Controls 3.8

- New Controls
- Control Modifications

New Controls

Keyboard Control

The Keyboard Control emulates physical computer keyboard that enables a user to enter characters into an InputField Control. The Keyboard Control is highly customizable via Configuration Script described below. To use the Control one needs to connect an InputField with a keyboard via KeyboardAction with Action Open. When the InputField send the event, the Keyboard appears and sends pressed characters to the InputField that activates it. [More...]

Roll Control

The Control represents a vertical list of numeric values from a specified range with a specified step. Current value of the Control is visible in the middle of the control and can be zoomed like using lens. Changing the current value can be animated and can be done using touch/pointer or configurable keys of a keyboard. One can edit the current value of the Control by entering it with a keyboard.
To use the Control simply put it in a scene and configure all desirable properties. A roll can forward value as well as receive a send value as event. [More...]

MenuScreen Control

The Control represents a menu in the form of a grid of icons (instances of the Menu Item Control). It has configurable number of rows and columns as well as default and maximum number of screens. A user can swipe between neighbouring screens. The Control handles user input and forwards proper information to children MenuItem nodes. The children nodes may be removed and reordered in runtime. [More...]

MenuIcon Control

The main rationale behind the MenuIcon Control is an encapsulation and abstraction of an “icon” like in graphical environments of most known operating systems. It stores a bitmap and a string (label) together and provides single configuration of common behavior like positioning or highlighting.

It is designed to use inside the MenuItem Control and most probably one would like to use the MenuItem instead of plain MenuIcon. [More...]

PageIndicator Control

A PageIndicatorElement is a control which is part of Page Indicator which indicates currently displayed page. This control is intended to be used as component of Page Indicator and therefore is not focusable as individual element.
The control offers possibility to customize it’s appearance through 9 patch image and color properties. [More...]

Mesh2D Control

Performs a perspective projection of a 3D rotated effect (e.g. Bitmap or SolidColor effects) based on the configured origin, rotation and field of view. [More...]

CoverFlow Control

A CoverFlow is a proof-of-concept control that alows for horizontal swiping of child items. The items are scaled according to their location. [More...]

FPS-/FrameCounter-/FrameTime-Display Controls

The FPS Display Control provides a Text Node that displays the currently rendered frames per second, which allows benchmarking running applications.

The Frame Counter Display Control provides a Text Node that displays how many frames were already rendered.

The Frame Time Display Control provides a Text Node that displays the time it takes between frames to be rendered, which allows benchmarking running applications. [More...]

Control Modifications

Blend Mode Property

Some Controls got a new Property called "Blend Mode" which sets the chosen blend mode on every image which can be replaced inside the Control. This affects the following controls:

- AnalogClock
- Button
- CheckBox
- CircularSlider
- Dial
- Drawer
- Flipbook
- Gauge
- GroupBox
- IconButton
- InputField
- Menu Icon
- Menu Item
- Menu Screen
- Mesh2D
- MultiStateButton
- PageIndicator
- PageIndicatorElement
- ProgressBar
- RadioButton
- Roll
- Scrollbar
- Slider
- SpinBox
- Tell Tale
- ToggleButton
- TouchIndication

ToggleButton ClickCount

In the ToggleButton Control the property named "ClickCount" is now configurable.
