PowerApps911
Power Platform Consulting and Training

Text Input and Number Input Properties

Complete guide and notes at

https://www.PowerApps911.com

Property Name	Classic	Modern (Text Input)	Modern (Number Input)	Explanation	Renamed To (Modern)
AccessibleLabel	X	X	X	Label for screen readers describing the control.	
Align	X	X	X	Horizontal alignment of the text within the input box.	
Appearance		X	X	Controls the visual style of the control (e.g., default, subtle).	
BasePaletteColor		X	X	Sets the base color theme from a predefined palette.	
BorderColor	X	X	X	Color of the border around the control.	
BorderRadius		X	X	Roundness of the control's corners.	Previously 'Radius_'
BorderStyle	X	X	X	Style of the border (e.g., solid, dotted).	
BorderThickness	X	X	X	Thickness of the control's border.	
Clear	X			Whether the control shows a clear (X) button.	
Color	X			Color of the text in the input (Classic only).	FontColor
ContentLanguage	X	X	X	Defines the language of the content in the control.	
Default	X			Initial value shown in the input before user interaction.	Value
DelayOutput	X		X	Delays updates to the value to reduce performance impact.	
DisabledBorderColor	X			Border color when the control is disabled.	
DisabledColor	X			Text color when the control is disabled.	
DisabledFill	X			Background fill when the control is disabled.	
DisplayMode	X	X	X	Controls whether the input is editable, view-only, or disabled.	
EnableSpellCheck	X			Enables or disables browser-based spell check.	
Fill	X	X		Background color of the control.	
FocusedBorderColor	X			Border color when the control is focused.	
FocusedBorderThickness	X			Border thickness when the control is focused.	
Font	X	X		Font family used in the text input.	
FontColor		X		Text color of the input in modern controls.	Previously 'Color'
FontItalic		X		Italic formatting for the text.	Previously 'Italic'
FontSize		X	X	Size of the font in the input box.	
FontStrikethrough		X		Strikethrough formatting for the text.	Previously 'Strikethrough'
FontUnderline		X		Underline formatting for the text.	Previously 'Underline'
FontWeight	X	X		Boldness of the text.	Weight
Format	X			Format applied to the input value (e.g., number, text).	
Height	X	X	X	Height of the input control.	
HintText	X			Placeholder text shown when input is empty (Classic).	Placeholder

Property	Col1	Col2	Col3	Description	Alternate
HoverBorderColor	X			Border color when hovered.	
HoverColor	X			Text color when hovered.	
HoverFill	X			Background color when hovered.	
Italic	X			Italic styling (Classic).	FontItalic
LineHeight	X			Spacing between lines in multi-line input.	
Max			X	Maximum allowed numeric value.	
MaxLength	X	X		Maximum number of characters allowed.	
Min			X	Minimum allowed numeric value.	
Mode	X	X		Input mode (e.g., single line, multi-line, password).	
OnChange	X	X	X	Action triggered when the input value changes.	
OnSelect	X			Action triggered when the control is selected.	
PaddingBottom	X	X	X	Padding inside the bottom of the control.	
PaddingLeft	X	X	X	Padding inside the left edge of the control.	
PaddingRight	X	X	X	Padding inside the right edge of the control.	
PaddingTop	X	X	X	Padding inside the top of the control.	
Placeholder		X		Text displayed when the input is empty (Modern).	Previously 'HintText'
Precision			X	Specifies the number of decimal places.	
PressedBorderColor	X			Classic border color while the control is pressed.	
PressedColor	X			Classic font color while the control is pressed.	
PressedFill	X			Classic fill color while the control is pressed.	
RadiusBottomLeft	X			Classic bottom-left corner roundness.	BorderRadius
RadiusBottomRight	X			Classic bottom-right corner roundness.	BorderRadius
RadiusTopLeft	X			Classic top-left corner roundness.	BorderRadius
RadiusTopRight	X			Classic top-right corner roundness.	BorderRadius
Required		X		Marks the input as required for validation.	
Reset	X			Controls whether the input should reset to default.	
Size	X			Font size (Classic).	
Step			X	Amount to increment or decrement numeric values.	
Strikethrough	X			Applies strikethrough formatting (Classic).	FontStrikethrough
TabIndex	X			Order of tab navigation.	
Tooltip	X			Info shown when hovering over the control.	
TriggerOutput		X		Defines when the output value should be updated.	
Type		X		Data type for the input (text, number, etc.).	
Underline	X			Applies underline formatting (Classic).	FontUnderline
ValidationState		X	X	Shows if the input passes validation.	
Value		X	X	Current value in the input field.	Previously 'Default'
VirtualKeyboardMode	X			Type of on-screen keyboard shown.	

Visible	X	X	X	Controls whether the input is shown.
Width	X	X	X	Width of the control.
X	X	X	X	X (horizontal) position of the control.
Y	X	X	X	Y (vertical) position of the control.

Text and Number Input Control Differences

Quick note. This one is a bit odd because the Classic Text Input has been replaced by two controls. Text Input and Number Input are separate controls that are similar but have nuance difference. Most of which is covered below.

Trigger Behavior: Classic uses DelayOutput; Modern replaces this with TriggerOutput offering options like FocusOut, Delayed, and Keypress. While this is a nice change, you will need to think about how your OnChange is triggered, each of those 3 options have their own quirks to meet specific scenarios and none exactly line up with how it worked in Classic Controls.

Clear Button and Spell Check: Classic included a built-in clear button and the ability to enable Spell Check.

Disabled vs. Enabled: With Classic Controls a Text Input in view mode looked exactly like a label, which made it easy to reuse the control for display-only purposes. Now a view mode Text Input looks exactly like an edit mode Text Input, which isn't ideal and is confusing to users. You can't easily reuse the same control for editable and read-only scenarios without causing confusion. Which would change how I designed the look of a lot of apps over the year.

Number Input is Separate: In Classic, you often used a Text Input with formatting rules to handle numbers. In Modern, there's a dedicated Number Input control with its own properties like Min, Max, Step, and Precision. This makes numeric input more flexible, but also means managing a new set of behaviors and edge cases.

Number Input: The control now has an up and down increment arrow you can use to adjust the value in the control. It is kind of hard to see. If you want to get rid of it set the Step property to 0. Not very obvious.

Value vs. Text: Number Input uses a Value output property instead of Text. This can be helpful for calculations but may require some refactoring if you're used to string-based logic.

This means to get the number out of a Modern Number Input Control you would use NumberInput1.Value where as with a Text Input you would use TextInput1.Text.

Overall: Lots of change with Inputs plus the fact that number inputs are the same but different will probably cause you a bit of confusion for a while. But don't worry, once it clicks, it will all make sense.

Text Label Properties

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Property Name	.	Classic	Modern	Explanation	Renamed To (Modern)
Align		X	X	Specifies the horizontal alignment of the text within the control.	
AutoHeight		X	X	Automatically adjusts the height of the control based on its content.	
BorderColor		X	X	Specifies the color of the control's border.	
BorderRadius			X	Defines the roundness of the control's corners.	
BorderRadiusBottomLeft			X	Defines the roundness of the bottom-left corner.	
BorderRadiusBottomRight			X	Defines the roundness of the bottom-right corner.	
BorderRadiusTopLeft			X	Defines the roundness of the top-left corner.	
BorderRadiusTopRight			X	Defines the roundness of the top-right corner.	
BorderStyle		X	X	Specifies the style of the control's border (e.g., solid, dashed).	
BorderThickness		X	X	Defines the thickness of the control's border.	
Color		X		Specifies the color of the text inside the control.	FontColor
ContentLanguage		X	X	Specifies the language used for the control's content.	
DisabledBorderColor		X		Specifies the border color when the control is disabled.	
DisabledColor		X		Specifies the text color when the control is disabled.	
DisabledFill		X		Specifies the background fill color when the control is disabled.	
DisplayMode		X	X	Determines if the control is editable, view-only, or disabled.	
Fill		X	X	Specifies the background color of the control.	
FocusedBorderColor		X		Specifies the border color when the control is focused.	
FocusedBorderThickness		X		Specifies the border thickness when the control is focused.	
Font		X	X	Specifies the font family of the text.	
FontColor			X	Specifies the color of the font.	Previously 'Color'
FontItalic			X	Determines whether the font is italicized.	Previously 'Italic'
FontStrikethrough			X	Applies a line through the text.	Previously 'Strikethrough'
FontUnderline			X	Applies an underline to the text.	Previously 'Underline'
FontWeight		X		Specifies the weight (boldness) of the font.	Weight
Height		X	X	Specifies the height of the control.	
HoverBorderColor		X		Border color when the user hovers over the control.	
HoverColor		X		Text color when the user hovers over the control.	
HoverFill		X		Background fill color on hover.	
Italic		X		Makes the text italicized.	FontItalic
LineHeight		X		Controls the spacing between lines of text.	
Live		X		Defines whether the control supports live updates for screen readers.	

Property			Description	
OnSelect	X		Specifies the behavior when the control is selected or clicked.	
Overflow	X		Defines how content that exceeds the bounds of the control is handled.	
PaddingBottom	X	X	Amount of padding on the bottom inside edge of the control.	
PaddingLeft	X	X	Amount of padding on the left inside edge.	
PaddingRight	X	X	Amount of padding on the right inside edge.	
PaddingTop	X	X	Amount of padding on the top inside edge.	
PressedBorderColor	X		Border color when the control is pressed.	
PressedColor	X		Text color when the control is pressed.	
PressedFill	X		Background color when the control is pressed.	
Role	X		Defines the ARIA role of the control for accessibility.	
Size	X	X	Specifies the font size of the text.	
Strikethrough	X		Applies a strikethrough effect to the text.	FontStrikethrough
TabIndex	X		Sets the tab order of the control.	
Text	X	X	Defines the text displayed in the control.	
Tooltip	X		Text shown when the user hovers over the control.	
Underline	X		Applies underline to the text.	FontUnderline
VerticalAlign	X	X	Specifies vertical alignment of the text within the control.	
Visible	X	X	Determines whether the control is visible.	
Weight		X	Specifies the font weight in modern controls.	Previously 'FontWeight'
Width	X	X	Specifies the width of the control.	
Wrap	X	X	Controls whether the text wraps to the next line.	
X	X	X	Specifies the X (horizontal) position of the control.	
Y	X	X	Specifies the Y (vertical) position of the control.	

Text Label Control Differences

OnSelect: Worth repeating, it is gone, as that one really frustrated me. If you want to simulate an interactive label, one workaround is to overlay a transparent button on top of the label and use its OnSelect instead.

Visual Everything: The alignment, the size, the padding, everything is different. It is fine, just be ready to reconsider the look and feel as you add these new labels. If you are new to Power Apps then not a big deal, you will never know the difference.

Overall: Functionally is very much the same, just visually different.

Text Label Properties

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Property Name	.	Classic	Modern	Explanation	Renamed To (Modern)
AcceptsFocus			X	Determines if the control can be focused.	
AccessibleLabel			X	Label used by screen readers to describe the button.	
Align		X	X	Specifies the horizontal alignment of the button content.	
Appearance			X	Defines the overall look and feel (e.g., default, subtle).	
AutoDisableOnSelect		X		Automatically disables the button after selection.	
BasePaletteColor			X	Sets the base color theme from the app's palette.	
BorderColor		X	X	Color of the border around the button.	
BorderRadius			X	Defines the roundness of the button's corners.	
BorderRadiusBottomLeft			X	Bottom-left corner radius.	Previoulsy RadiusBottomLeft
BorderRadiusBottomRight			X	Bottom-right corner radius.	Previoulsy RadiusBottomRight
BorderRadiusTopLeft			X	Top-left corner radius.	Previoulsy RadiusTopLeft
BorderRadiusTopRight			X	Top-right corner radius.	Previoulsy RadiusTopRight
BorderStyle		X	X	Style of the button border.	
BorderThickness		X	X	Thickness of the button border.	
Color		X		Text color (Classic).	FontColor
ContentLanguage		X	X	Sets the language for the control's content.	
DisabledBorderColor		X		Border color when button is disabled.	
DisabledColor		X		Text color when button is disabled.	
DisabledFill		X		Background fill when disabled.	
DisplayMode		X	X	Whether the button is editable, disabled, or view-only.	
Fill		X		Background color of the button.	
FocusedBorderColor		X		Border color when the button is focused.	
FocusedBorderThickness		X		Border thickness when focused.	
Font		X	X	Font family of the button text.	
FontColor			X	Color of the font (Modern).	Previously 'Color'
FontItalic			X	Italic formatting.	Previously 'Italic'
FontSize			X	Size of the font.	
FontStrikethrough			X	Applies strikethrough formatting.	Previously 'Strikethrough'
FontUnderline			X	Applies underline formatting.	Previously 'Underline'
FontWeight		X	X	Weight (boldness) of the font.	Weight
Height		X	X	Height of the button.	
HoverBorderColor		X		Border color on hover.	
HoverColor		X		Text color on hover.	

Property	Classic	Modern	Description	Alternate
HoverFill	X		Background fill color on hover.	
Icon		X	Icon displayed in the button (Modern).	
IconRotation		X	Rotation angle of the icon.	
IconStyle		X	Appearance style of the icon (filled, outline, etc.).	
Italic	X		Italic formatting (Classic).	FontItalic
Layout		X	Defines content layout: icon and text positioning.	
OnSelect	X	X	Defines what happens when the button is clicked.	
PaddingBottom	X	X	Bottom padding inside the button.	
PaddingLeft	X	X	Left padding inside the button.	
PaddingRight	X	X	Right padding inside the button.	
PaddingTop	X	X	Top padding inside the button.	
PressedBorderColor	X		Border color when the button is pressed.	
PressedColor	X		Text color when pressed.	
PressedFill	X		Fill color when pressed.	
RadiusBottomLeft	X		Classic bottom-left corner roundness.	BorderRadiusBottomLeft
RadiusBottomRight	X		Classic bottom-right corner roundness.	BorderRadiusBottomRight
RadiusTopLeft	X		Classic top-left corner roundness.	BorderRadiusTopLeft
RadiusTopRight	X		Classic top-right corner roundness.	BorderRadiusTopRight
Size	X		Font size in Classic.	
Strikethrough	X		Strikethrough formatting (Classic).	FontStrikethrough
TabIndex	X		Tab order for keyboard navigation.	
Text	X	X	Text label shown on the button.	
Tooltip	X		Hover tooltip text.	
Underline	X		Underline formatting (Classic).	FontUnderline
VerticalAlign	X	X	Vertical alignment of content.	
Visible	X	X	Controls visibility of the button.	
Weight			Font weight (Modern).	Previously 'FontWeight'
Width	X	X	Width of the button.	
X	X	X	Horizontal position.	
Y	X	X	Vertical position.	

Button Control Differences

Icons: Modern Controls allow inline icons with Icon, IconRotation, IconStyle, and Layout; Classic does not.

Hover and Pressed States: Classic includes HoverFill, PressedFill, DisabledFill, and more; these are currently missing in Modern.

Overall: Good news, a button is basically still a button, just different sizing and style.