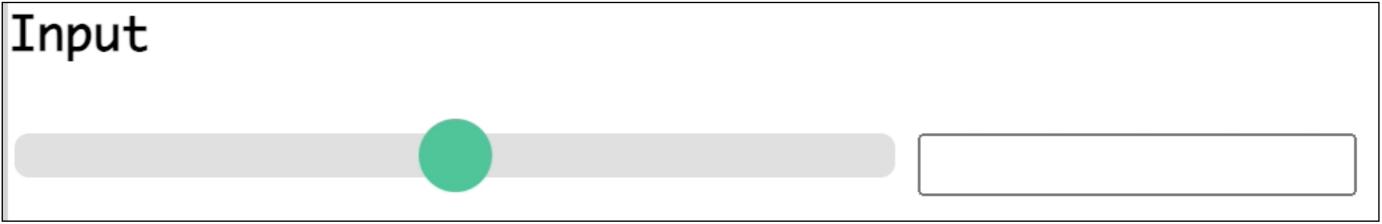
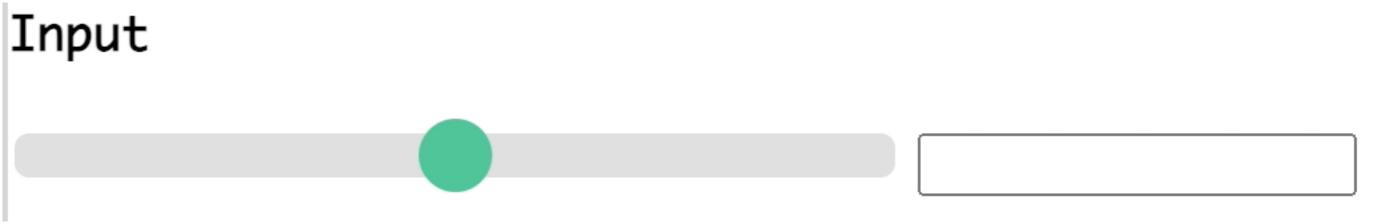
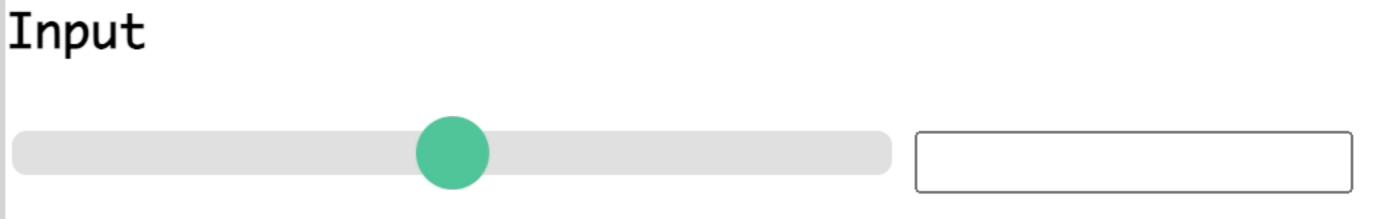
Widgets - Input

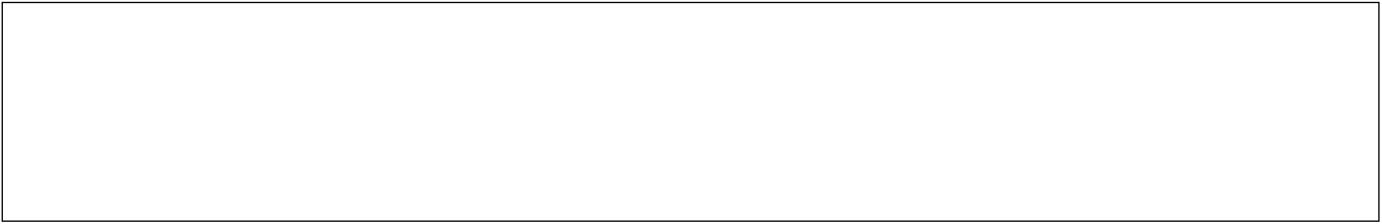
<h4>input</h4> <%= slider binding: :input, min:0, max:10, value:5 %> <%= input binding: :input %>
>

Input 文本控件





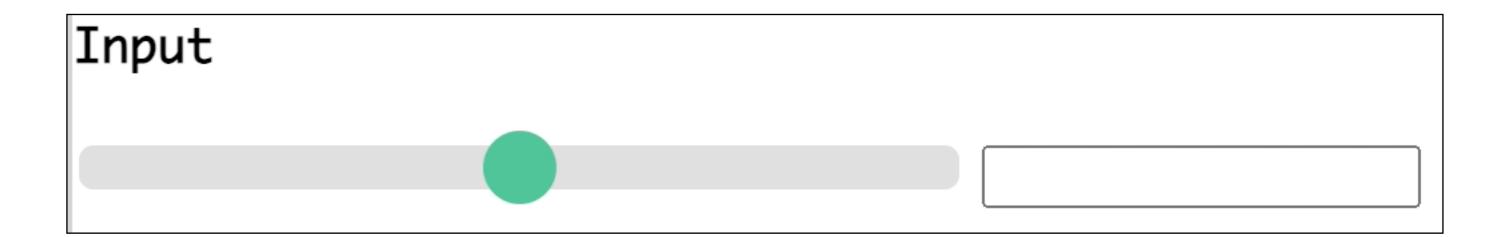




Widgets - Input

• Input 文本控件

```
<h4>input</h4>
<%= slider binding: :input, min:0, max:10, value:5 %>
<%= input binding: :input %><br/><</pre>
```



Widgets - Input

- on change 可以定义在Binding Var变化的时候触发事件
- 改变了Binding Var之后,mark_dirty 让所有和Binding Var相关的都进行重 绘(绑定控件)和重新计算(关联表达式的Calculated Var)