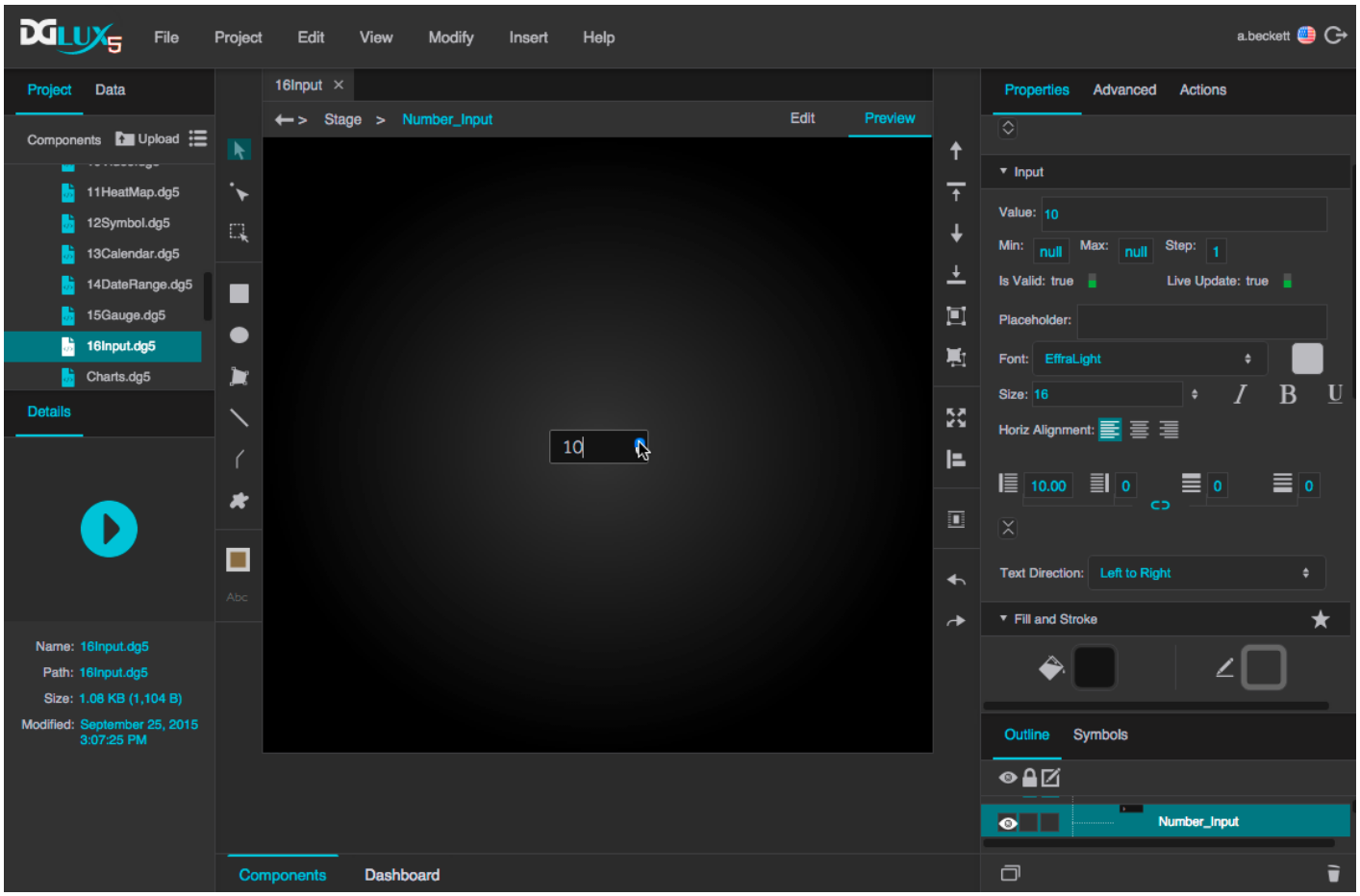
Number Input

The number input component accepts a floating-point number.

To use this component, first you insert it by selecting **Insert** > **Form** > **Number Input**. Then, you configure style and behavior using properties.

For more information about using input components, see Designing Input Components.

For a detailed reference of properties that affect input components, see Common Properties and Input Component Properties.



A number input component in DGLux5

Previous: Color Input

Next: Range Input

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