

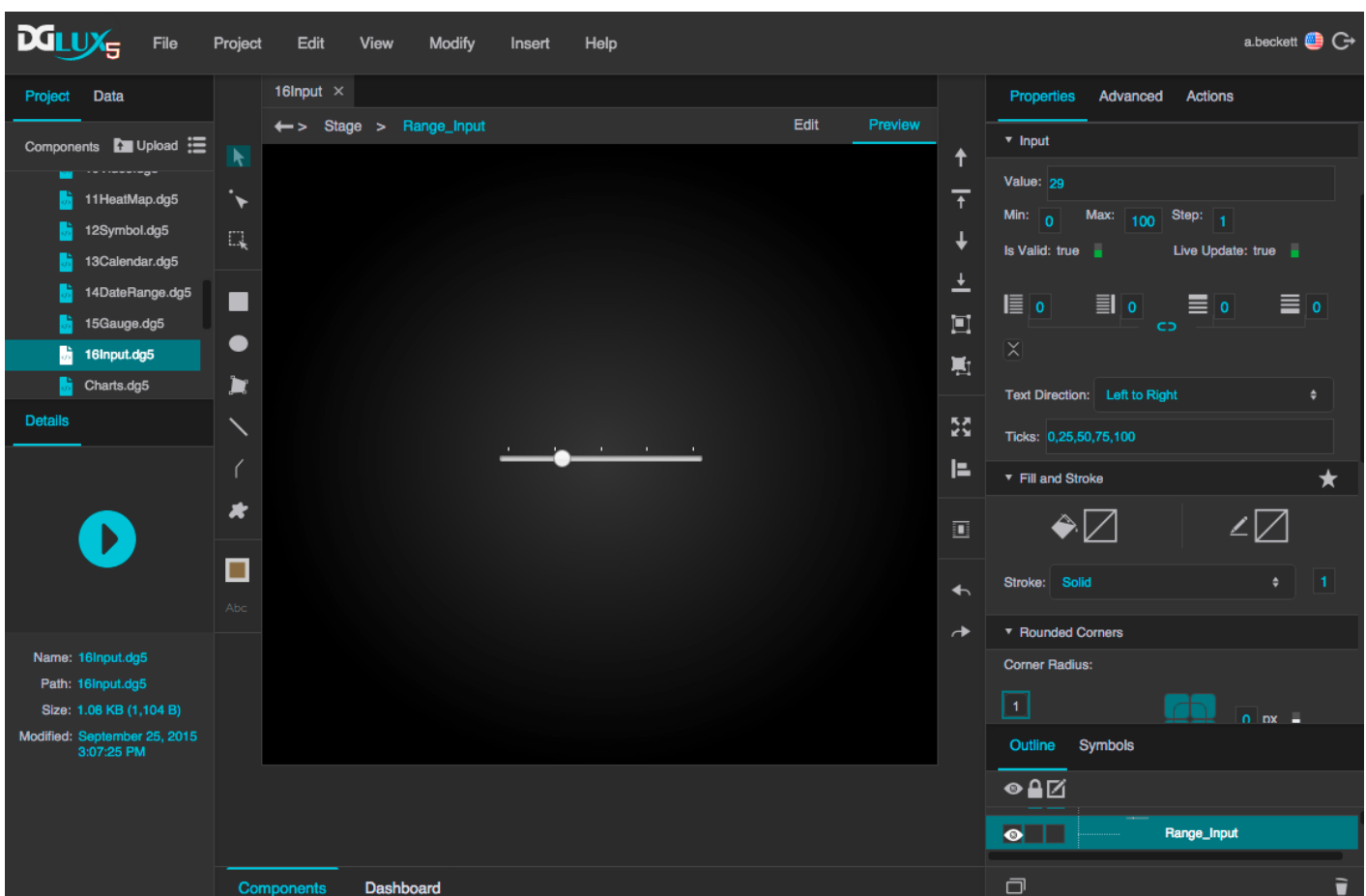
Range Input

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

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