

Rapid Design Component for Firemonkey Developers Guide

v1.6 / 2021-11-09



Rapid Design UX



Rapid Desing Chart



Rapid Design LAB

***FMX*Design**

<http://www.fmxdesign.com>

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Feature Description

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Installation Guide

■ Rapid Design UX

1. Create a folder to store the components and unzip the zip file.
2. Run Delphi
3. Click IDE Menu : **Component > Install Packages > Add.** (Ref. Screenshot #1)
4. Select the folder for your IDE version and add the two [*.bpl] files.
 <YourFolder>\<IDE version>\RDesignUx\Win32\RDesignUX.bpl
 <YourFolder>\<IDE version>\RDesignUx\Win32\CERDesignUX.bpl
* RDesignUX.bpl should be installed prior to CERDesignUX.bpl.
5. Click IDE Menu : **Tools > Options > Language(Environment Option) > Delphi Options > Library > Selected Platform** and add directories to **Library path.** (Ref. Screenshot #2)

	Platform	Library path
UX	Win32	<YourFolder>\<IDE version>\RDesignUx \Win32
	Win64	<YourFolder>\<IDE version>\RDesignUx \Win64
	Android	<YourFolder>\<IDE version>\RDesignUx \Android
	Android64	<YourFolder>\<IDE version>\RDesignUx \Android64
	iOS32	<YourFolder>\<IDE version>\RDesignUx \iOSDevice32
	iOS64	<YourFolder>\<IDE version>\RDesignUx \iOSDevice64
	OSX32	<YourFolder>\<IDE version>\RDesignUx \OSX32
	OSX64	<YourFolder>\<IDE version>\RDesignUx \OSX64

* ios32 should also be added for the ios64 build.

* In DX10.4 and DX11, only iOS64 & OSX64 exist without iOS32 & OSX32.

6. Check the IDE **Tool Palette.** (Ref. Screenshot #3)

■ Rapid Design Chart

1. Create a folder to store the components and unzip the zip file.
2. Run Delphi
3. Click IDE Menu : **Component > Install Packages > Add.** (Ref. Screenshot #1)

4. Select the folder for your IDE version and add the [* .bpl] files.

<YourFolder>\<IDE version>\RDesignChart\Win32\RDesignChart.bpl

5. Click IDE Menu : **Tools > Options > Language(Environment Option) > Delphi Options > Library > Selected Platform** and add directories to **Library path.** (Ref. Screenshot #2)

	Platform	Library path
Chart	Win32	<i><YourFolder>\<IDE version>\ RDesignChart \Win32</i>
	Win64	<i><YourFolder>\<IDE version>\ RDesignChart \Win64</i>
	Android	<i><YourFolder>\<IDE version>\ RDesignChart \Android</i>
	Android64	<i><YourFolder>\<IDE version>\ RDesignChart \Android64</i>
	iOS32	<i><YourFolder>\<IDE version>\ RDesignChart \iOSDevice32</i>
	iOS64	<i><YourFolder>\<IDE version>\ RDesignChart \iOSDevice64</i>
	OSX32	<i><YourFolder>\<IDE version>\ RDesignChart \OSX32</i>
	OSX64	<i><YourFolder>\<IDE version>\ RDesignChart \OSX64</i>

* **ios32** should also be added for the **ios64** build.

* In DX10.4, and DX11, only **iOS64 & OSX64** exist without iOS32 & OSX32.

6. Check the IDE **Tool Palette.** (Ref. Screenshot #4)

■ Rapid Design LAB

1. Create a folder to store the components and unzip the zip file.
2. Run Delphi
3. Click IDE Menu : **Component > Install Packages > Add.** (Ref. Screenshot #1)
4. Select the folder for your IDE version and add the [* .bpl] files.
<YourFolder>\<IDE version>\RDesignLAB\Win32\RDesignLAB.bpl
5. Click IDE Menu : **Tools > Options > Language(Environment Option) > Delphi Options > Library > Selected Platform** and add directories to **Library path.** (Ref. Screenshot #2)

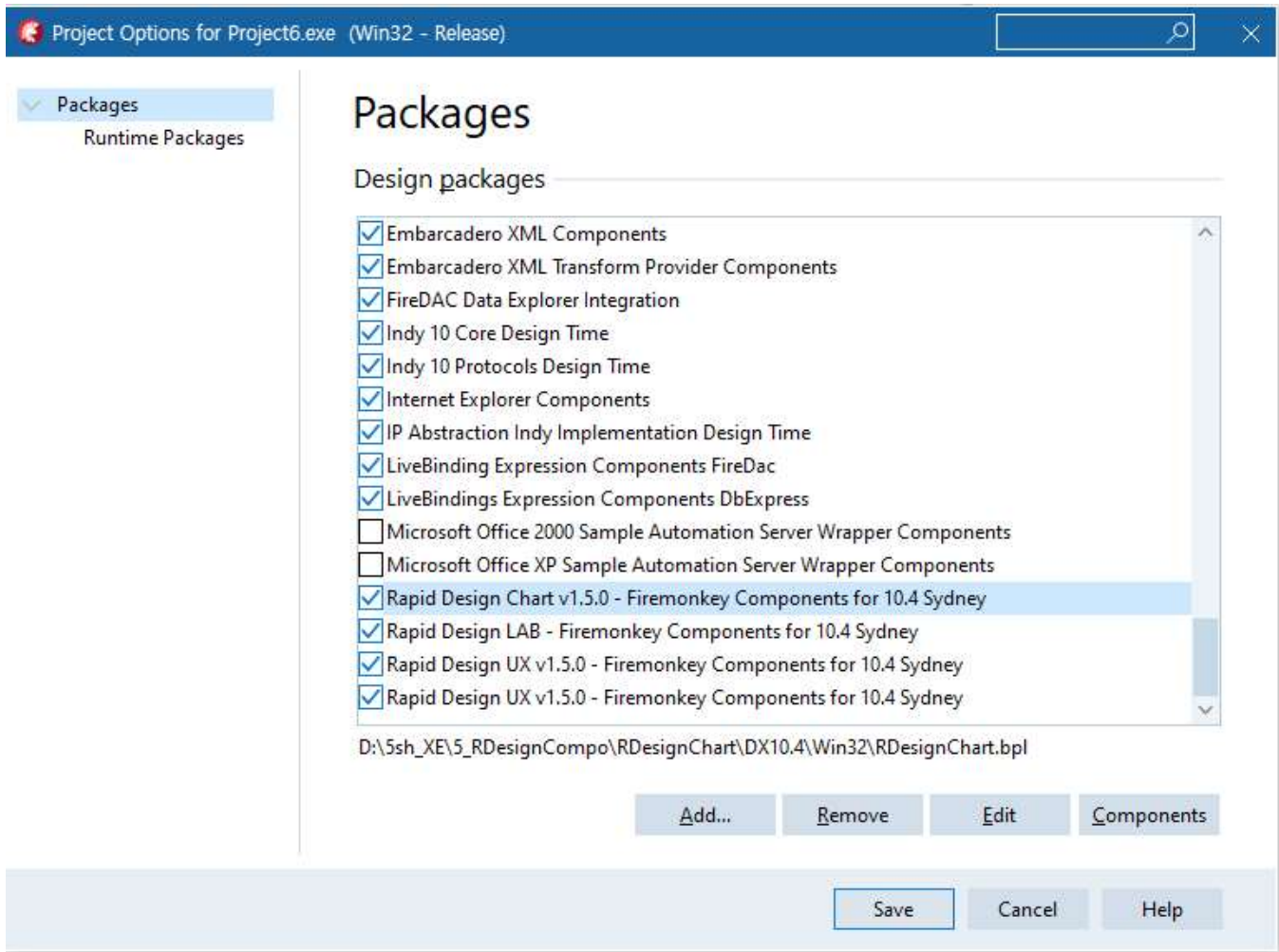
	Platform	Library path
LAB	Win32	<i><YourFolder>\<IDE version>\ RDesignLAB \Win32</i>
	Win64	<i><YourFolder>\<IDE version>\ RDesignLAB \Win64</i>
	Android	<i><YourFolder>\<IDE version>\ RDesignLAB \Android</i>
	Android64	<i><YourFolder>\<IDE version>\ RDesignLAB \Android64</i>
	iOS32	<i><YourFolder>\<IDE version>\ RDesignLAB \iOSDevice32</i>
	iOS64	<i><YourFolder>\<IDE version>\ RDesignLAB \iOSDevice64</i>
	OSX32	<i><YourFolder>\<IDE version>\ RDesignLAB \OSX32</i>
	OSX64	<i><YourFolder>\<IDE version>\ RDesignLAB \OSX64</i>

* **ios32** should also be added for the **ios64** build.

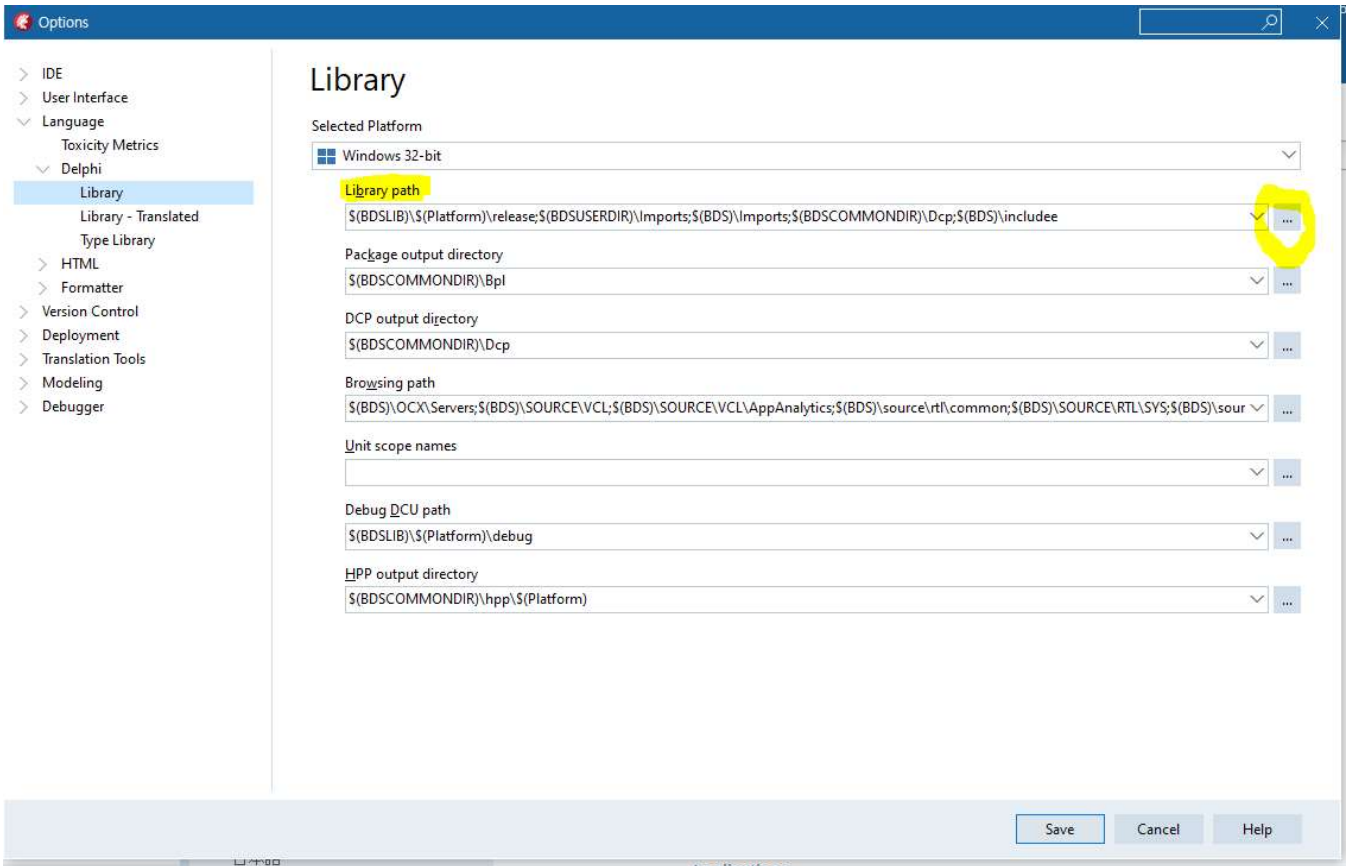
* In DX10.4 and DX11, only **iOS64 & OSX64** exist without iOS32 & OSX32.

6. Check the IDE **Tool Palette.** (Ref. Screenshot #5)

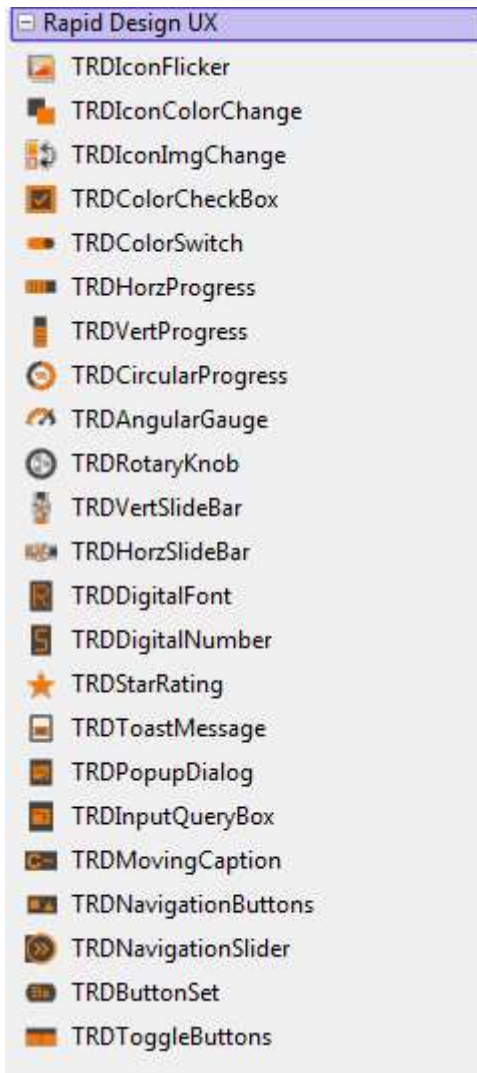
Installation Screenshot



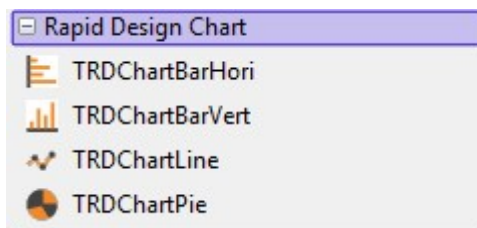
<Screenshot #1>



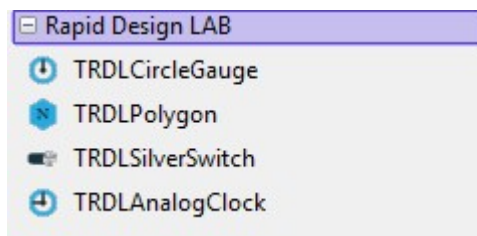
<Screenshot #2>



<Screenshot #3>



<Screenshot #4>

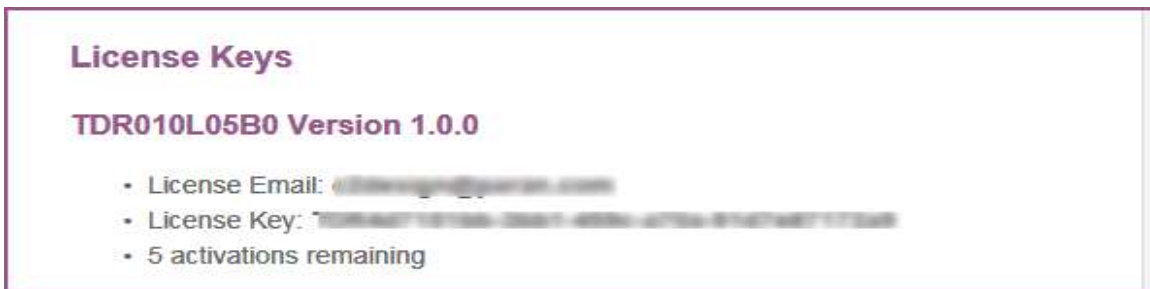


<Screenshot #4>

License Register Guide

(This License Register Guide is not required for trial or free products users.)

1. Unzip the **LicenseManager.zip** file from your Rapid Design folder.
2. Run **FDLicenseManager.exe**
3. You can find the License key from your FMX Design order complete email.





- Activation count means your granted user's number.
4. Select and Ctrl-C your License key.
 5. In **FDLicenseManager.exe** input your email and Ctrl-V your License key.
 6. Click [[License Register](#)] button.
If your key is valid you can see the *“Successfully License has been activated in this system!”* message and License Register is completed.





- In the case of a multi-user product, the same license key is used and register separately on each user system by ***FDLicenseManager.exe***.
- Before running ***FDLicenseManager.exe***, your system should be connected internet. But in delphi, Rapid Design component is not need to connect internet.
- If you want to move Rapid Design component to another system, unregister by click [\[Delete License\]](#) button. And run ***FDLicenseManager.exe*** in another system and register again.
- If you build and run the Rapid Design component in delphi without registering the license, you will see the following message : *“This is a Unregistered of Rapid Design. If you have the License key of this, register it as License Manager.”*
- Therefore, be sure to register the license before using the Rapid Design component so that the registration message does not appear.
- If you have any problems registering your license, please contact FMXDesign.com at any time.

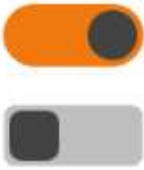
Rapid Design UX

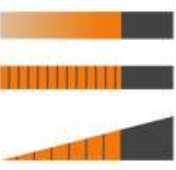
TRDIconFlicker		Property
	<ul style="list-style-type: none"> # Button with a touch effect applied to the selected image. # Touch blink time adjustment. # Text can be placed on the top or bottom or right. # Automatic resizing based on TextFont size. # Text colors can be set. # Applying user action to OnFlickerFinish event. 	<ul style="list-style-type: none"> <i>BitmapIcon</i> <i>Duration</i> <i>TextPosition</i> <i>TextFont.Size</i> <i>TextColor</i>


TRDIconImageChange		Property
	<ul style="list-style-type: none"> # Two images are applied to the OnMouseDown and OnMouseUp events, respectively. # Text can be placed on the top or bottom or right. # Automatic resizing based on TextFont size. # Text color can be set. # Touched text color can be set #Applying User Action to OnMouseDown and OnMouseUp event. 	<ul style="list-style-type: none"> <i>BitmapIcon,</i> <i>BitmapIconTouch</i> <i>TextPosition</i> <i>TextFont.Size</i> <i>TextColor</i> <i>TextTouchColor</i>


TRDIconColorChange		Property
	<ul style="list-style-type: none"> # Button icon image # Button icon that changes color when touched. # Text can be placed on the top or bottom or right. # Automatic resizing based on TextFont size. # Text color can be set. # Applying User Action to OnMouseDown and OnMouseUp event. 	<ul style="list-style-type: none"> <i>BitmapIcon</i> <i>ColorTouch,</i> <i>TextPosition</i> <i>TextFont.Size</i> <i>TextColor</i>


TRDColorCheckBox		Property
	<ul style="list-style-type: none"> # The size of the box can be freely resized. # Check icon and background colors can be set. # The thickness of the check icon and border can be freely resized. # Border visible can be set. # Two types of Circle and Rectangle. # Use OnChange event 	<ul style="list-style-type: none"> <i>Height, Width</i> <i>ColorCheck, ColorBackground</i> <i>ThicknessCheck,</i> <i>ThicknessBorder</i> <i>BorderVisible</i> <i>ShapeType</i>

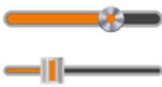
TRDColorSwitch		Property
	<ul style="list-style-type: none"> # The size of the switch can be freely resized. # On/Off switch and background colors can be set. # Two types of Circle and Rectangle. # Three types of Switch Mode # Use OnChange event 	<i>Width, Height</i> <i>ColorON, ColorOFF, ColorSwitch</i> <i>ShapeType</i> <i>SwitchMode</i>


TRDHorzProgress / TRDVertProgress		Property
	<ul style="list-style-type: none"> # Can be freely resized without restrictions. # Value Bar and background colors can be set. # Apply gradient and image to Value Bar # Setting splitter Interval and Visible. # Two types of Rectangle and Triangle. 	<i>Width, Height</i> <i>ColorFill, ColorRange</i> <i>Color.Kind</i> <i>SplitterDistance, SplitterVisible</i> <i>ShapeType</i>


TRDCircularProgress		Property
	<ul style="list-style-type: none"> # The thickness of the circle can be freely resized. # Value arc and background colors can be set. # Text font and size settings. # Value ranges from 0 to 100(%) # Check icon is displayed when value is 100. 	<i>Thickness</i> <i>ColorValue, ColorBackground,</i> <i>ColorRange</i> <i>TextFont</i>


TRDAngularGauge		Property
	<ul style="list-style-type: none"> # The thickness of the arc can be freely resized. # Angle setting range of arc is freely set between 20 ~ 360 degrees. # Value arc and background colors can be set. # Needle color and visible can be set. # Text font and size and visible settings. # Min/Max range of value 	<i>Thickness,</i> <i>RangeAngle</i> <i>ColorValue, ColorBackground,</i> <i>ColorRange</i> <i>ColorNeedle, NeedleVisible</i> <i>TextFont, TextVisible</i> <i>ValueMin, ValueMax</i>


TRDRotaryKnob		Property
	<ul style="list-style-type: none"> # The size of the circle can be freely resized. # Division and background colors can be set. # Division base and round colors can be set. # Rotated by the division angle. # Value ranges from 0 to 100(%) # Two knob types of silver and black. # Use OnChange event 	<i>Height, Width ColorDivision, ColorBackground ColorDivisionBase, ColorRound Division Value KnobTyp</i>


TRDHorzSlideBar / TRDVertSliderBar		Property
	<ul style="list-style-type: none"> # Slide and range colors can be set. # Three types of thickness. # Three types of knob. # Set movement range by frequency # Read only can be set. # Use OnChange event 	<i>ColorValue, ColorRange. ThicknessType KnobType Frequency IsReadOnl</i>


TRDDigitalFont		Property
	<ul style="list-style-type: none"> # Display alphabet letters, numbers and special characters (A~Z, 0~9, - % ; : . ,) # Margin can be set. # Font and background colors can be set. 	<i>DigitalChar MarginRate ColorFont, ColorBackground</i>


TRDDigitalNumber		Property
	<ul style="list-style-type: none"> # Display numbers and special characters (0~9, - : .) # Font and background colors can be set. 	<i>Number ColorNumber, ColorBackground</i>


TRDStarRating		Property
	<ul style="list-style-type: none"> # The size can be freely resized. # Star colors can be set. # Value ranges from 0 to 5 # Use OnStarChange event 	<i>Height, Width ColorStar Value</i>


TRDToastMessage		<i>Property</i>
	<p># Drop this component on the Main Form of your app. (The parent of this component must be the TForm.)</p> <ul style="list-style-type: none"> # Automatically scaled to fit the screen size. # Text color and background colors can be set. # Shadow visible can be set. <p># Use ShowToastMessage(Msg:string; ShowTime:single = 3.0; MarginBottom:single = 100); # If the ShowTime and MarginBottom parameters are omitted, the default values of 3 seconds and 100 are used.</p> <p># Use CloseToast() : Immediately close regardless of the ShowTime value</p>	<p><i>ColorMessage, ColorBackground Shadow</i></p>


TRDPopupDialog		<i>Property</i>
	<p># Drop this component on the Main Form of your app. (The parent of this component must be the TForm.)</p> <ul style="list-style-type: none"> # Automatically scaled to fit the screen size. # Message and background colors can be set. # Text button color can be set. # Shadow visible can be set. # Popup dialog background can be blurred in 3 steps. <p># Use ShowPopupDialog(Title, Msg:string; LeftTextButton:string = 'Cancel'; RightTextButton:string = 'Apply'); # If the LeftTextButton and RightTextButton parameters are omitted, the default string of 'Cancel' and 'Apply' are used.</p> <p># Use OnLeftTextButtonClick and OnRightTextButtonClick event</p>	<p><i>ColorMessage, ColorBackground ColorTextButton. Shadow BackgroundBlur</i></p>


TRDInputQueryBox		<i>Property</i>
	<p># Drop this component on the Main Form of your app. (The parent of this component must be the TForm.)</p> <ul style="list-style-type: none"> # Automatically scaled to fit the screen size. # Message and background colors can be set. # Text button color can be set. # Shadow visible can be set. # Popup dialog background can be blurred in 3 steps. # TEdit properties such as password and prompt can be used in Input Edit. <p># Use ShowQueryBox(InputLabel :string); # Use OnApplyButtonClick and OnCancelButtonClick event. # The string entered by the user is stored in InputString.</p>	<p><i>ColorMessage, ColorBackground ColorTextButton Shadow BackgroundBlur EditPassword, EditTextPrompt..etc.</i></p>

TRDMovingCaption		Property
	<p># Caption background and Text colors can be set. # Text font and size settings. # Enter the caption on Text # The caption moving speed can be set. # Repeat playback is possible. # Set IsStart to True for moving caption.</p>	<p><i>BackgroundColor, TextColor TextFont Text Velocity. Loop IsStar</i></p>

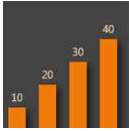
TRDNavigationButtons		Property
	<p># Add images in the right-click menu or double-click component. # Button icons automatically created by the number of selected images. # Button Text and background colors can be set. # Text of each button can be specified separately.</p> <p># Use OnImageButtonClick event. # Click Button number is stored in ClickIndex.</p>	<p><i>ColorButtonText, ColorBackground ButtonText</i></p> <p><i>ClickIndex</i></p>


TRDNavigationSlider		Property
	<p># Add images in the right-click menu or double-click component. # Button icons automatically created by the number of selected images. # Button Text and background colors can be set. # Text of each button can be specified separately. # Button text visible can be set. # Background opacity can be set. # Circle button color can be set.</p> <p># Use OnImageButtonClick event. # Click Button number is stored in ClickIndex</p>	<p><i>ColorButtonText, ColorBackground ButtonText TextVisible BackgroundOpacity ColorShowCircle</i></p>


TRDButtonSet		Property
	<p># Buttons automatically created by the input number of button. # Button space can be set. # Text and Button colors can be set. # Text of each button can be specified separately. # Round of left and right buttons on both ends can be set. # The size can be freely resized. # Text font and size settings.</p> <p># Use OnButtonSetClick event. # Click Button number is stored in ClickIndex</p>	<p><i>ButtonNo ButtonSpace ColorButton, ColorButtonText ButtonText IsRounded Width, Height TextFont</i></p>

TRDToggleButtons		<i>Property</i>
	<p># Buttons automatically created by the input number of button. # Text of each button can be specified separately. # Text and Button colors can be set. # Top Line color of on/off can be set.</p> <p># The size can be freely resized. # Text font and size settings.</p> <p># Use OnButtonSetClick event. # Click Button number is stored in ClickIndex</p>	<p><i>ButtonNo</i> <i>ButtonText</i> <i>ColorButton, ColorButtonText</i> <i>ColorTopLineOn,</i> <i>ColorTopLineOff</i> <i>Width, Height</i> <i>TextFont</i></p>

Rapid Design Chart

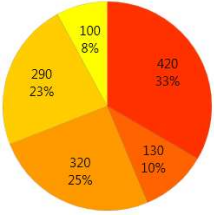
TRDChartBarVert		Property
	<ul style="list-style-type: none"> # The graph spacing is automatically set according to the number of data. # Graph maximum range can be specified. # Graph start position(x,y) can be set. # Bar width and color can be set. # Bar shadow can be set. # The background may be selected as color or gradient or image. # Background opacity can be used to create multiple chart layers. # Background stroke can be set. # Text color, font and visible can be set. 	<ul style="list-style-type: none"> <i>Lines</i> <i>MaxHeight</i> <i>StartX, StartY</i> <i>BarWidth, BarColor</i> <i>Shadow</i> <i>BackgroundFill</i> <i>BackgroundOpacity</i> <i>BackgroundStroke</i> <i>TextColor, TextFont, TextVisible</i>

TRDChartBarHori		Property
	<ul style="list-style-type: none"> # The graph spacing is automatically set according to the number of data. # Graph maximum range can be specified. # Graph start position(x,y) can be set. # Bar width and color can be set. # Bar shadow can be set. # The background may be selected as color or gradient or image. # Background opacity can be used to create multiple chart layers. # Background stroke can be set. # Text color, font and visible can be set. 	<ul style="list-style-type: none"> <i>Lines</i> <i>MaxWidth</i> <i>StartX, StartY</i> <i>BarWidth, BarColor</i> <i>Shadow</i> <i>BackgroundFill</i> <i>BackgroundOpacity</i> <i>BackgroundStroke</i> <i>TextColor, TextFont, TextVisible</i>

TRDChartLine		Property
	<ul style="list-style-type: none"> # The graph spacing is automatically set according to the number of data. # Graph maximum range can be specified. # Graph start position(x,y) can be set. # Line thickness and color can be set. # Line shadow can be set. # Circle color and diameter settings. # Circle range width setting. # The background may be selected as color or gradient or image. # Background opacity can be used to create multiple chart layers. # Background stroke can be set. # Text color, font and visible can be set. 	<ul style="list-style-type: none"> <i>Lines</i> <i>MaxHeight</i> <i>StartX, StartY</i> <i>LineThickness, LineColor</i> <i>Shadow</i> <i>CircleColor, CircleDiameter</i> <i>RangeWidth</i> <i>BackgroundFill</i> <i>BackgroundOpacity</i> <i>BackgroundStroke</i> <i>TextColor, TextFont, TextVisible</i>

TRDChartPie

Property



- # Chart color is automatically set according to the number of data.
(There are seven kinds of color.)
- # Three types of text items can be selectable.
(Value, Comment, Percentage(%))
- # Data and comments are separated by '#'.
ex) 100#Comment
- # Text color and font can be set.
- # Chart shadow setting.





ColorType

TextItems

Lines

*TextColor, TextFont
Shadow*

Rapid Design LAB

TRDLCircleGauge		Property
	# Gauge panel image can be selected with image file. # Gauge needle image can be selected with image file. # Text label can be set. # Text color and font can be set. # Text y position margin from bottom. # Rotation angle of needle.	<i>BitmapPanel</i> <i>BitmapNeedle</i> <i>TextLabel</i> <i>TextFont, TextColor</i> <i>TextBottomMargin</i> <i>ValueAngle</i>
TRDLPolygon		Property
	# Polygon color. # Polygon vertices.(3~12)	<i>ColorFill</i> <i>PolygonType</i>
TRDLSilverSwitch		Property
	# The size of the switch can be freely resized. # On switch and background colors can be set. # On/Off set. # Use OnChange event	<i>ColorOn, ColorOFF</i> <i>IsChecked</i>
TRDLAnalogClock		Property
	# Clock image can be selected with image file. # Hour hand image can be selected with image file. # Minute hand image can be selected with image file. # Second hand image can be selected with image file.	<i>BitmapClock</i> <i>BitmapHour</i> <i>BitmapMinute</i> <i>BitmapSecond</i>