



Properties: Customizing interface and window objects to suit your needs

Properties in Revolution allow you to set the look and basic behaviors of objects. In this tutorial you learn how to set properties to give objects a range of standard object behaviors.

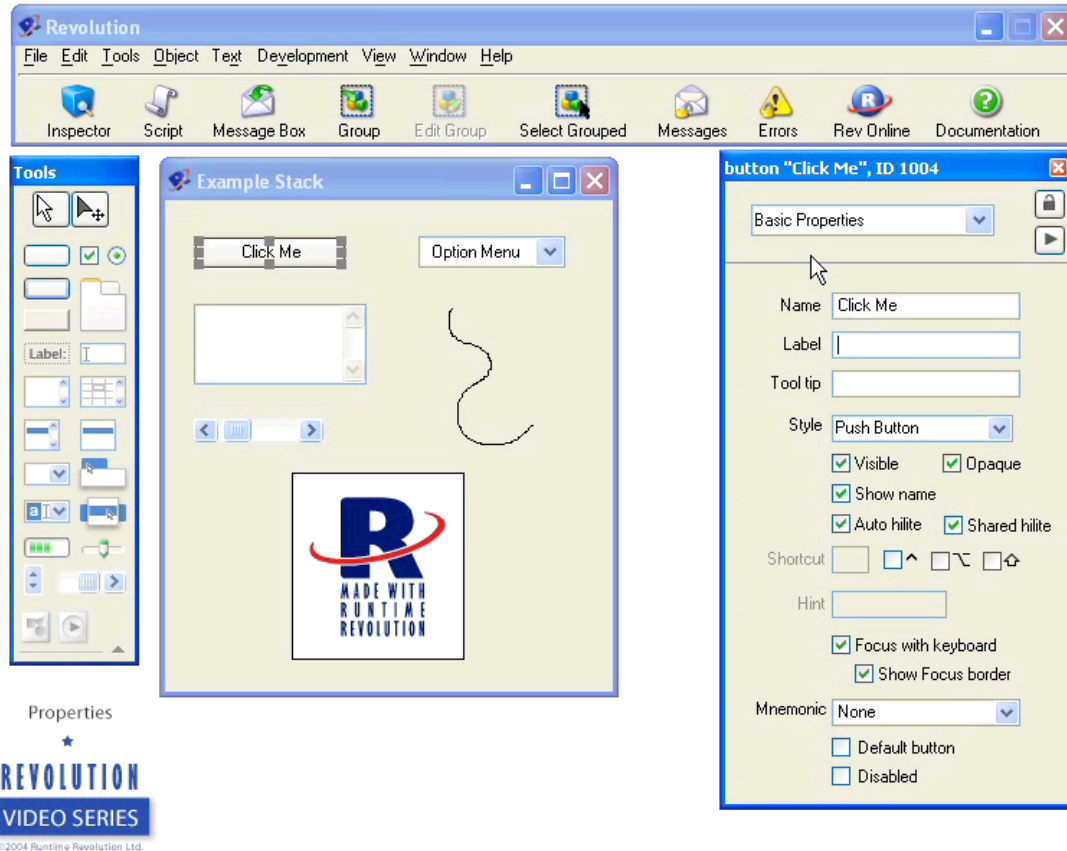
Key topics covered in this tutorial

- Object properties control how an object looks and its basic behavior
- Set properties to make the kinds of objects you need
- How to use the Property Inspector
- Setting properties by script

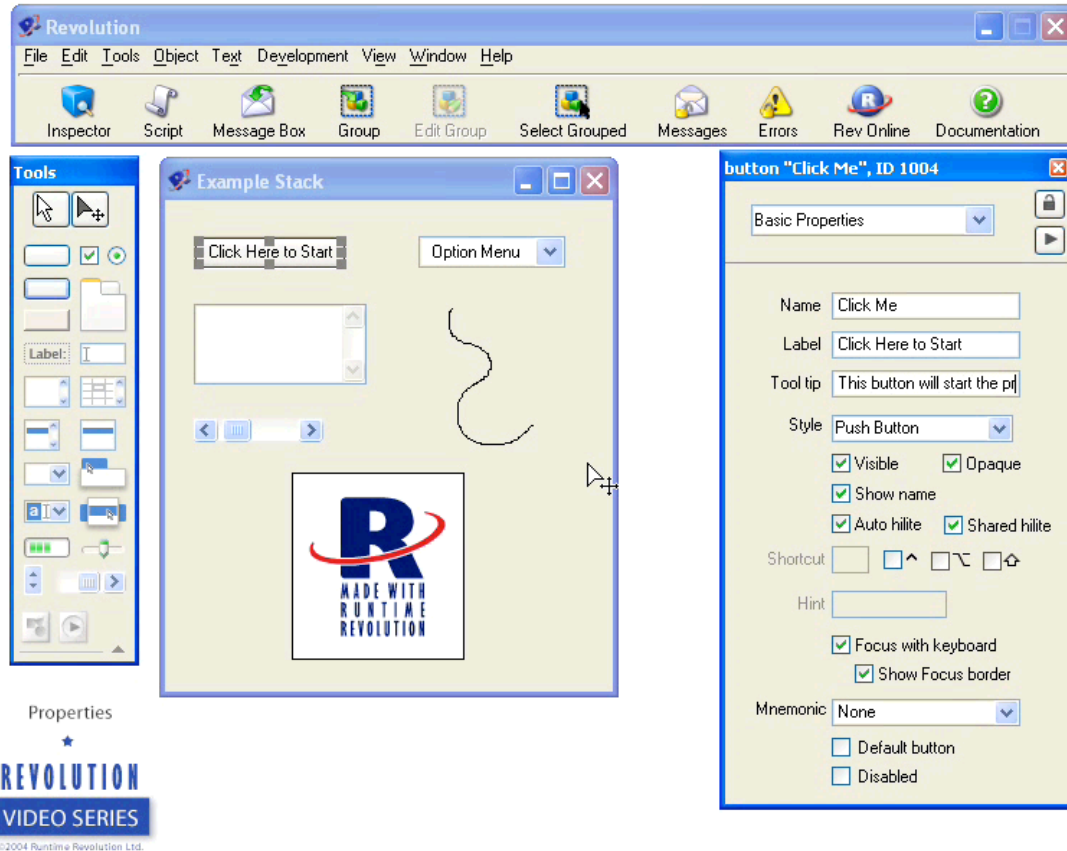
See also: [Documentation: Properties and property profiles](#)

Properties control how an object looks, as well as defining its basic behavior. Revolution includes a wide range of properties that allow you to create any standard behavior, as well as define your own behaviors. You can change any property during development using the point and click properties inspector. You can also do it when your application is running, using a script. In this tutorial we'll take a look at some of the common properties.

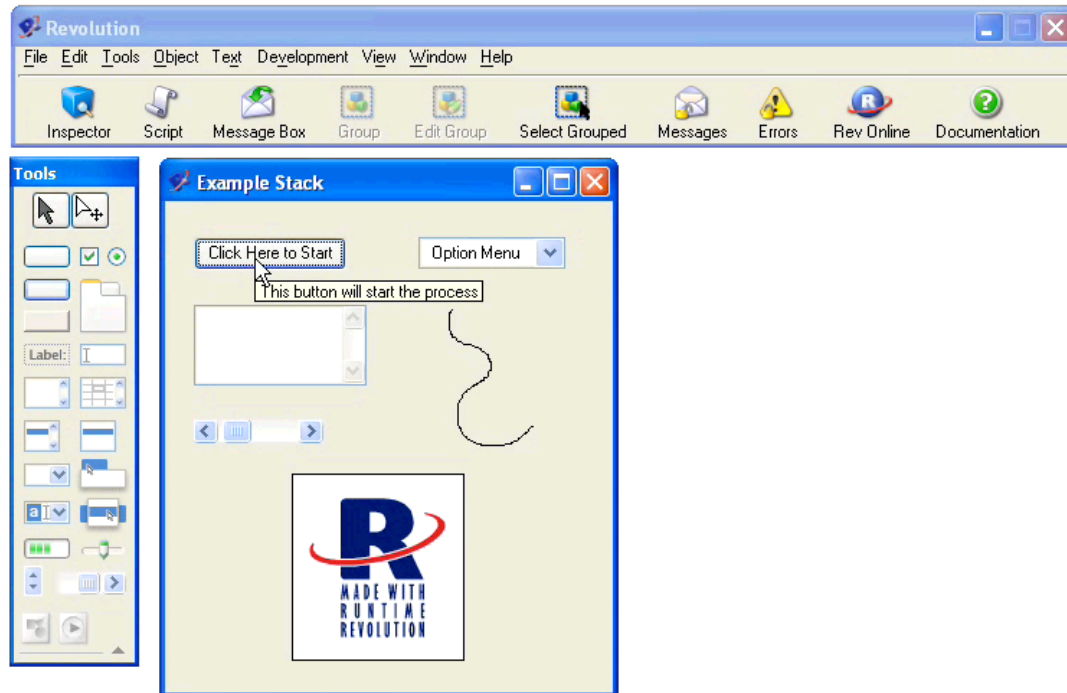
We'll start out by taking a look at the properties inspector for the Button object. The Properties Inspector changes to show the properties available for each object type that you select. Objects have common properties, such as names, which always appear in the same area of the Inspector. The name property is an important one – it provides an easy way for you to remember what the object is and is the easiest way of referring to an object in a script.



An object may be set to show its name. However because it is best to name objects with short, unique and descriptive names for use in scripts, you may often find that the object name is not the same as the description you want to appear on the object for the end user. Revolution provides a label property to allow you to display a descriptive label on an object that is different from the name.



The Tool tip property allows you to display a box with more information when the user hovers the mouse over an object.

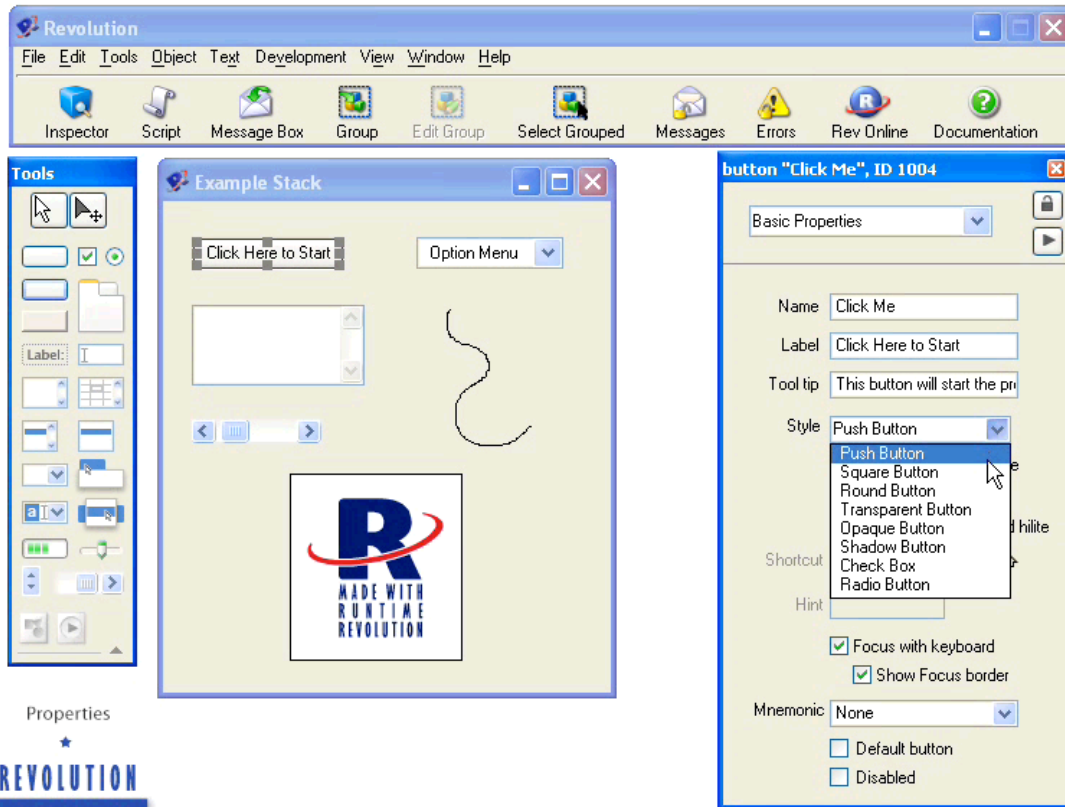


Properties

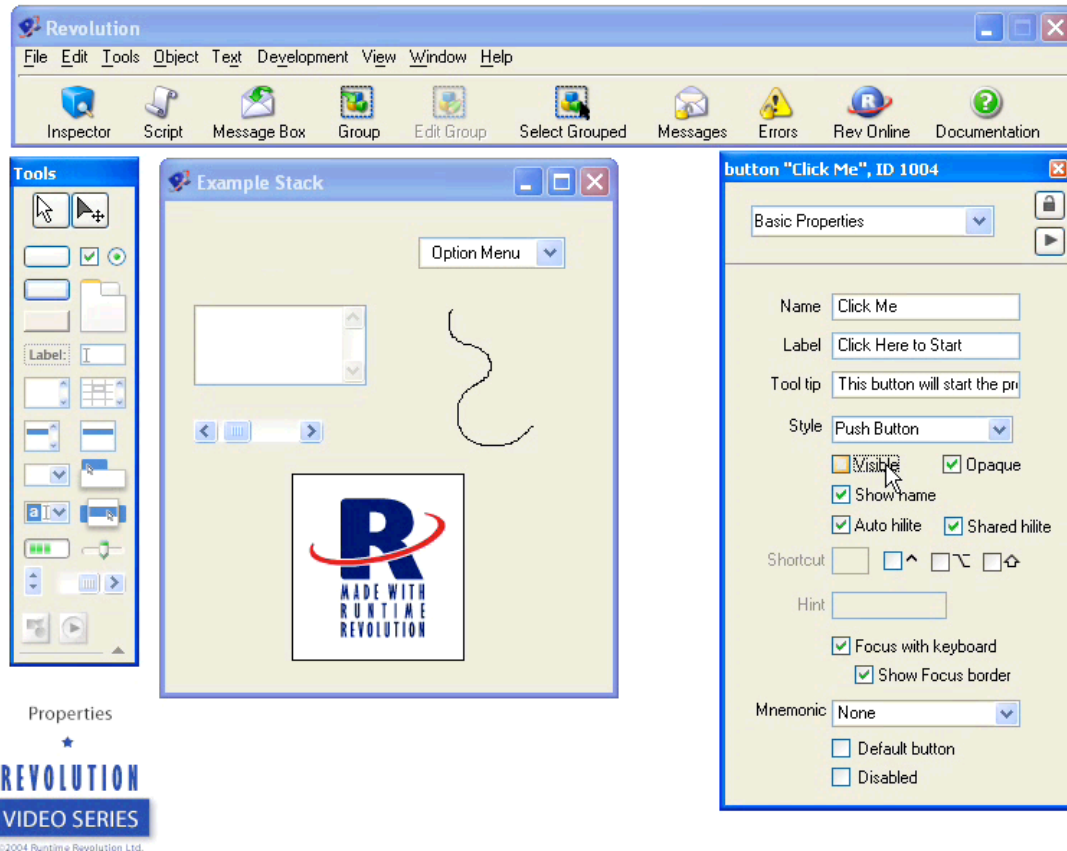


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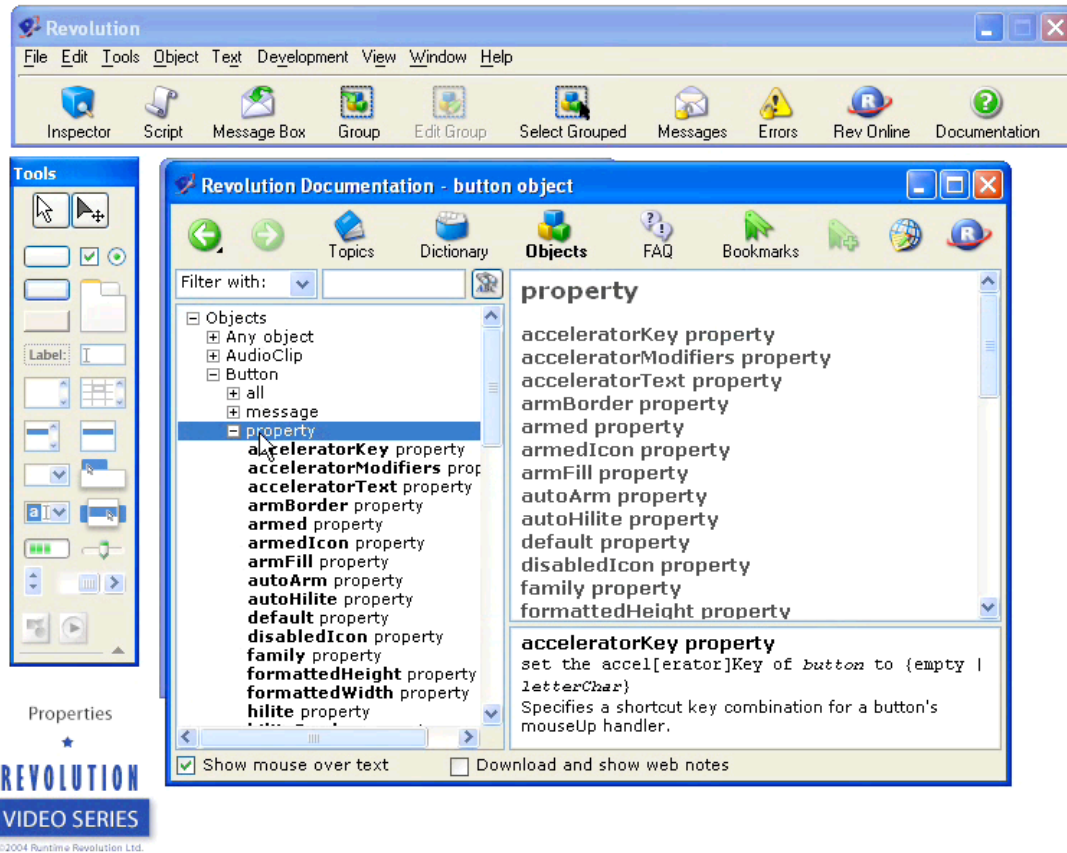
Objects usually have a Style. The style can be used to change between different types of the same object. For example, for a button we can choose between Standard, Square, Round, Opaque, and more.



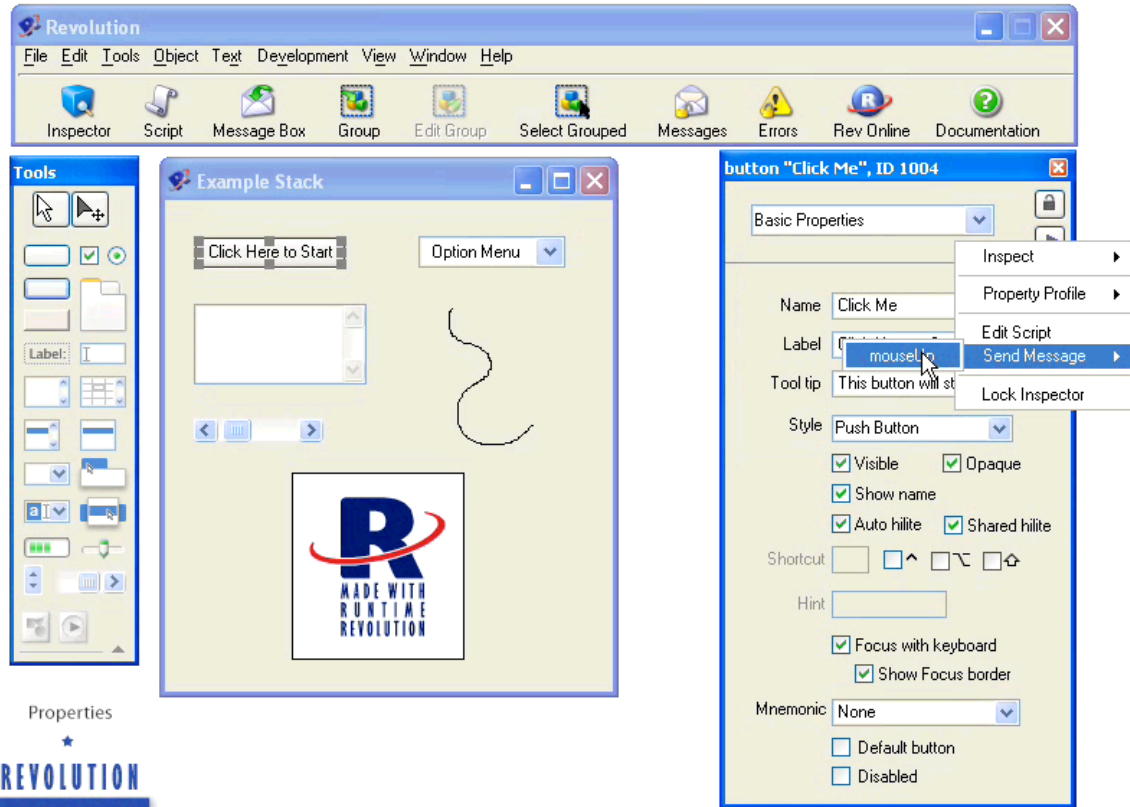
Objects can be either visible or invisible. An invisible object can be shown by script, using the Application Browser, or temporarily by choosing 'Show Invisible Objects' from the View menu.



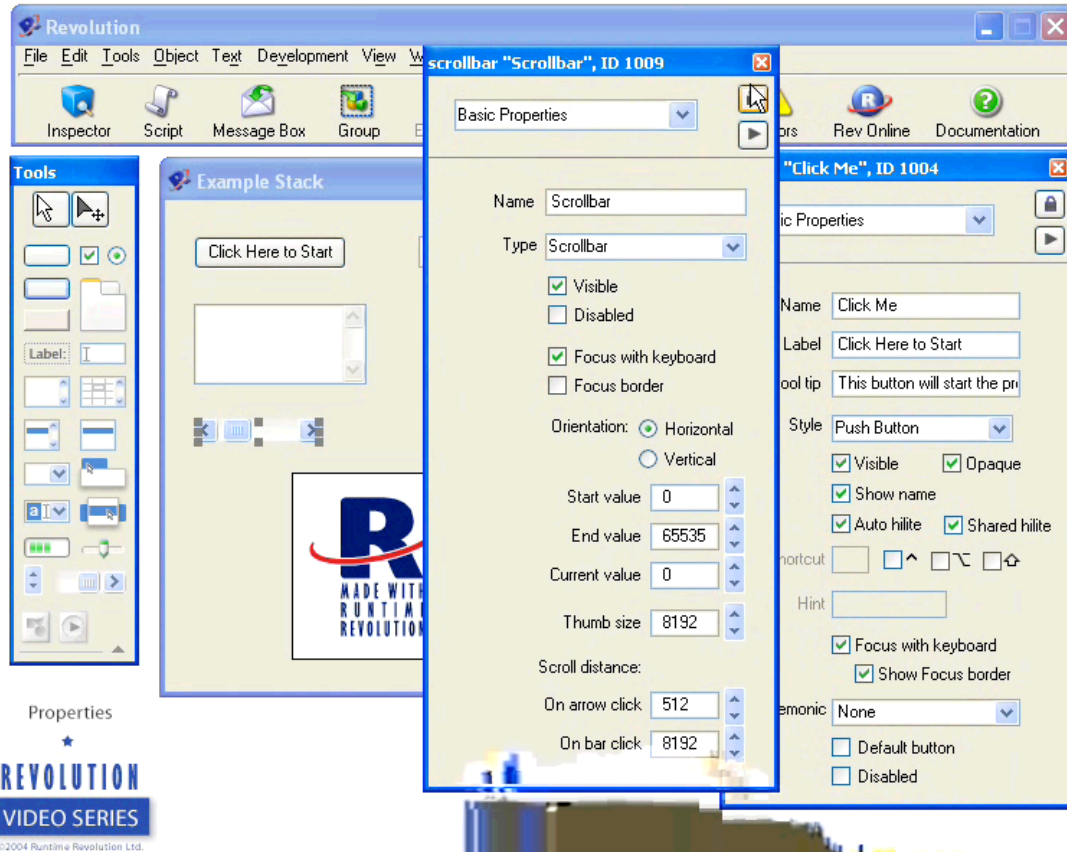
We encourage you to try out some of the other properties to see what they do. If you need more information about any of them, you can search by name in the Reference Documentation.



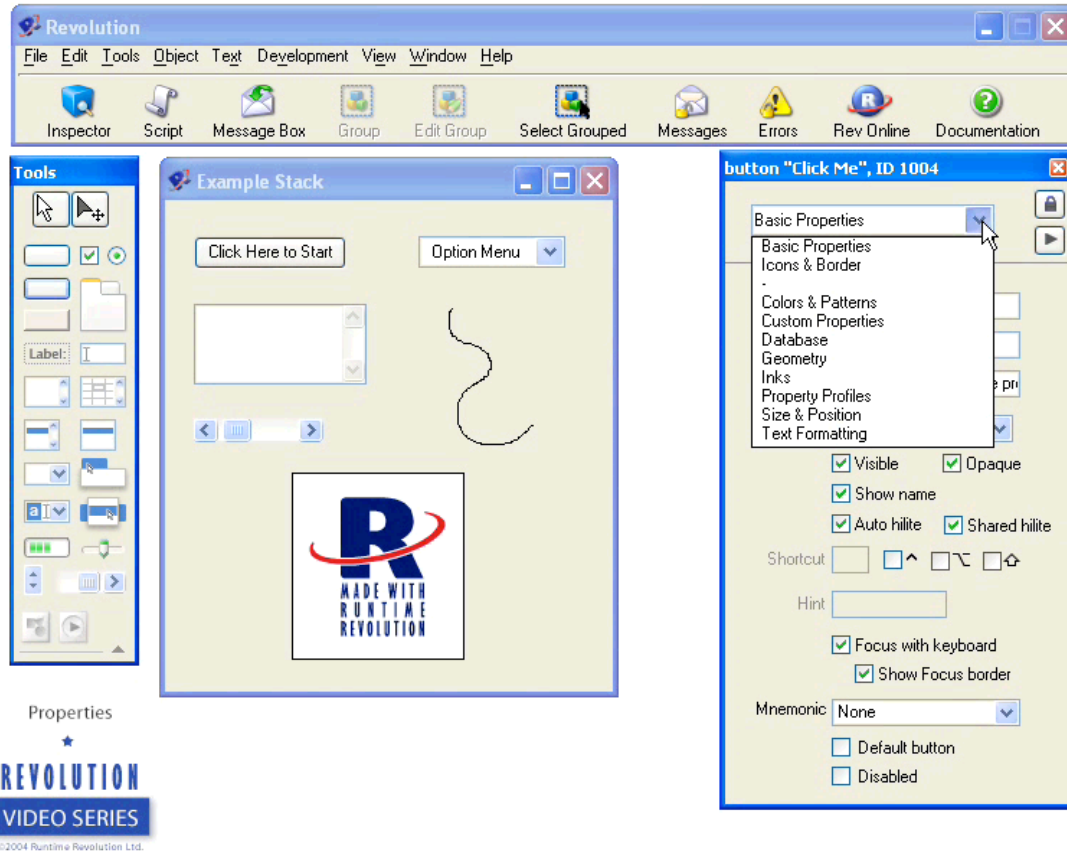
One handy feature of the Property Inspector is the menu in the top right. You can choose to inspect a different object, to edit the current object's script, or to send a specific message to the object to trigger one of the handlers in the script it contains.



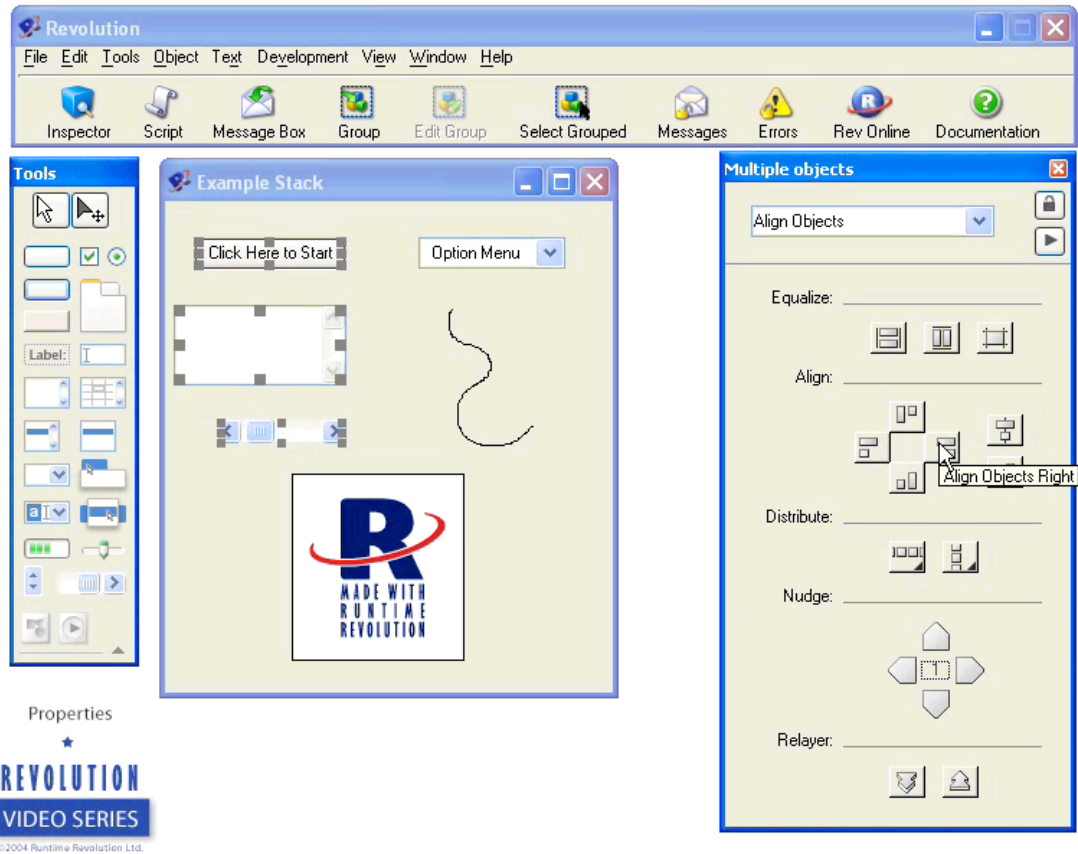
The Lock option allows you to continue editing an object even when it is no longer selected. Even with the object no longer selected, the palette continues to show this object and allow you to edit it. You can even open additional Inspectors to display other objects if you need to compare properties.



The menu at the top of the palette allows you to choose other property panes. Most objects allow you to set the colors and patterns used. Buttons allow you to set Icon and Border properties. Fields allow you to set their Content or Table properties. Most objects allow you to link them to a database or to specify their Geometry – how the object will behave when the window it is in is resized. We cover databases and Geometry in more detail in later tutorials.



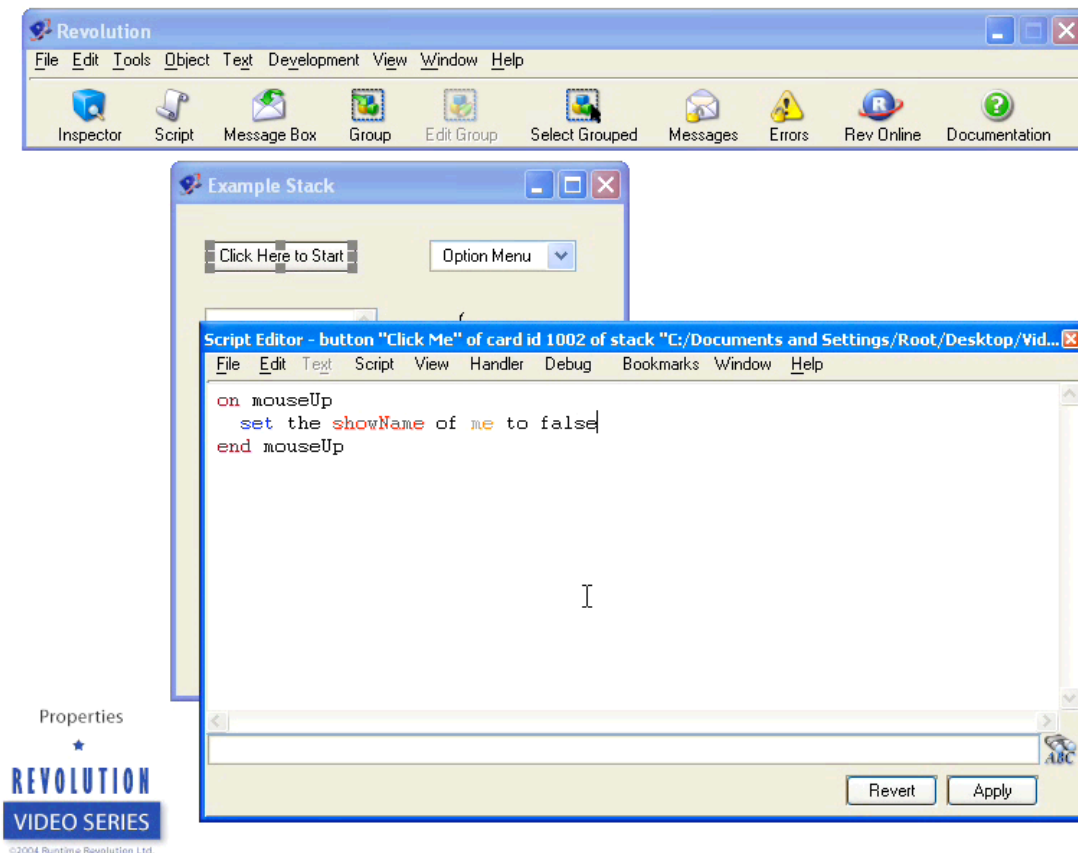
If you select multiple objects you can align them. The alignment options allows you to align objects by their edges or centers, or to make them the same size.



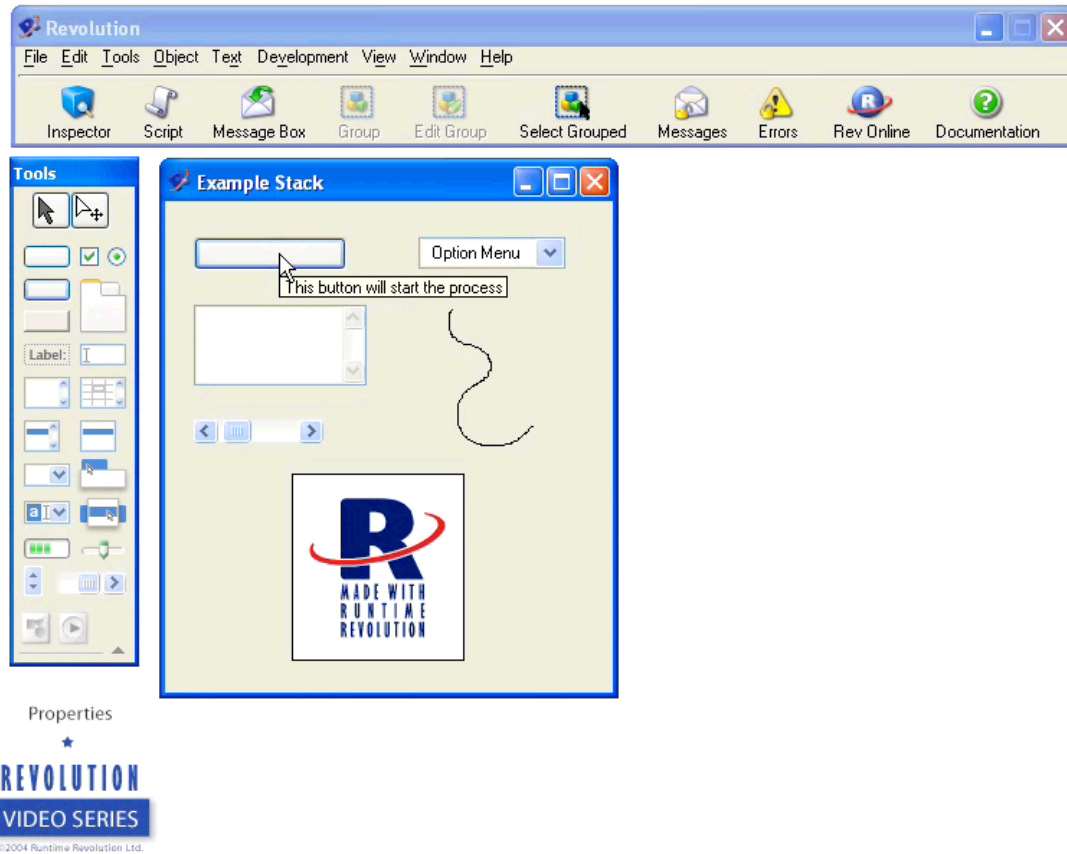
Once again, the real power of Revolution is that you can also change or control properties using a script. First, you need to know the name of the property you want to change. You can find out what that is by hovering the mouse over a property. You can see here that the name of the property we are setting is called `showName`, as all one word. So if we wanted the button to hide its name when you click on it, we would write:

```
set the showName of me to false
```

Note that we're referring to this button - we could just as easily have referred to a different object by name.



If we try it we can see that the name on the button disappears.



We'll come back to working with properties in more detail in several of the other tutorials.