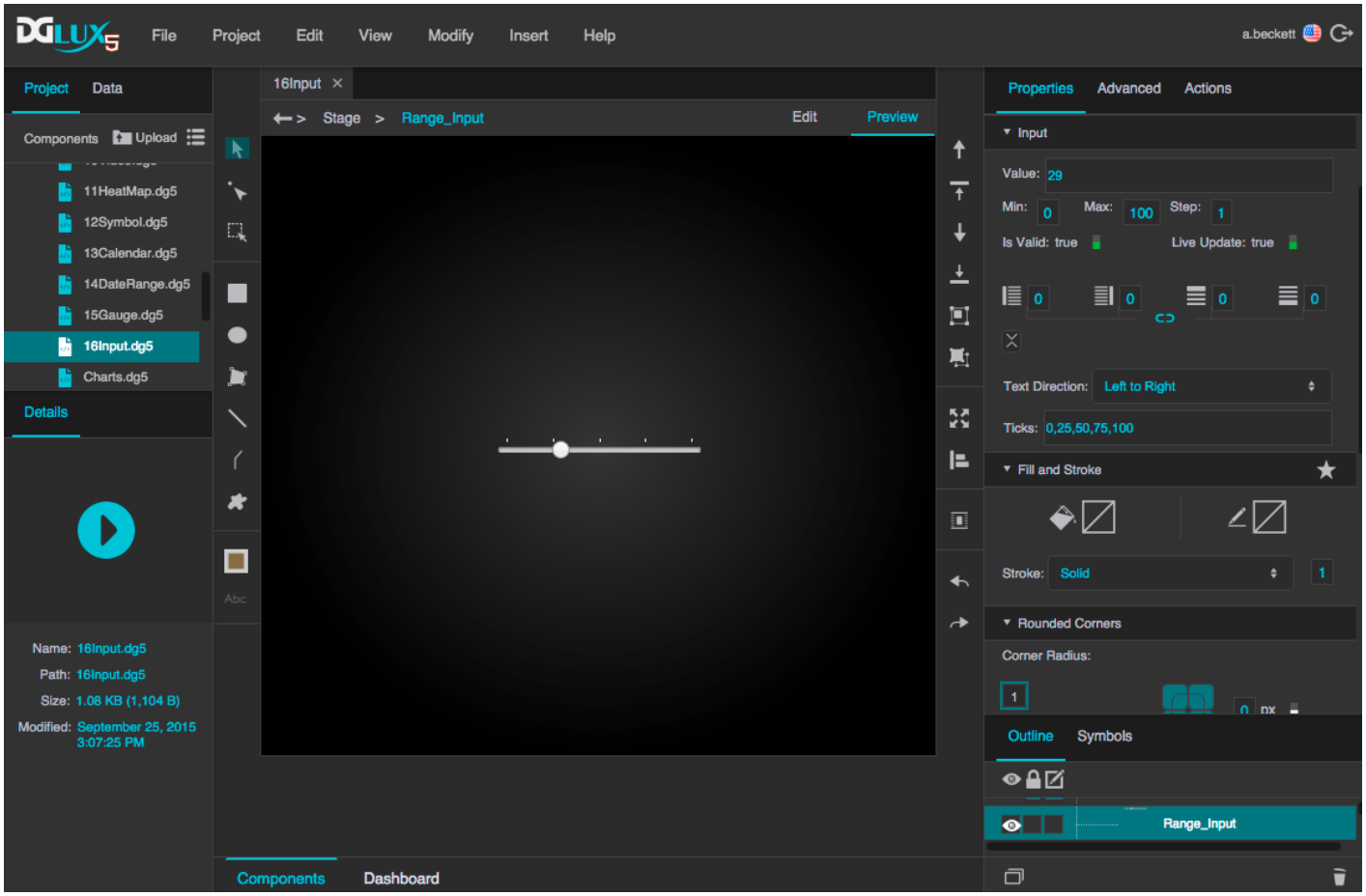
Range Input

The range input component allows the user to specify an approximate number in a range, for when the exact value is not important.

To use this component, first you insert it by selecting **Insert** > **Form** > **Range 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 range input component in DGLux5

Previous: Number Input

Next: File Input

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