent	Boolean	Clip parent
.DisableFocusEffect	Boolean	Disable FocusEffect
.AcceptFileDragDrop	Boolean	Accept file dragdrop
.DragDisablehighlight	Boolean	Disabled drag highlight
.Tag	Int, ≥0	
.TagString	String	

Example

Text1.ClipChildren=false;

Text1.DisableFocusEffect=true;

Text1.Tag=1;

Text1.MouseThrough=false;

Text1. .ClipParent=false;

text1. .AcceptFileDragDrop=false;

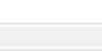
text1.TagString='hello';

text1.Allowdrag=true;

text1.Canclipped=true;

text1. DragDisablehighlight=true;

Attributes:Hint



.Showhint	Boolean	Show hint
.Hint	String	The text you want to show, core tag is supported.

Example

```
Text1.Showhint=true;
```

```
Text1.Hint="%Count";    // binding core tag
```

```
Text1.Hint= "Hello World"; //or show your own text
```

Metrics:Position & Size

Position & Size

X	Y
23	83
Width	Height
60	16
☐ Lock Position	☒ AutoSize

.Left	Int,	X
.Top	Int,	Y
.Width	Int, ≥ 0	
.Height	Int, ≥ 0	
.Locked	Boolean	Lock position
.AutoSize	Boolean	

Example

```
Text1.Left=23;    text1.Top=83;    text1.width=80;    text1.height=80;
```

```
Text1.Locked=false;      text1.AutoSize=true;
```

Rotate

Rotate Angle

Rotate Center X

Rotate Center Y

Center Point

X Y

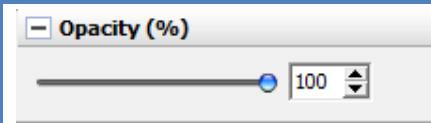
.Rotate.angle	Int,0~359	Rotate angle
.Rotate.center.x	Float,0.01~1.00	Rotate center x
.Rotate.center.y	Float,0.01~1.00	Rotate center y

Center point could not be changed by script

Example

```
Text1.Rotate.angle=0;    text1.Rotate.center.x=0.50;    text1.Rotate.center.y=0.50;
```

Metrics:Opacity

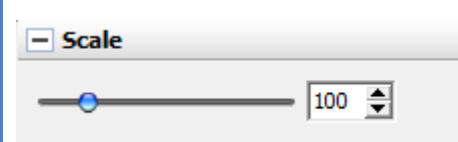


.Opacity Float,0.01~1.00

Example

Text1.Opacity=1.00;

Metrics:Scale



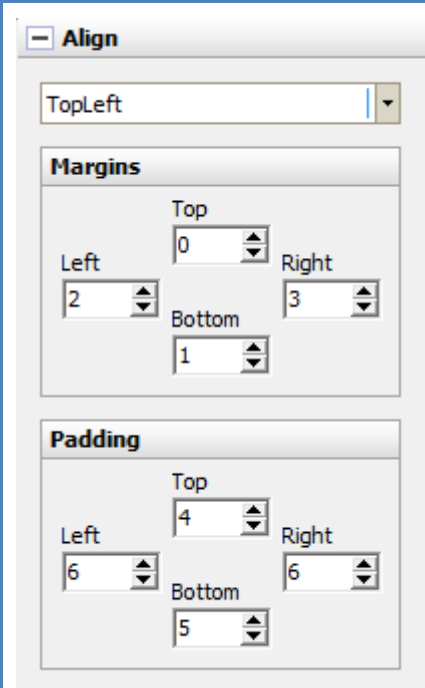
.Scale.x Float,0.01~6.00

.Scale.y Float,0.01~6.00

Example

Text1.Scale.x = 5.09; text1.scale.y = 0.3;

Metrics:Align



.Align Int,0~23

None = 0

Topleft = 1

Topright = 2

...

Fitrigh = 23

.Margins

.Left Int

.Top Int

.Right Int

.Bottom Int

.Padding

.Left Int

.Top Int

.Right Int

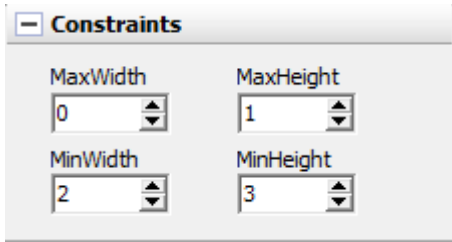
.Bottom Int

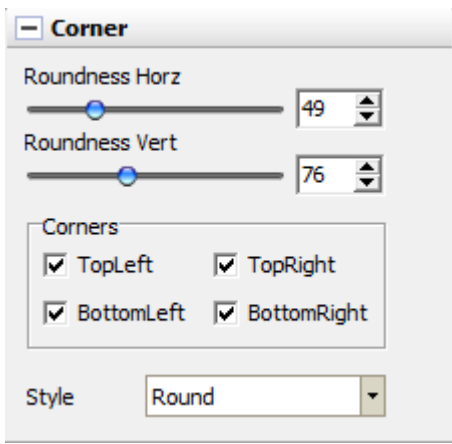
Example

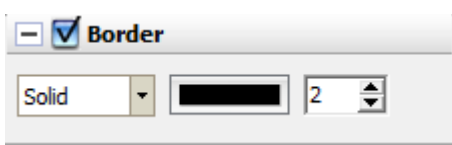
Text1.Align=1;

Text1.Margins.Top=0; text1.Margins.Bottom=1; text1.Margins.Left=2; text1.Margins.Right=3;

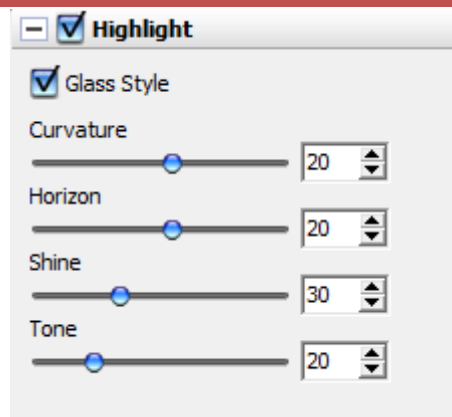
Text1.Padding.Top=4; text1.Padding.Bottom=5; text1.Padding.Left=6; text1.Padding.Right=7;

Metrics:Constrains		
	.Constraints.MaxWidth	Int, ≥ 0 MaxWidth
	.Constraints.MaxHeight	Int, ≥ 0 MaxHeight
	.Constraints.MinWidth	Int, ≥ 0 MinWidth
	.Constraints.MinHeight	Int, ≥ 0 MinHeight
Example Image.Constraints.MaxWidth=0; Image.Constraints.MaxHeight=1; Image.Constraints.MinWidth=2; Image.Constraints.MinHeight=3;		

Shape:Corner		
	.Corner.Corners	Int, 0~15 Corners: 0=none 1=toptleft 2=topright 4=bottomleft 8=bottomright Topleft + topright = 1+2 = 3
	.Corner.CornerType	Int, 0~3 style
	.Corner.XRadius	Int, 0~200 Roundness Horz
	.Corner.YRadius	Int, 0~200 Roundness Vert
Example Text1.Corner.Corners=15; text1.Corner.CornerType=0; Text1.Corner.XRadius=49; text1.Corner.YRadius=76;		

Shape:Border		
	.Border.Enabled	Boolean Enable border
	.Border.Style	Int, 0~4 0=solid, 1=dash, 2=dot, 3=Dash Dot, 4=DashDotDot
	.Border.Color	rgba(int,int,int,int) Rgba(red,green,blue,alpha) int, 0~255
	.Border.Size	Int, 0~100 Border size
Example Text1.Border.Enabled=true; text1.Border.Style=0; text1.Border.Color=rgba(0,0,0,255) text1.Border.Size=2;		

Shape:HighLight

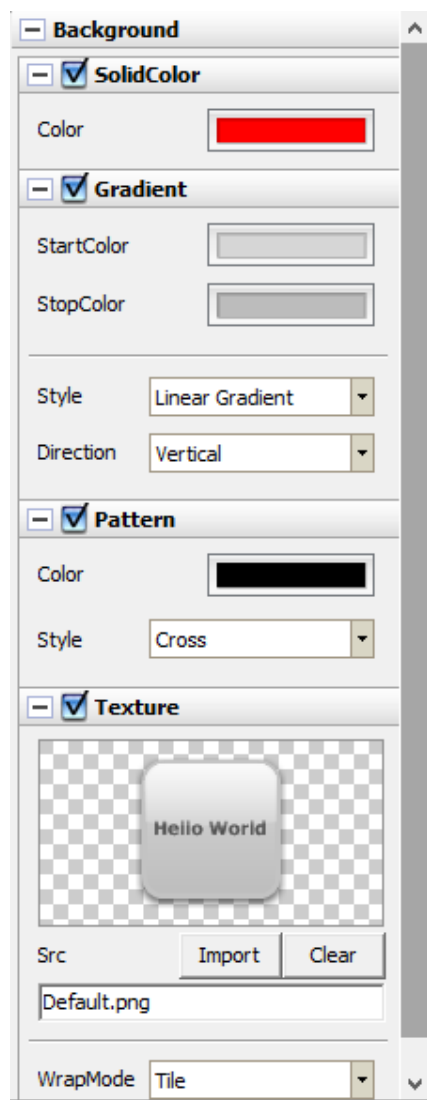


.Highlight.Enabled	Boolean	Enable highlight
.Highlight.Style	Int,0~1	Enable glass style
.Highlight.Curvature	Int,-200~200	curvature
.Highlight.Horizon	Int,-200~200	Horizon
.Highlight.Shine	Int,0~90	shine
.Highlight.Tone	Int,0~90	tone

Example

Text1.Highlight.Enabled=true; text1.Highlight.Style=1; text1.Highlight.Curvature=20;
 Text1.Highlight.Horizon=20; text1.Highlight.Shine=30; text1.Highlight.Tone=20;

Fill Color:Background



.Background		
.SolidColor		
.Enabled	Boolean	Enable solidColor
.Color	Rgba(int,int,int,int)	Solid color
	Int,0~255	
.Gradient		
.Enabled	Boolean	Enable gradient
.StartColor	Rgba()	invalid
.StopColor	Rgba()	invalid
.Style	Int,0~1	0=linear gradient 1=radial gradient
.Direction	Int,0~3	0=vertical 1=horizontal 2=ForwardDiagonal 3=BackwardDiagonal
.Pattern		
.Enabled	Boolean	Enable pattern
.Color	Rgba(int,int,int,int)	
	Int,0~255	
.Style	Int,0~52	0=horizontal 1=vertical ...
.Texture		
.Enabled	Boolean	Enable texture
.Src	String	Image path
.WrapMode	Int,0~4	0=Tile 1=TileFlipX 2=TileFlipY 3=TileFlipXY 4=Stretch

Example

Text1.Background.SolidColor.Enabled=true; Text1.Background.SolidColor.Color=rgba(197,7,7,255);

Text1.Background.Gradient.Enabled=true;

Text1.Background.Gradient.Style=0;

Text1.Background.Gradient.Direction=0;

Text1.Background.Pattern.Enabled=true;

Text1.Background.Pattern.Color=rgba(0,0,0,255)

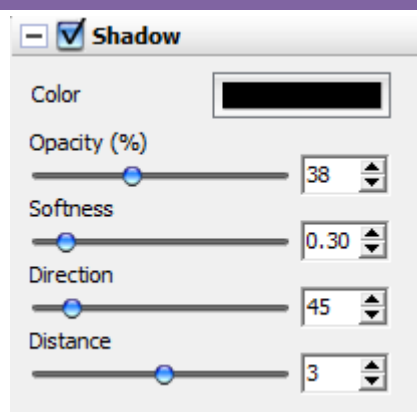
Text1.Background.Pattern.Style=0;

Text1.Background.Texture.Enabled=true;

Text1.Background.Texture.Src="Default.png";

Text1.Background.Texture.WrapMode=0;

Effect:Shadow



.Effect.Shadow

.Enabled	Boolean
.Color	Rgba(int,int,int,int) Int,0~255
.Opacity	Float,0.00~1.00
.Softness	Float,0.00~3.00
.Direction	Int,0~359
.Distance	Int,-50~50

Example

Text1.Effect.Shadow.Enabled=true;

Text1.Effect.Shadow.Color=rgba(0,0,0,255);

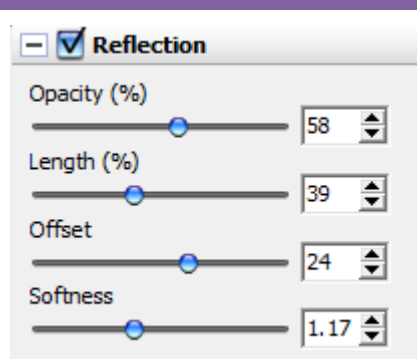
Text1.Effect.Shadow.Opacity=0.38;

Text1.Effect.Shadow.Softness=0.30;

Text1.Effect.Shadow.Direction=45;

Text1.Effect.Shadow.Distance=3;

Effect:Reflection



.Effect.Reflection

.Enabled	Boolean
.Opacity	Float,0.00~1.00
.Length	Float,0.00~1.00
.Offset	Int,-100~100
.Softness	Float,0.00~3.00

Example

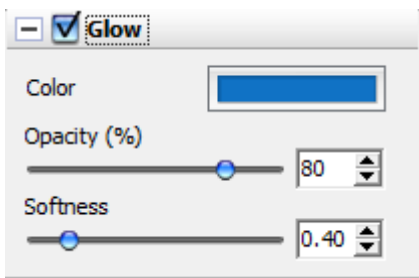
Text1.Effect.Reflection.Enabled=true;

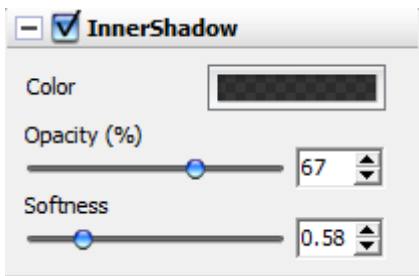
text1.Effect.Reflection.Opacity=0.58;

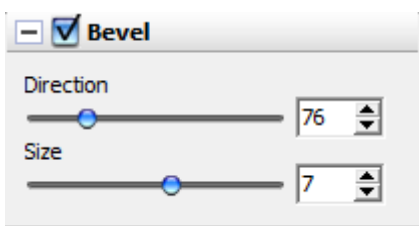
Text1.Effect.Reflection.Length=0.39;

Text1.Effect.Reflection.Offset=24;

Text1.Effect.Reflection.Softness=1.17;

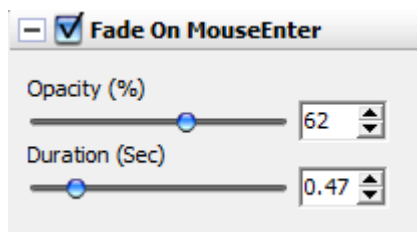
Effect:Glow											
	<table border="1"> <tr> <td colspan="2">.Effect.Glow</td> </tr> <tr> <td>.Enabled</td> <td>Boolean</td> </tr> <tr> <td>.Color</td> <td>Rgba(int,int,int,int) Int,0~255</td> </tr> <tr> <td>.Opacity</td> <td>Float,0.00~1.00</td> </tr> <tr> <td>.Softness</td> <td>Float,0.00~3.00</td> </tr> </table>	.Effect.Glow		.Enabled	Boolean	.Color	Rgba(int,int,int,int) Int,0~255	.Opacity	Float,0.00~1.00	.Softness	Float,0.00~3.00
.Effect.Glow											
.Enabled	Boolean										
.Color	Rgba(int,int,int,int) Int,0~255										
.Opacity	Float,0.00~1.00										
.Softness	Float,0.00~3.00										
Example Text1.Effect.Glow.Enabled=true; Text1.Effect.Glow.Color=rgba(16,114,197,255); Text1.Effect.Glow.Opacity=0.80; Text1.Effect.Glow.Softness=0.40;											

Effect:InnerShadow											
	<table border="1"> <tr> <td colspan="2">.Effect.InnerShadow</td> </tr> <tr> <td>.Enabled</td> <td>Boolean</td> </tr> <tr> <td>.Color</td> <td>Rgba(int,int,int,int) Int,0~255</td> </tr> <tr> <td>.Opacity</td> <td>Float,0.00~1.00</td> </tr> <tr> <td>.Softness</td> <td>Float,0.00~3.00</td> </tr> </table>	.Effect.InnerShadow		.Enabled	Boolean	.Color	Rgba(int,int,int,int) Int,0~255	.Opacity	Float,0.00~1.00	.Softness	Float,0.00~3.00
.Effect.InnerShadow											
.Enabled	Boolean										
.Color	Rgba(int,int,int,int) Int,0~255										
.Opacity	Float,0.00~1.00										
.Softness	Float,0.00~3.00										
Example Text1.Effect.InnerShadow .Enabled=true; Text1.Effect.InnerShadow.Color=rgba(0,0,0,200); Text1.Effect.InnerShadow .Opacity=0.67; Text1.Effect.InnerShadow.Softness=0.58;											

Effect:Bevel									
	<table border="1"> <tr> <td colspan="2">.Effect.Bevel</td> </tr> <tr> <td>.Enabled</td> <td>Boolean</td> </tr> <tr> <td>.Direction</td> <td>Int,0~359</td> </tr> <tr> <td>.Size</td> <td>Int,-50~50</td> </tr> </table>	.Effect.Bevel		.Enabled	Boolean	.Direction	Int,0~359	.Size	Int,-50~50
.Effect.Bevel									
.Enabled	Boolean								
.Direction	Int,0~359								
.Size	Int,-50~50								
Example Text1.Effect.Bevel.Enabled=true; Text1.Effect.Bevel.Direction=76; Text1.Effect.Bevel.Size=7;									

Effect:Blur							
	<table border="1"> <tr> <td colspan="2">.Effect.Blur.Enabled</td> </tr> <tr> <td>.Effect.Blur.Enabled</td> <td>Boolean</td> </tr> <tr> <td>.Effect.Blur.Softness</td> <td>Float,0.00~3.00</td> </tr> </table>	.Effect.Blur.Enabled		.Effect.Blur.Enabled	Boolean	.Effect.Blur.Softness	Float,0.00~3.00
.Effect.Blur.Enabled							
.Effect.Blur.Enabled	Boolean						
.Effect.Blur.Softness	Float,0.00~3.00						
Example Text1.Effect.Blur.Enabled=true; Text1.Effect.Blur.Softness=0.3;							

Animate:Fade On MouseEnter

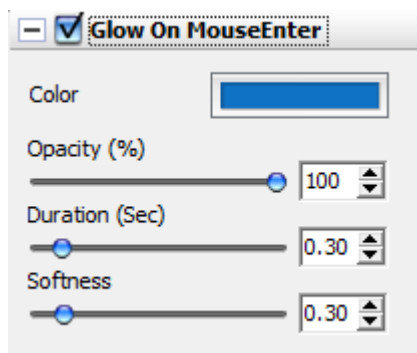


.Animation.FadeIn		
.Enabled	Boolean	
.Opacity	Float,0.00~1.00	
.Duration	Float,0.01~3.00	second

Example

```
Text1.Animation.FadeIn.Enabled=true;      Text1.Animation.FadeIn.Opacity=0.62;
Text1.Animation.FadeIn.Duration=0.47;
```

Animate:Glow On MouseEnter

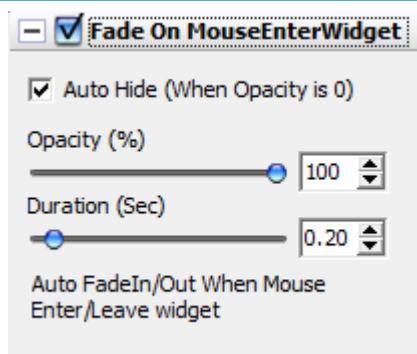


.Animation.GlowIn		
.Enabled	Boolean	
.Color	rgba(int,int,int,int)	
	Int,0~255	
.Opacity	Float,0.00~1.00	
.Duration	Float,0.01~3.00	second
.Softness	Float,0.00~3.00	

Example

```
Text1.Animation.GlowIn.Enabled=true;      Text1.Animation.GlowIn.Color=rgba(16,114,197,255);
Text1.Animation.GlowIn.Opacity=1.00;      Text1.Animation.GlowIn.Duration=0.30;
Text1.Animation.GlowIn.softness=0.30;
```

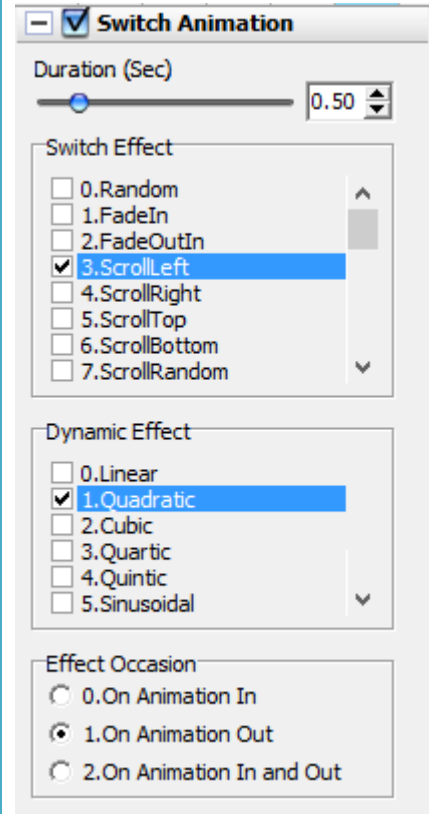
Effect:Fade On MouseEnterWidget



.widgetMouseFadeEnabled	Boolean	
.widgetMouseFadeAutoHide	Boolean	Auto hide when opacity is 0
.widgetMouseFadeOpacity	Float,0.00~1.00	Opacity
.widgetMouseFadeDuration	Float,0.01~3.00	Duration (second)

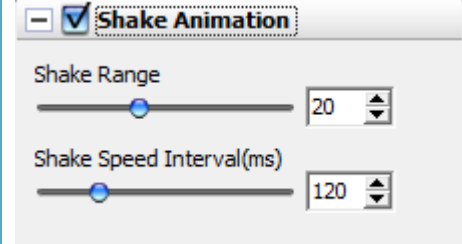
Example

```
Text1.widgetMouseFadeEnabled=true;      text1.widgetMouseFadeAutoHide=true;
Text1.widgetMouseFadeOpacity=1.00;      text1.widgetMouseFadeDuration=0.20;
```

Effect:Switch Animation		
	.EnabledAnimateChange	Boolean Enable switch animation
	.AnimateChange	
	.Duration	Float,0.01~3.00 second
	.SwitchEffect	Int,0~27 0=random 1=fadein 2=fadeoutin ...
	.DynamicEffect	Int,0~10 0=linear 1=quadratic ...
	.Occasion	Int,0~2 Effect Occasion 0=on animation in 1=on animation out 2=on animation in and out

Example

```
Text1.EnabledAnimateChange=true;
text1.AnimateChange.Duration=0.50;          text1.AnimateChange.SwitchEffect=3;
text1.AnimateChange.DynamicEffect=1;        text1.text1.AnimateChange.Occasion=1;
```

Animate:Shake Animation		
	.shake.Enabled	Boolean
	.shakeRange	Int,1~50 Not .shake.range
	.shake.interval	Int,10~500

Example

```
Text1.shake.Enabled=true;   text1.shake.interval=120;   text1.shakeRange=20;
```