

: ( Add new omponent )

:

BDE

TLabel

object-oriented programming

Delphi

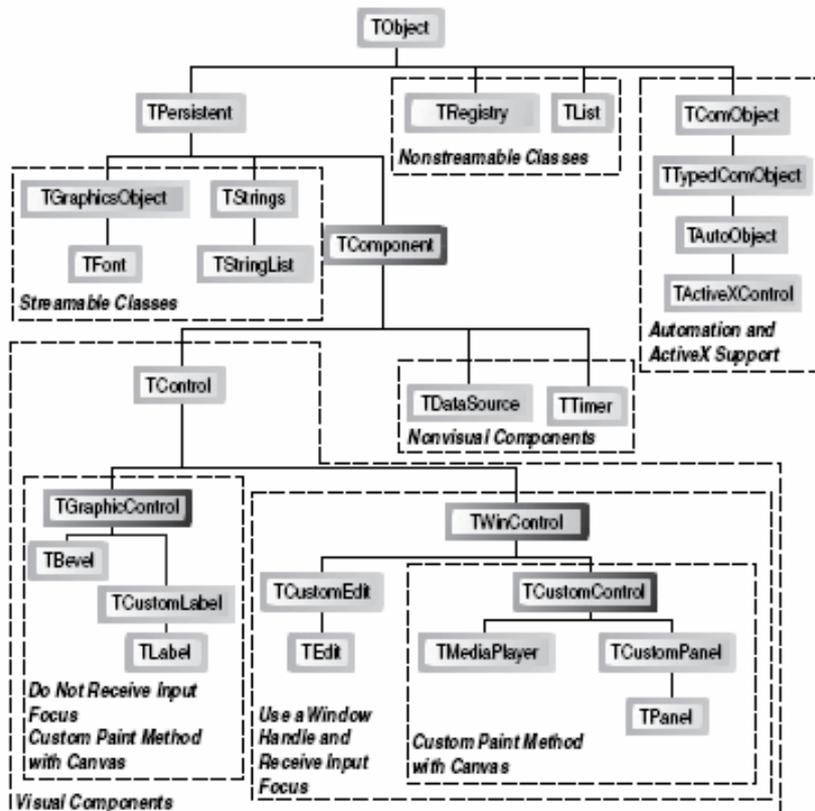
(

( )

Tobject

Tobject

:



:

:

:

: .bpl

1

bpl

Install Package

Component

Add

.bpl

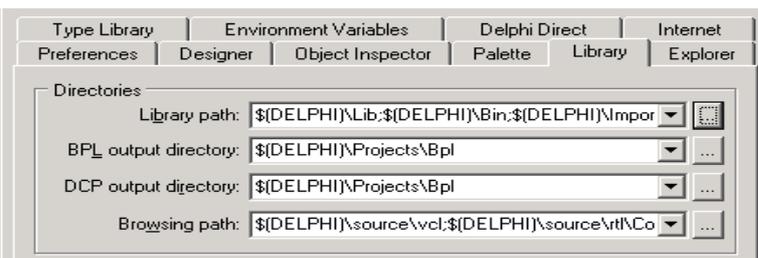
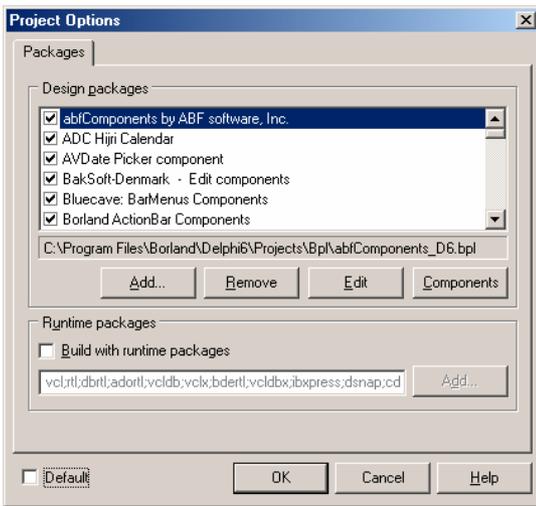
. Ok

)

TIBEAntialiasButton02\_all

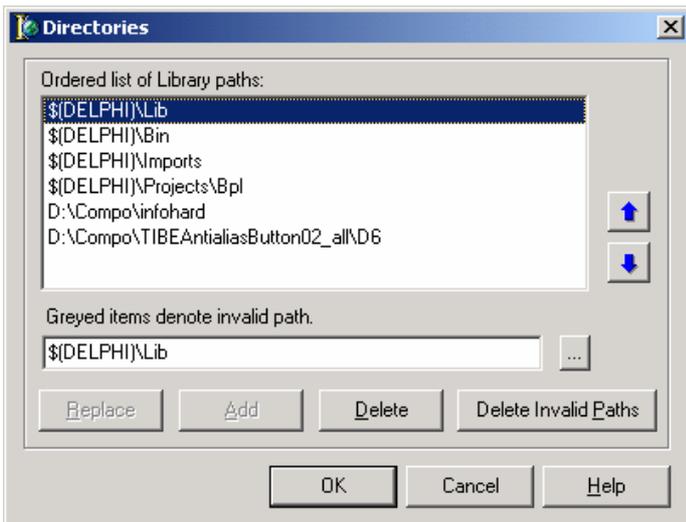
.

http://www.ibe-software.com



Tools → Environment Options

Library



Library path

:

( ... )

( pas Dcu bpl )

Ok Add

)

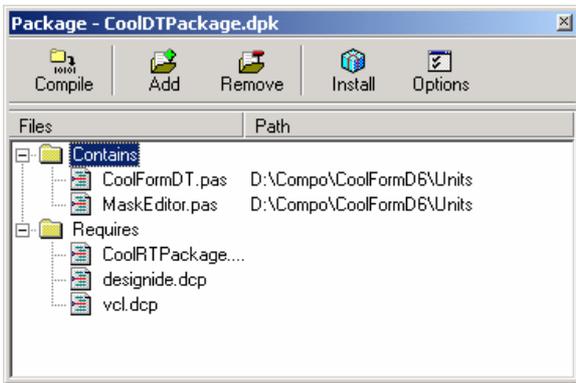
( Demo

: .Dpk 2

( Delphi Package ) .Dpk

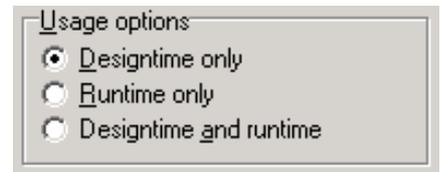
: ok .Dpk

File → Open  
Install



option

Description



. Install

: Pas

3

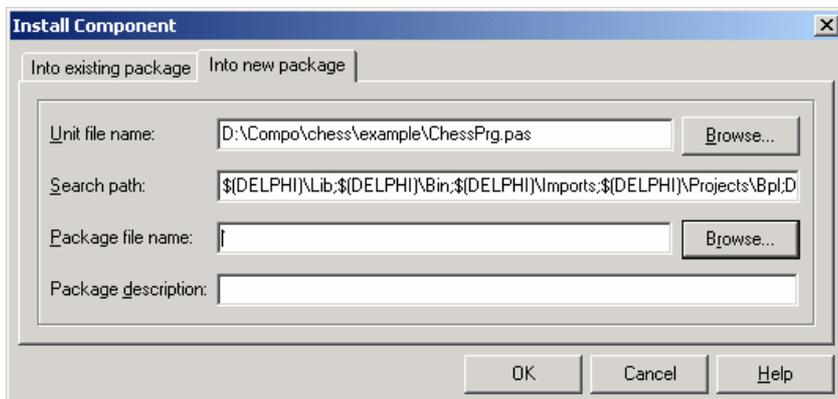
File

: →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

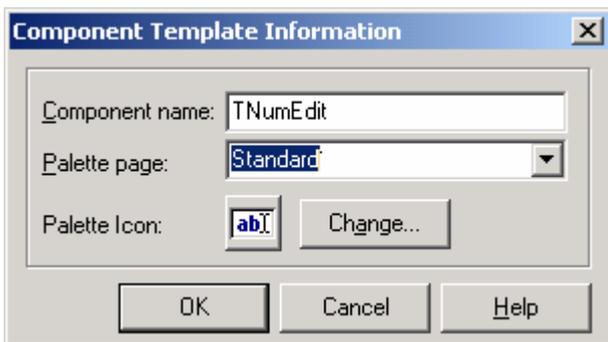
```

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



: 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

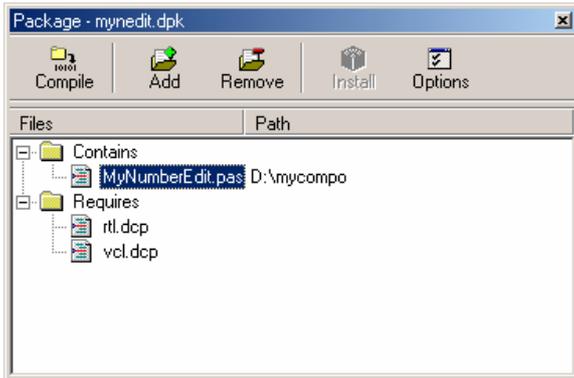
Text

)

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.

```