

: ( Add new omponent )

:

BDE

TLabel

object-oriented programming

Delphi

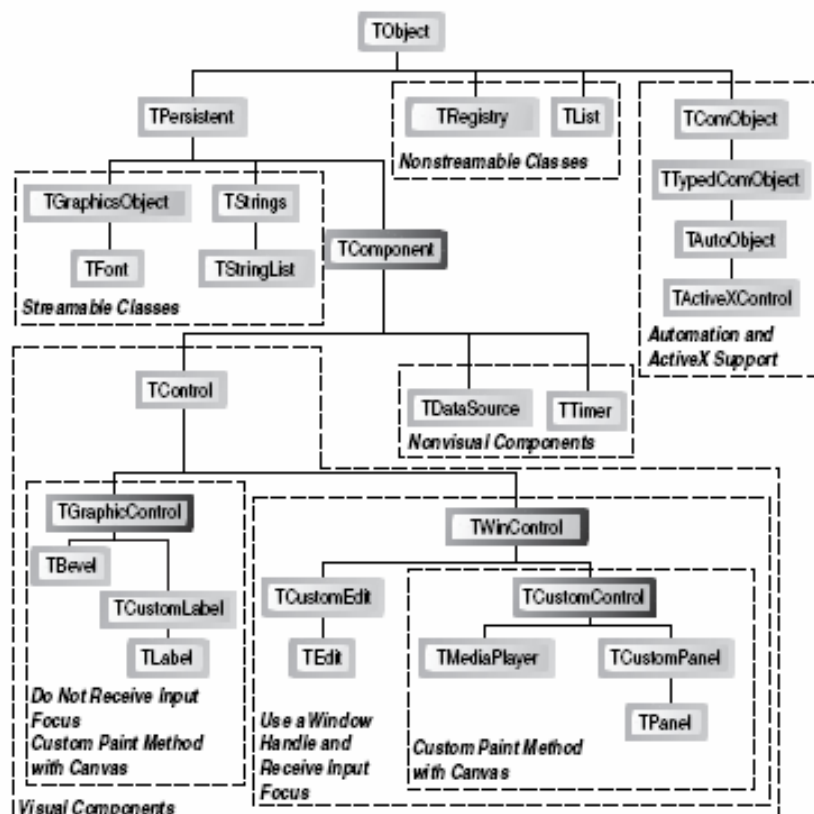
(

( )

Tobject

Tobject

:



:

1 : .bpl

Component Install Package

Add

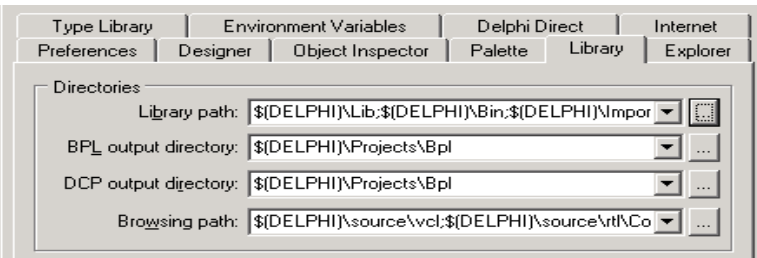
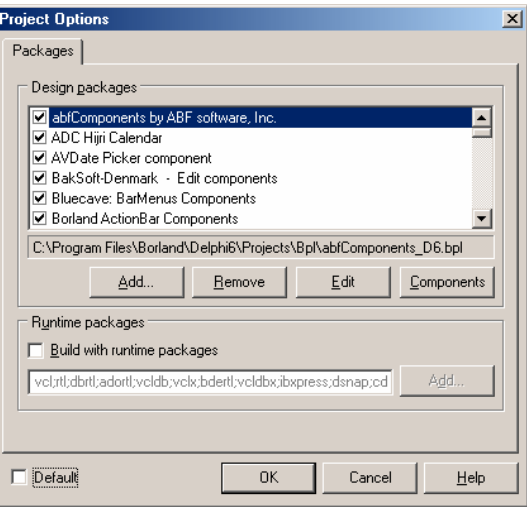
.bpl

. Ok )

TIBEAntialiasButton02\_all

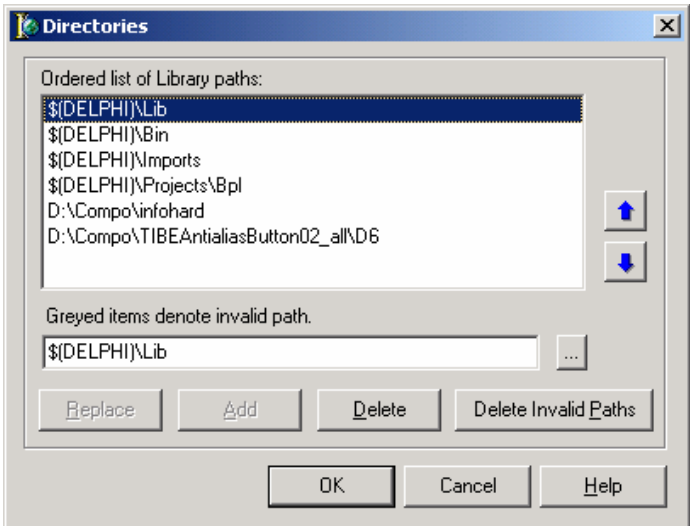
. (

http://www.ibe-software.com



Tools → Environment Options

Library



Library path

:  
( ... )

( pas Dcu bpl )

Ok Add

)

( Demo

: .Dpk 2

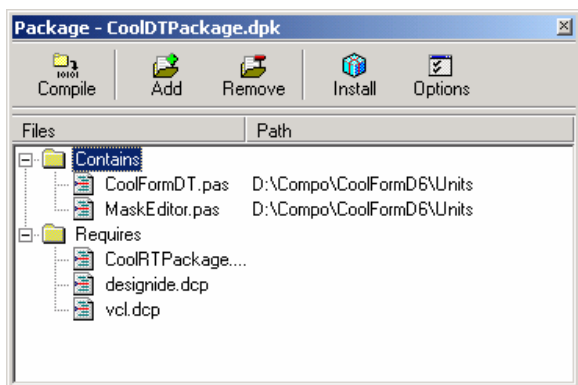
( Delphi Package ) .Dpk

:

: ok .Dpk

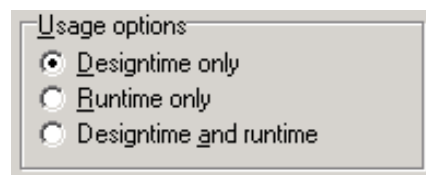
File → Open

Install



option

Description



. Install

: Pas

3

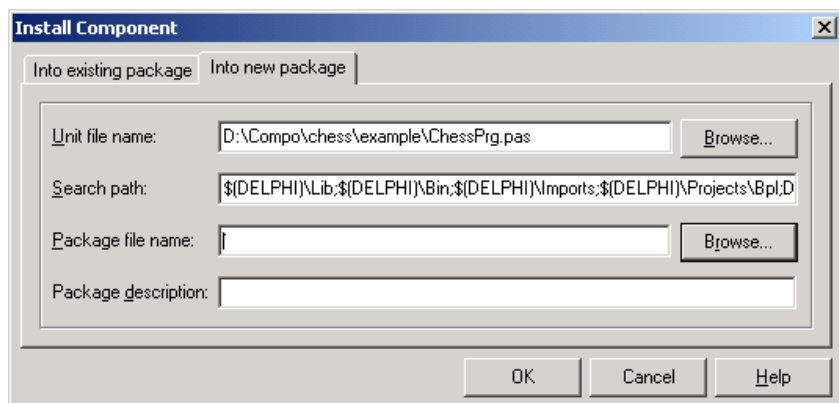
File

: →Open

Component → Install

Component

Into New package



ok

Package file name

. Install

## ( Setup )

4

:

.Dpk

Package

Unit

Package

Install

)

Bpl

. ( OCX DLL

Bpl

Ocx .DLL

.Exe

:

:

:

1

:

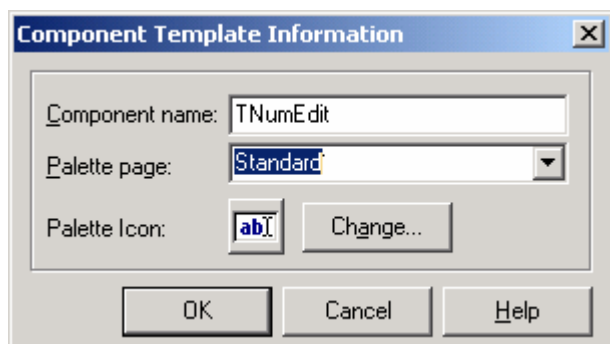
: OnKeyPress

Edit

```
const s= [ '1','2','3','4','5','6','7','8','9','0',char(Vk_back)];
begin
if not (key in s ) then
key := char(VK_CAPITAL )
end;
```

Component → Create Component Template

Edit1



:

Component name

Palette Page

( TNumEdit )

)

(

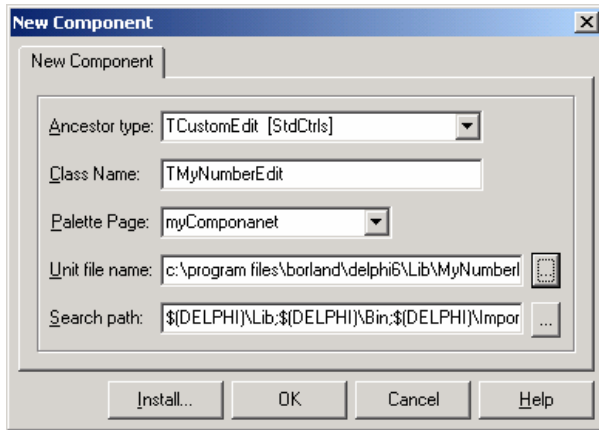
. Change

Ok

:

2

File → Close All



: Component → New Component

:

TCustomEdit      Ancestor type

.

Class Name

TMyNumberEdit ( T )

Palette Page

. ( MyComponent )

:

MyNumEdit      ok

```
unit MyNumberEdit;
interface
uses
  Windows, Messages, SysUtils, Classes, Controls, StdCtrls;
type
  T MyNumberEdit = class(TCustomEdit)
  private
    { Private declarations }

  protected
    { Protected declarations }
  public
    { Public declarations }
  published
    { Published declarations }
  end;
procedure Register;
implementation
procedure Register;
begin
  RegisterComponents('Standard', [MyNumberEdit]);
end;
end.
```

:

TMyNumEdit      TMyNumberEdit = class(TCustomEdit)      1

TEdit      TCustomEdit      ) TEdit      TCustomEdit

. (

: protected 2

. ( ) ( )

.MyNumberEdit

Public

: published 3

... Event ( Object inspector )

: procedure Register 4

RegisterComponents('Standard', [MyNumberEdit]);

. Standard MyNumberEdit

About

About

: Public

constructor Create(AOwner: TComponent); override;

Create

Constructor

. Procedure

Constructor

:

Published

Property About : string Read FAbout Write Fabout;

Ctrl + Shift + C

( )

. private

String

FAbout

String

About

. Write FAbout

Read FAbout

Ctrl + Shift + C

Constructor

Inherited

Implementation

. TCustomEdit

: Inherited

FABout := 'M.Khaled Nasser Agha';

. MyNumberEdit

Component → install component

Editnumber

into new package

Install

ok

Package File Name

) Standard

Compile

(

About

Events

Num

. ( TEdit

Text

)

File → ReOpen

Editnumber.dpk

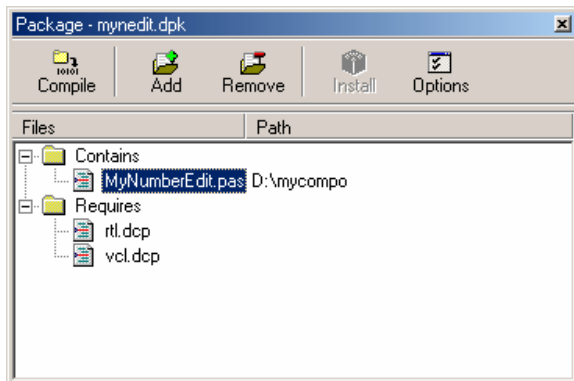
MyNumberEdit.pas

Compile

... Standard

TMyNumberEdit

. Published



property Num: Extended read FNum write SetFNum;

FNum

Ctrl + Shift + C

Implementation

SetNum

Private

:

FNum := Value :

SetNum

Text := floattostr(value);

Compile

(

)

Standard

MyNumberEdit

Num

Enter

. MyNumberEdit.pas

EditNumber.dpk

TCustomEdit

KeyPress

: Public

procedure KeyPress(var Key: Char); override;

Inherited

Ctrl + Shift + C

TCustomEdit

KeyPress

:

Implementation

<http://www.alshater.net>

```
const NumberChar = [ '1','2','3','4','5','6','7','8','9','0','!'];
```

```
      : Inherited      KeyPress
```

```
If not (key in NumberChar ) Then key := char(VK_Capital);
```

```
      .      EditNumber.dpk      Compile
```

```
Edit
```

```
Editnumber.dbk
```

```
      :      Published
```

```
property BiDiMode;
```

```
property CharCase;
```

```
property Color;
```

```
property OnEnter;
```

```
property OnKeyPress;
```

```
property OnKeyDown;
```

```
property OnKeyUp;
```

```
Compile
```

```
      : MynumberEdit.pas
```

```
unit MyNumberEdit;
```

```
interface
```

```
uses
```

```
Windows, Messages, SysUtils, Classes, Controls, StdCtrls;
```

```
type
```

```
TMyNumberEdit = class(TCustomEdit)
```

```
private
```

```
FAbout: string;
```

```
FNum: Extended;
```

```
procedure SetFNum(const Value: Extended);
```

```
{ Private declarations }
```

```
protected
```

```
{ Protected declarations }
```

```
public
```

```
constructor Create(AOwner: TComponent); override;
```

```
procedure KeyPress(var Key: Char); override;
```

```
{ Public declarations }
```

```
published
```

```
Property About : string Read FAbout Write Fabout;
```

```
property Num: Extended read FNum write SetFNum;
```

```
property BiDiMode;
```

```
property CharCase;
```

```
property Color;
```



<http://www.alshater.net>

```

property Enabled;
property Font;
property ParentBiDiMode;
property ParentColor;
property ParentCtl3D;
property ParentFont;
property PasswordChar;
property ReadOnly;
property ShowHint;
property TabOrder;
property TabStop;
property Visible;
property OnChange;
property OnClick;
property OnDblClick;
property OnEnter;
property OnExit;
property OnKeyDown;
property OnKeyUp;
    { Published declarations }
end;
procedure Register;
    const NumberChar = [ '1','2','3','4','5','6','7','8','9','0','.'];
implementation
procedure Register;
begin
    RegisterComponents('Standard', [TMyNumberEdit]);
end;
{ TMyNumberEdit }
constructor TMyNumberEdit.Create(AOwner: TComponent);
begin
    inherited;
    FABout := 'M.Khaled Nasser Agha';
end;
procedure TMyNumberEdit.KeyPress(var Key: Char);
begin
    inherited;
    if not (key in NumberChar ) then
key := char(VK_Capital);
end;
procedure TMyNumberEdit.SetFNum(const Value: Extended);
begin
    FNum := Value;
    Text := floattostr(value);
end;
end.
```