

Controls View

The controls view shows all controls of a selected scene. Selecting a control opens a table of all the properties and its values. Changing the value will also change the value in the application.

State Machine
Value Generator
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Layout Monitor
Statistics

DigitalClock
Button

Update

Property Name	Editor	Value	Simulation
BindableProperty_SetPressedIm	Default		☐
BindableProperty_SetHoveredCx	Default		☐
BindableProperty_SetDisabledCx	Default		☐
BindableProperty	Default		☐
BindableProperty_1	Default		☐
BindableProperty_2	Default		☐
BindableProperty_3	Default		☐
Enabled	Default	1	☐
Focusable	Default	1	☐
NormalImage	Default	ConstructionKit##Const	☐
PressedImage	Default	ConstructionKit##Const	☐
FocusedImage	Default	ConstructionKit##Const	☐
HoveredColorPropertyReference	Default	0	☐
HoveredColor	Default	0.63529998,0.63919997,	☐
HoveredColorPropertyProvider	Default		☐
DisabledColorPropertyReference	Default	0	☐
DisabledColor	Default	0.42399999,0.42399999,	☐
DisabledColorPropertyProvider	Default		☐
Padding	Default	0,0,0,0	☐
Identifier	Default		☐
BlendType	Default	0	☐