



AJUI Floating Label

User manual

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1 Introduction

1.1 What is AJUI Floating Label

AJUI Floating Label is a component developed in version 17 of the 4D language. Its use is intended for 4D developers.

Matt D. Smith's article on interaction with forms in mobile environments is at the origin of the creation of this component, which has been adapted for 4D. [Link to the article](#).

It allows you to generate floating labels that are associated with your form objects. The purpose of these labels is to be displayed according to the object receiving the focus. *AJUI Floating Label* is provided with a lab application to introduce you to the functionalities of the component.



2 Component method

2.1 AJUI_FloatingLabel_main

This method allows to generate a floating label based on properties of a variable object passed as a parameter. The method will also respond to four types of 4D events to manage the display of the label. We will come back in detail to these different elements in the following sub-chapters.

2.1.1 Properties

The object to be passed as a parameter can have five properties.

- **target** (string) : Corresponds to the name of the target form object. By default, the floating label will use the current object if it is associated to a form object method.
- **activColor** (string) : Color used when the label is active. By default, the floating label will be the color of the form object **FLabel_obj**.
- **inactivColor** (string) : Color used when the label is inactive. By default, the floating label will take the color 0x00AAAAAAA (grey)
- **placeholder** (string) : Text displayed when the label is active. By default, the floating label will take the placeholder associated with the target (to be defined in the list of properties of the form object).

- **offset** (longint) : Space between the target and the floating label. The offset represent the distance between the top of the target object and the bottom of the Floating label. By default, the offset is zero.
- **Position** (string) : Position of the label. Must be "top" or "left"
- **formEvent** (longint) : To simulate a 4D event. You must give one of the 4D constant listed below.
- **formPath** (string) : This property is usefull if you have assigned an expression to your form variable via the dot notation and the "Form" variable. You can give an path like "entity.firstName" or "myValue". It will look inside the "Form" variable to find the value.

2.1.2 FLabel_obj

The use of the component requires the creation of a variable form object typed text, to be named: **FLabel_obj**. It will be used as a basis for the creation of floating labels by duplication. The textual content and color will be defined according to the properties passed as a parameter of the component method. You can change the style and font directly on the **FLabel_obj** form object.

2.1.3 Events

The AJUI_FloatingLabel_main method reacts and makes the floating label evolve according to four types of event :

- **On Load** : prepares the floating label.
- **On Getting Focus** : associates the active color.
- **On Losing Focus** : associates the inactive color.
- **On after Edit** : associates the active color only if the field is not empty.

It is important to activate these events on the different fields that will use the method.

3 Getting started

The use of the component is relatively simple. It requires you to add the form object **FLabel_obj** to the form target. Then, you must call the AJUI_FloatingLabel_main method in the target form objects. Remember to activate the events that the component needs. Finally, you are free to define the properties or to use the default values.

```
Form.target:=OBJECT Get name(Object_current)
Form.placeholder:=OBJECT Get placeholder(*;Form.target)
Form.activColor:=0x000C13DF
Form.inactivColor:=0x00AAAAAA
AJUI_FloatingLabel_main (Form)
```

4 Conclusion

The purpose of this document was to introduce you to the theoretical principles of the component as well as the different methods available to you to manage your floating labels.

You want help for the implementation of the component AJUI Floating Label in your application. You want to modify or extend its functionalities for a specific purpose. You want to have the source code of the AJUI_Floating Label component in order to perennize its use in your application with future versions of 4D. Feel free to contact us to discuss it.