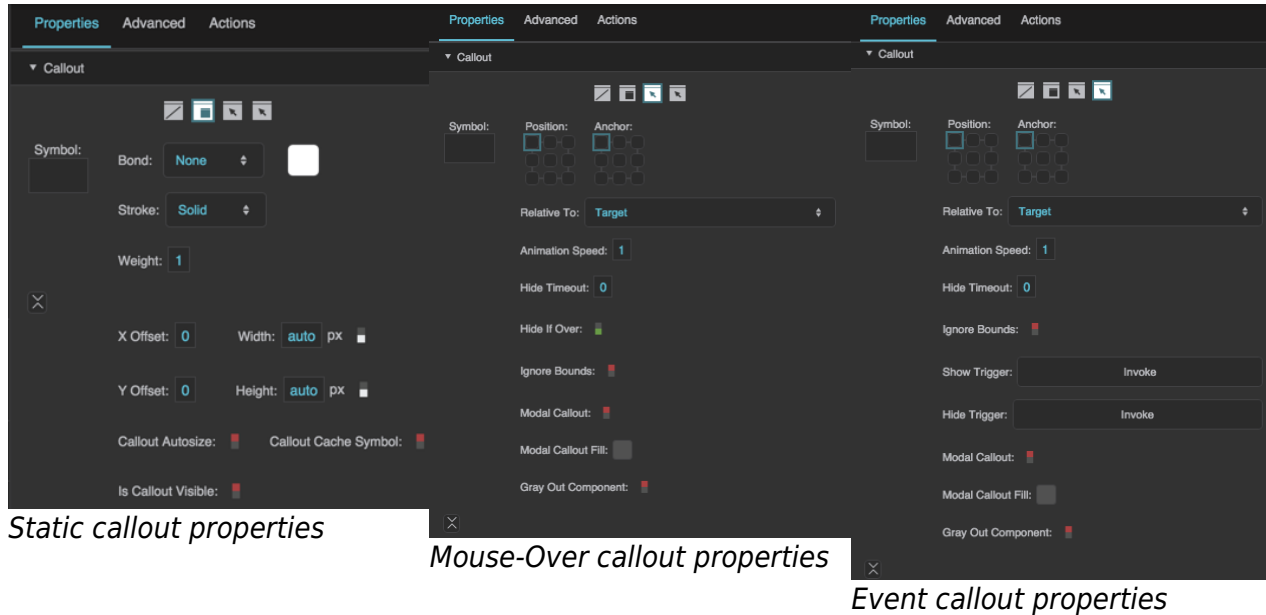


Callout Properties

These properties control the content, position, and behavior of the element's [callout](#).



Click to display/hide all elements

Callout Type

Defines when this element's callout is visible.

None

This element has no callout.

Static

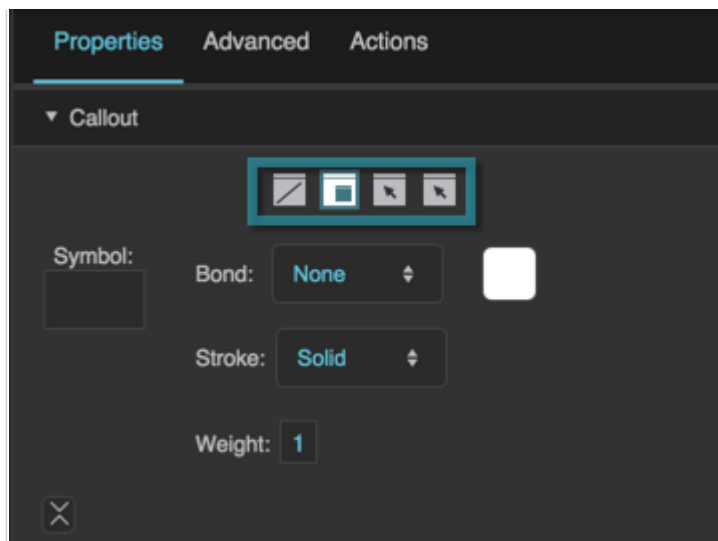
This element's callout is always visible.

Mouse-Over

This element's callout is visible only when the user mouses over the element. Only works if this element's Mouse Enabled property is set to TRUE.

Events

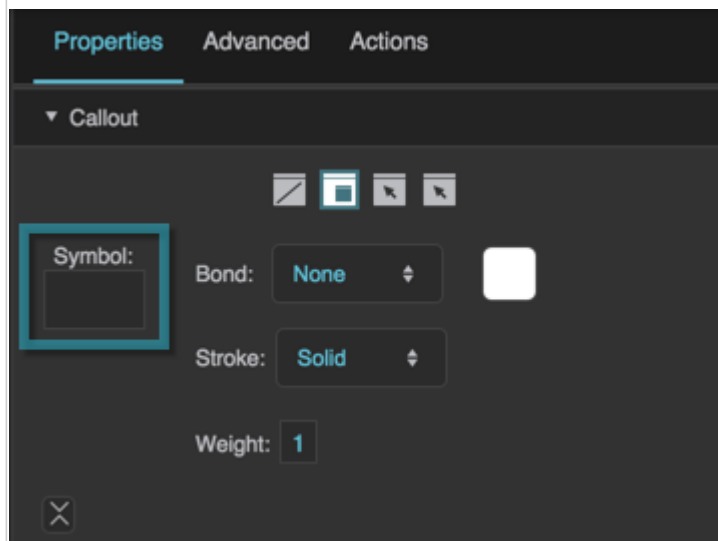
This element's callout is visible only when certain events occur. To configure an event for the callout, you can bind properties, events, or action triggers to the callout's Show and Hide triggers. Mouse events only work if this element's Mouse Enabled property is set to TRUE.



The Callout Type property

Symbol

Specifies the symbol to use for this callout. If the symbol is in this project, enter the name of the symbol. To use a symbol from another project in your library, enter the full path to that symbol.



The Symbol property

Callout Bond

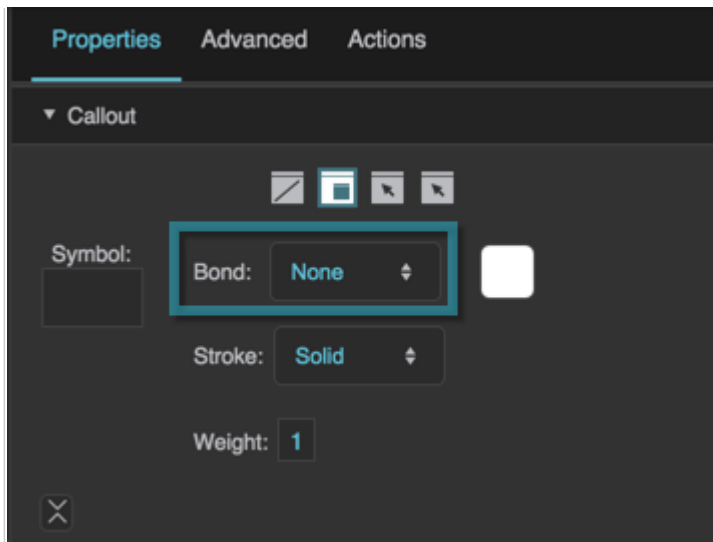
Specifies the shape of the stroke that connects this callout to its target.

Line

A straight line segment.

Curve

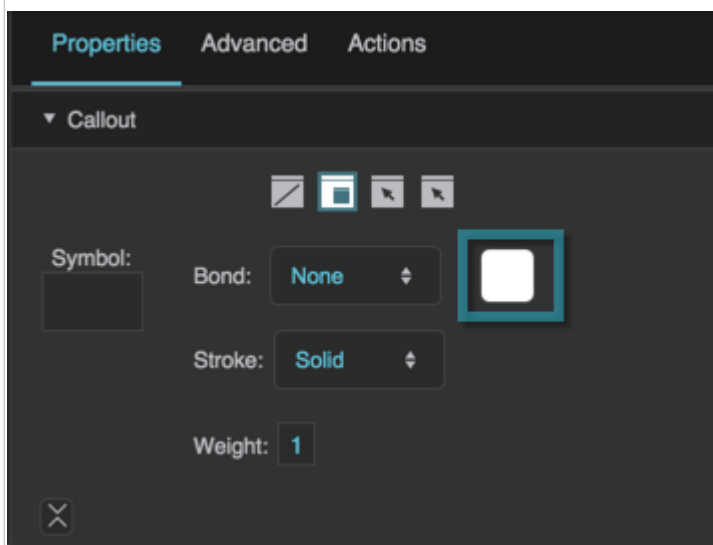
An S-shaped stroke.



The Callout Bond property

Callout Bond Stroke Color

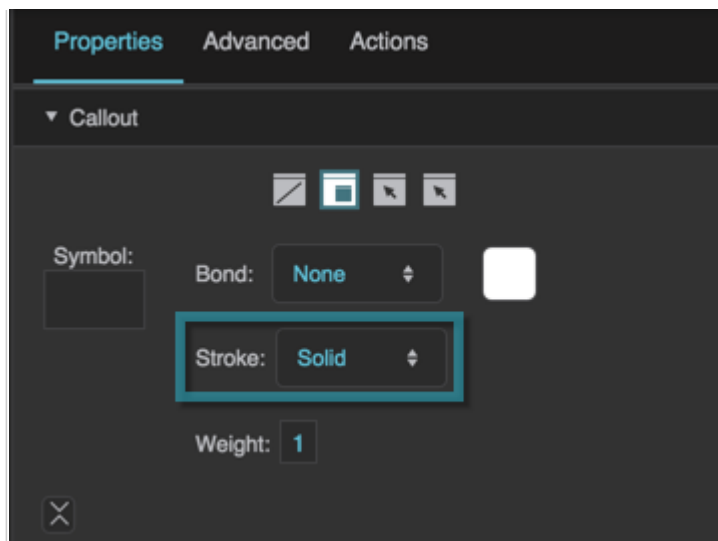
Defines the stroke color of this static callout's bond.



The Callout Bond Stroke Color property

Callout Bond Stroke Style

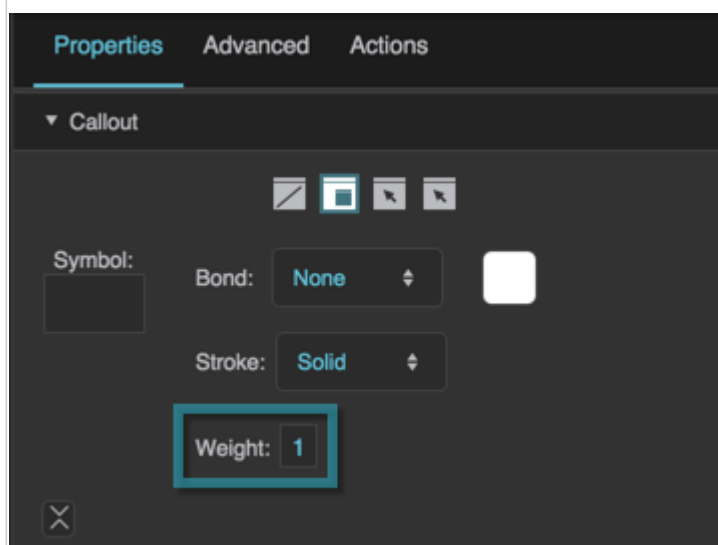
Defines the stroke style for this static callout's bond.



The Callout Bond Stroke Style property

Callout Bond Stroke Weight

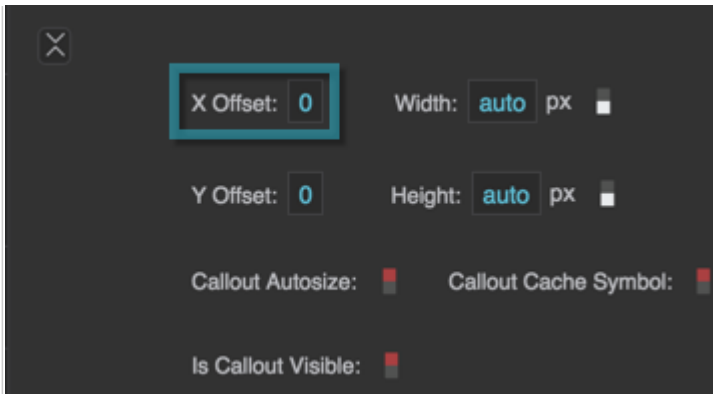
Defines the stroke weight of this static callout's bond.



The Callout Bond Stroke Weight property

Callout X Offset

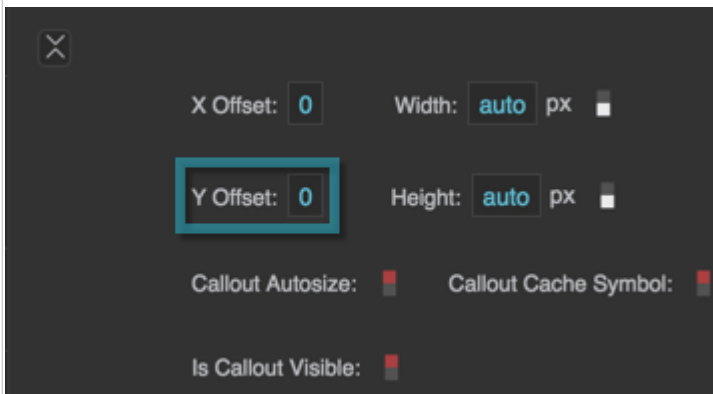
Defines the horizontal distance from the left edge of this callout to the left edge of its target. You cannot manually set the X Offset if the position of the callout is set as relative.



The Callout X Offset property

Callout Y Offset

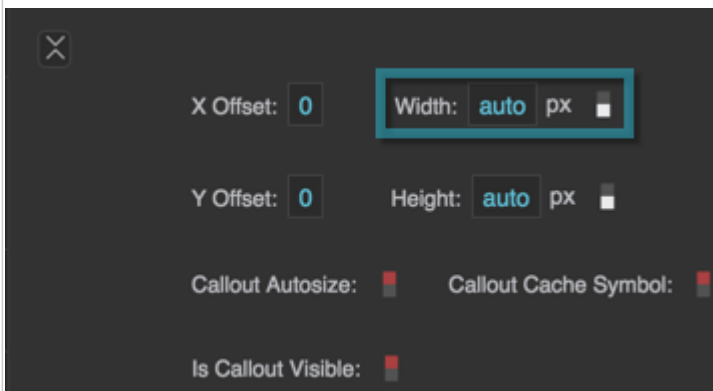
Defines the vertical distance from the top edge of this callout to the top edge of its target. You cannot manually set the Y Offset if the position of the callout is set as relative.



The Callout Y Offset property

Callout Width

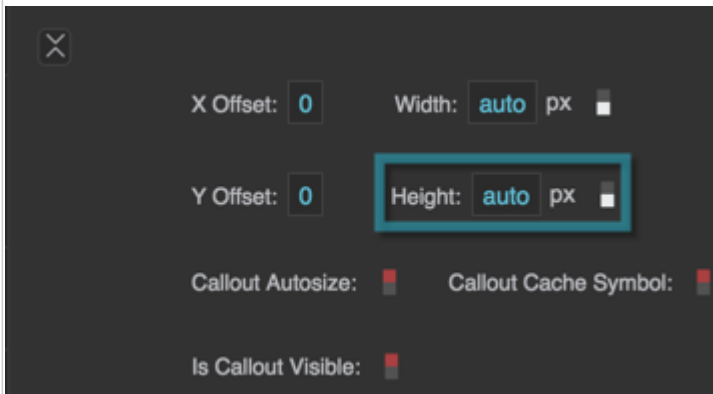
Defines the width of this callout, as a pixel value or a percentage of the width of the page. A value of Auto is intended for use only if the Callout Autosize property is enabled.



The Callout Width property

Callout Height

Defines the height of this callout, as a pixel value or a percentage of the height of the page. A value of Auto is intended for use only if the Callout Autosize property is enabled.



The Callout Height property

Callout Autosize

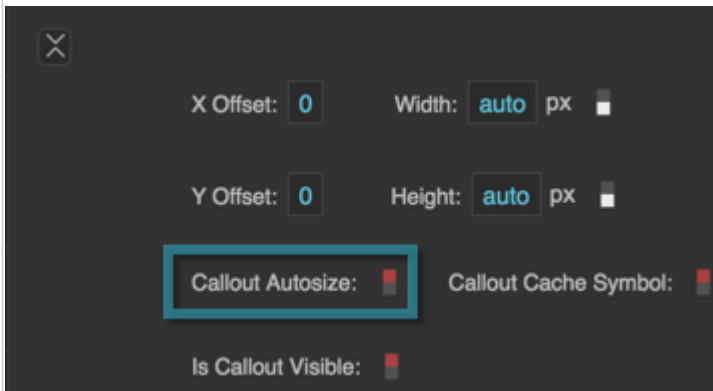
Determines the sizing relationship between this callout and its symbol.

TRUE

This callout follows the size of the symbol. Only works properly when the callout's width and height are Auto, and the symbol size is in pixels.

FALSE

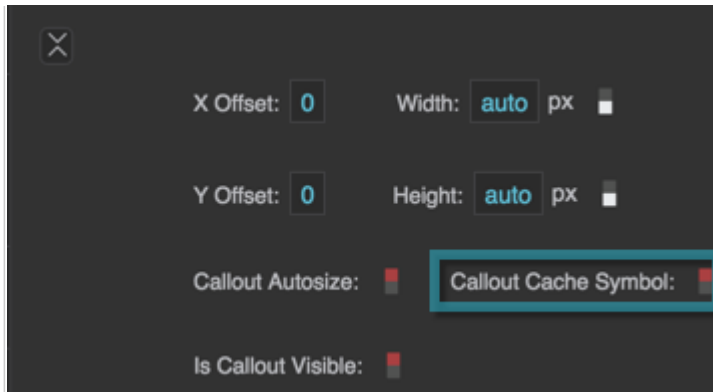
The content follows the size of this callout. Only works properly when the callout's width and height are not Auto.



The Callout Autosize property

Callout Cache Symbol

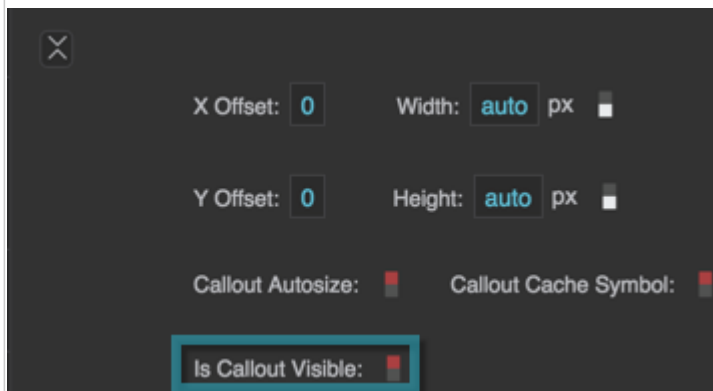
Specifies whether to cache the callout symbol after it has been loaded the first time.



The Callout Cache Symbol property

Is Callout Visible

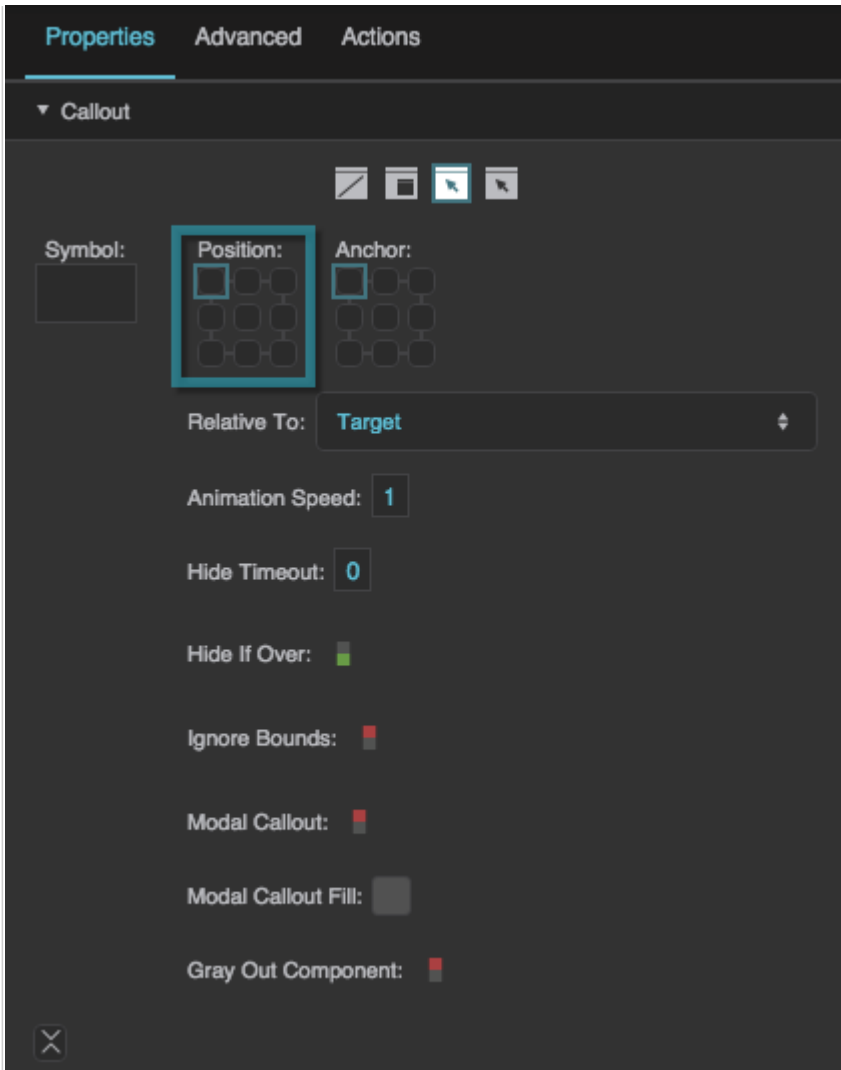
Returns whether the callout is currently visible. For example, a mouse-over callout is visible only when the user mouses over the component. This is a read-only property, so changing it manually does nothing.



The Is Callout Visible property

Position

Two points determine where a callout is placed: the Callout Position and the Callout Anchor. The Callout Position is a point on the target object or the page. The Callout Anchor is a point on the callout itself. The callout is placed such that the two points join.

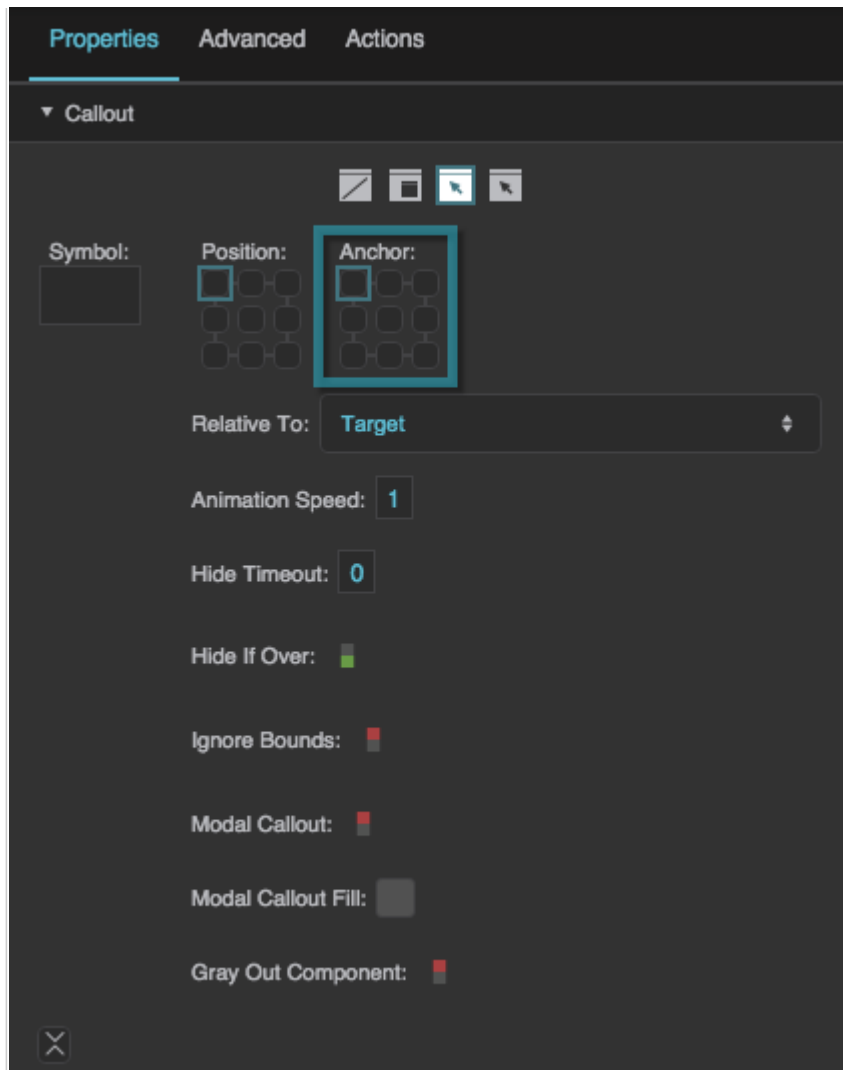


The Position property

Anchor

Two points determine where a callout is placed: the Callout Position and the Callout Anchor. The Callout Position is a point on the target object or the page. The Callout Anchor is a point on the callout itself. The callout is placed such that the two points join.

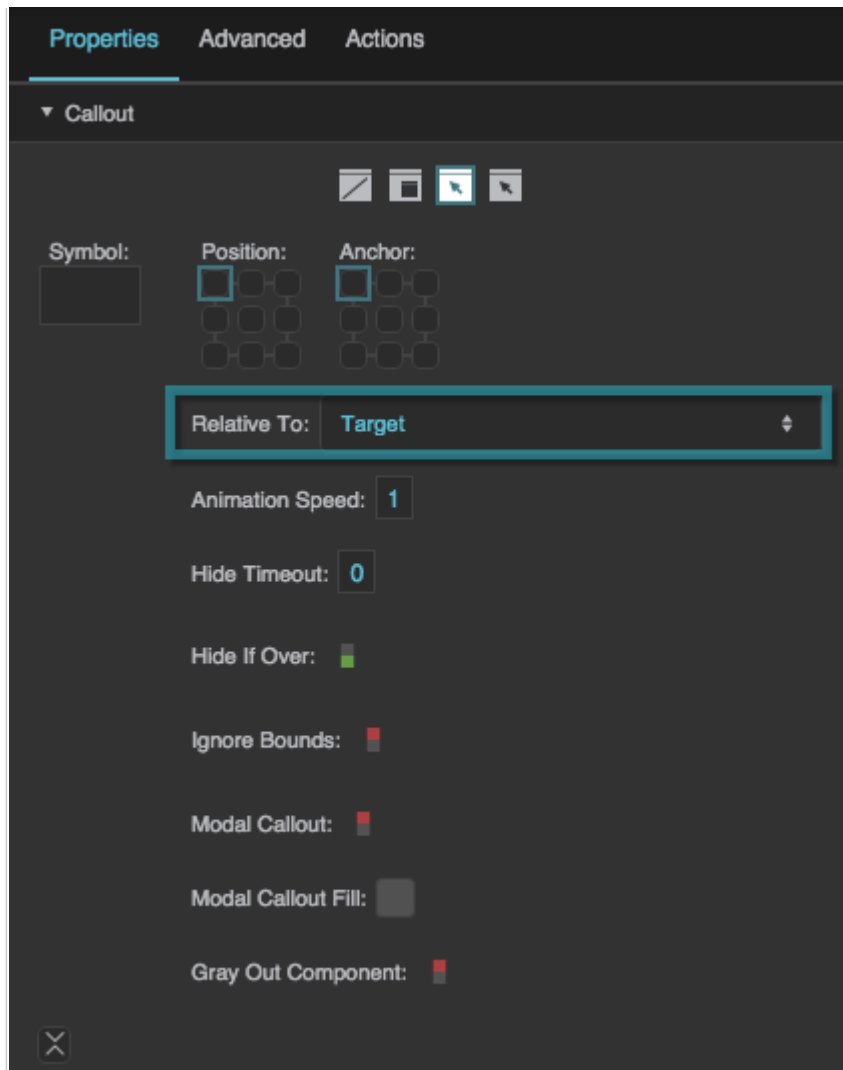
Two points determine where a callout is placed: the Callout Position and the Callout Anchor. The Callout Position is a point on the target object or the page. The Callout Anchor is a point on the callout itself. The callout is placed such that the two points join.



The Anchor property

Relative To

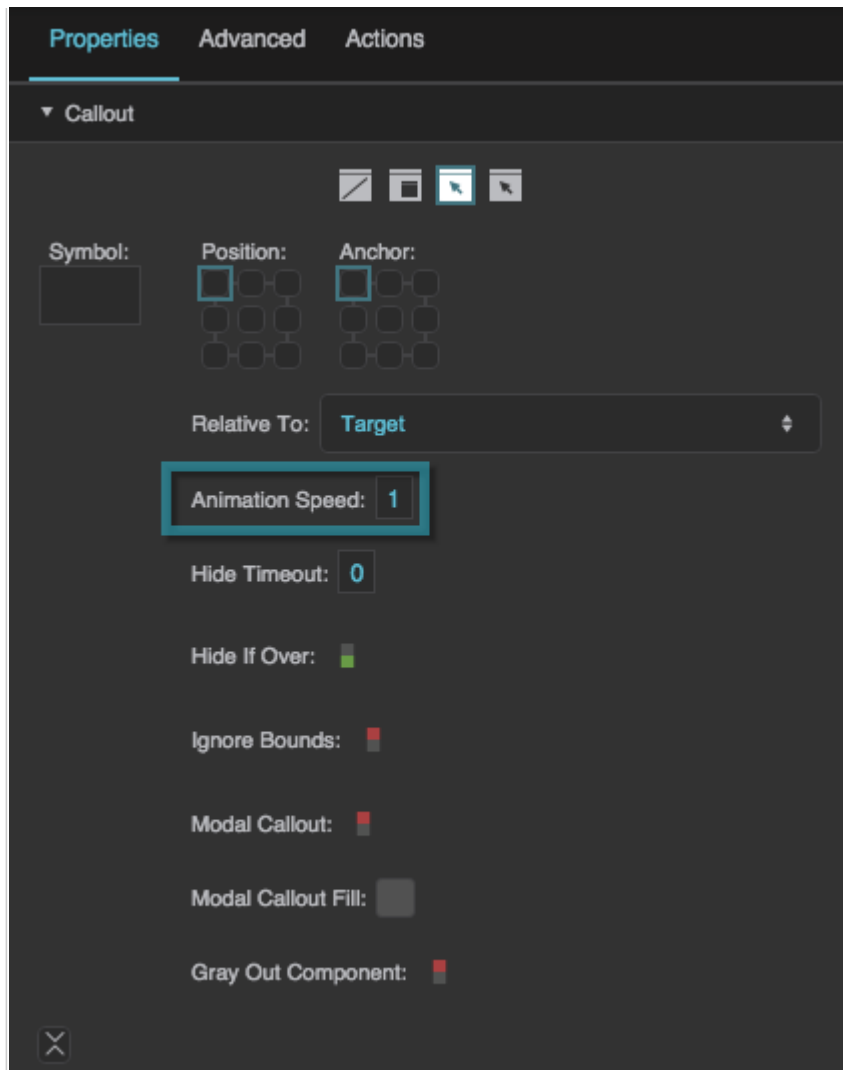
Specifies whether the callout's Position property, or X Offset and Y Offset properties, are relative to the callout's target component or to the page.



The Relative To property

Animation Speed

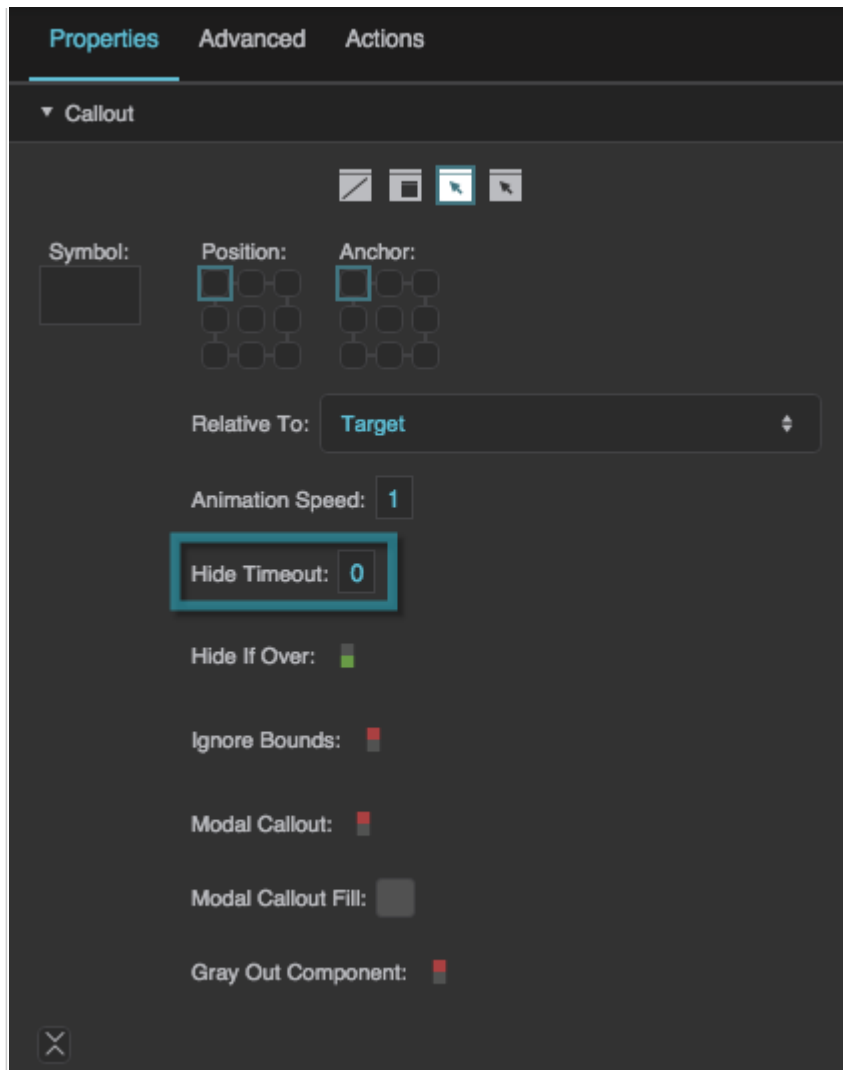
Defines the duration of the callout display animation in seconds.



The Animation Speed property

Hide Timeout

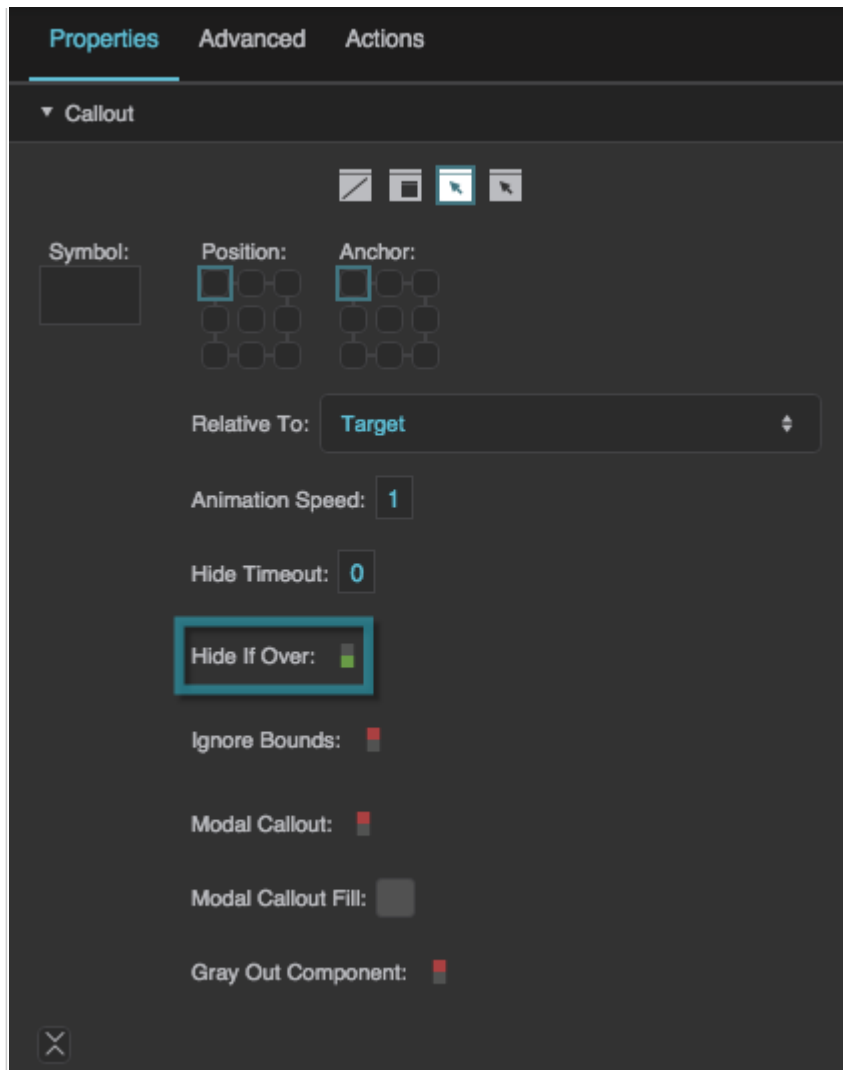
Defines the time, in seconds, that a mouse-over callout or event callout is displayed before it automatically fades out. A value of zero means that the callout will not fade based on timeout.



The Hide Timeout property

Hide If Over

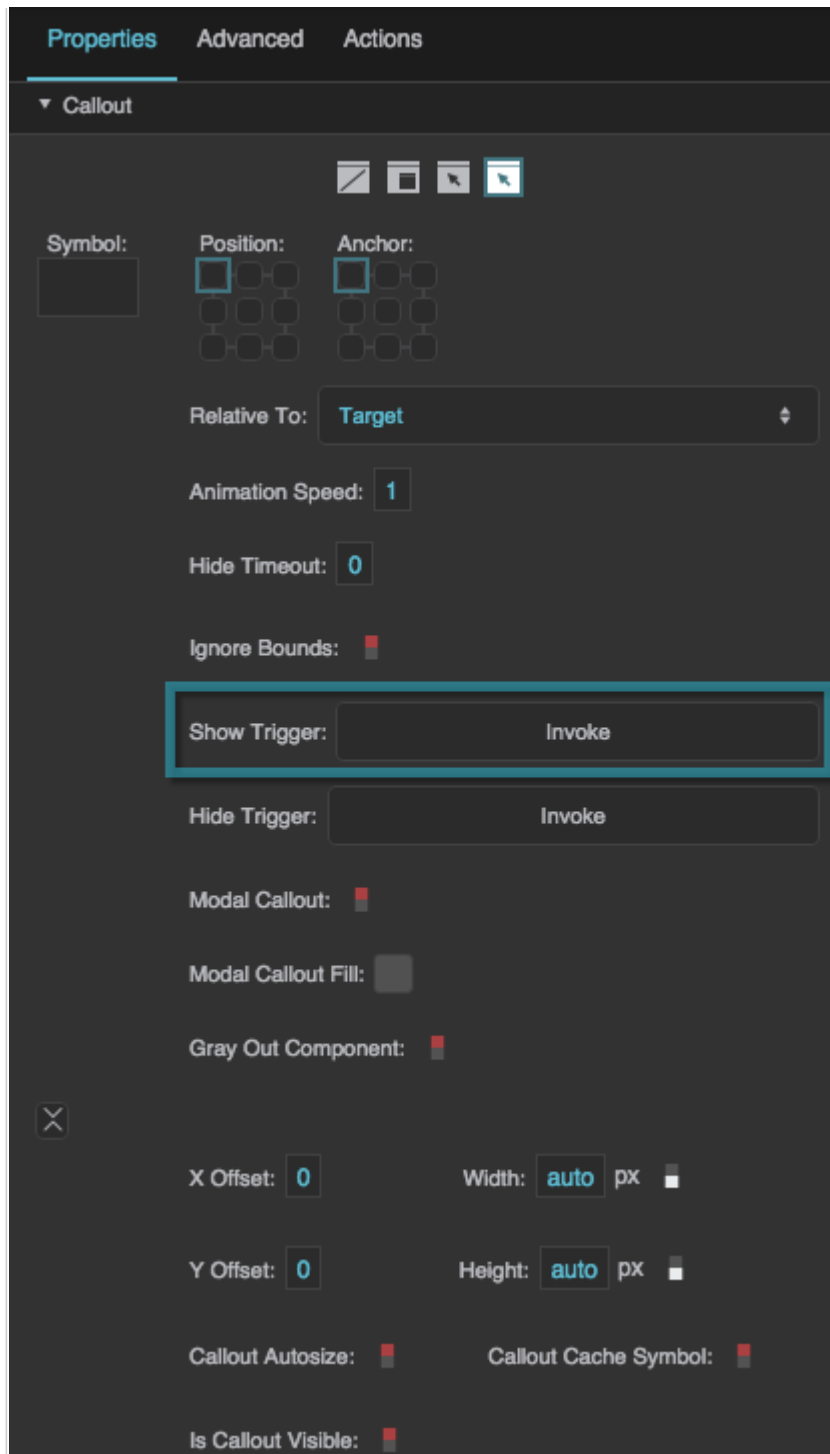
Determines whether mousing over the callout causes it to disappear.



The Hide If Over property

Show Callout

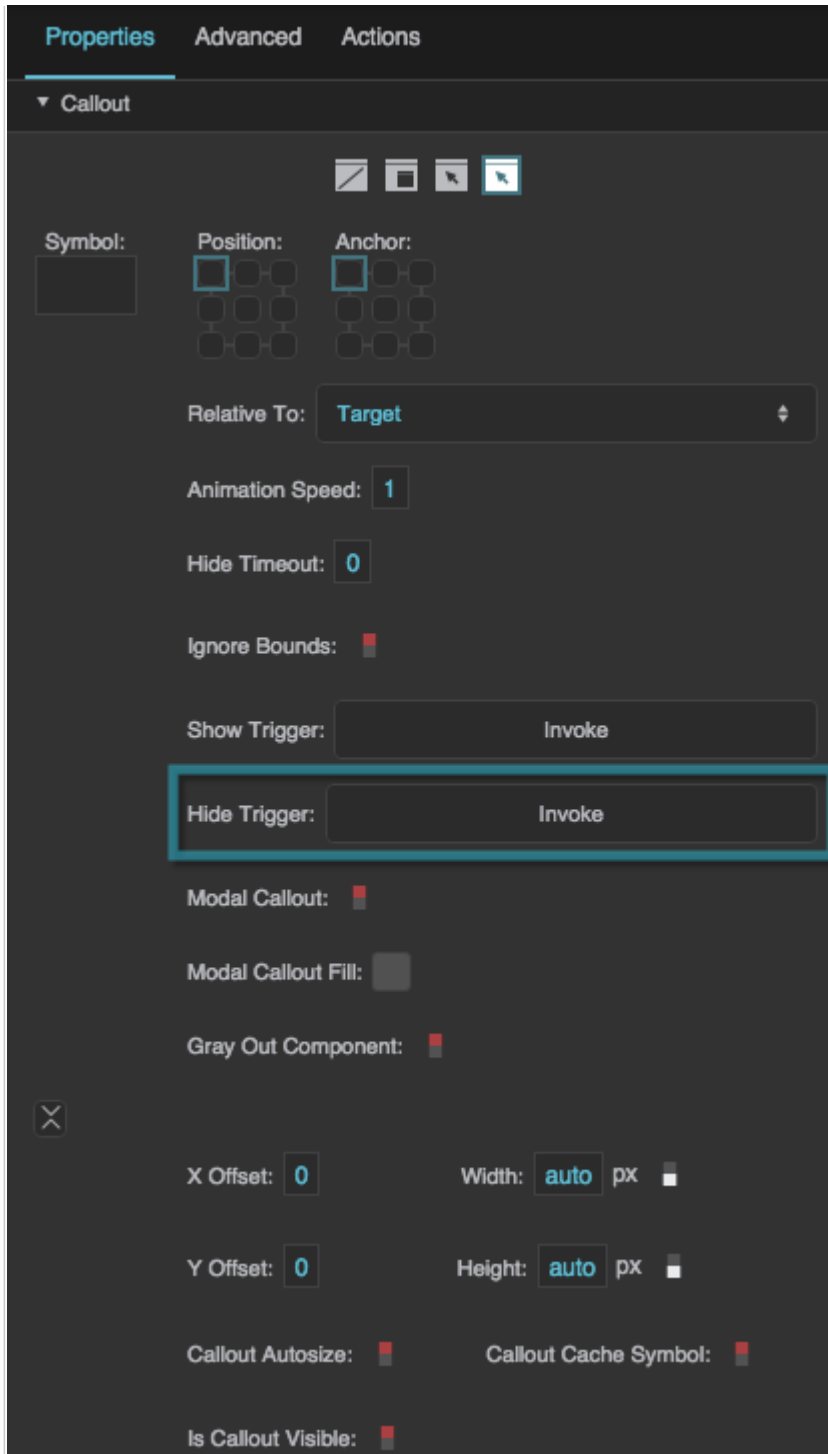
Shows the callout. You can bind data or properties to this button, or click it as part of a recorded action.



The Show Callout property

Hide Callout

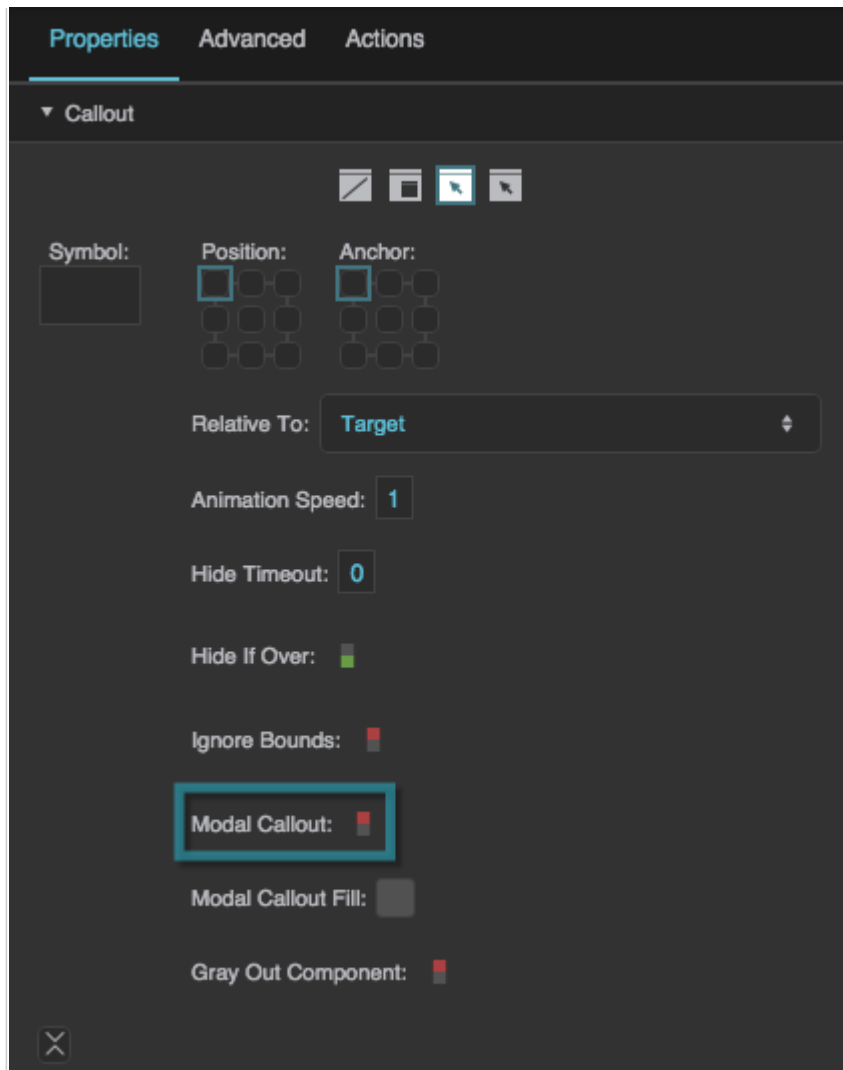
Hides the callout. You can bind data or properties to this button, or click it as part of a recorded action.



The Hide Callout property

Modal Callout

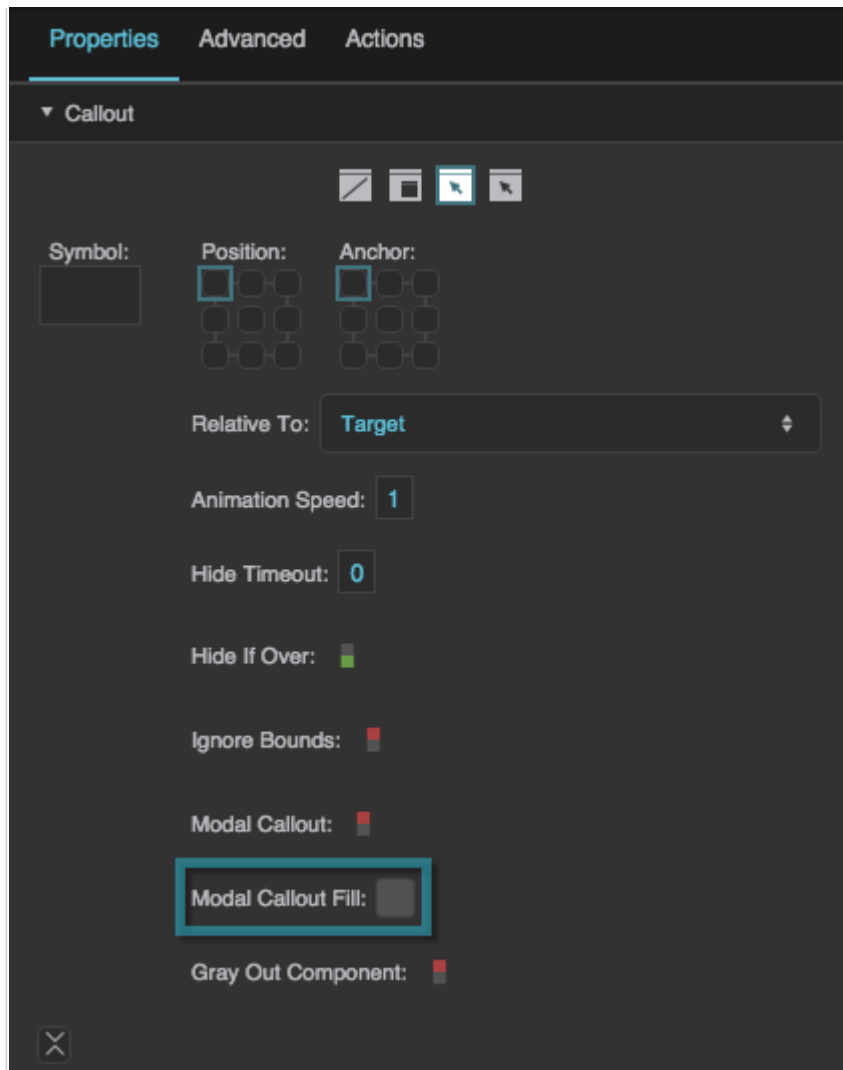
Determines whether the callout for this element is modal. When a modal callout is displayed, other elements in the view become faded and inactive. If the Gray Out Component property is TRUE, then the callout's target becomes faded and inactive along with other elements.



The Modal Callout property

Modal Callout Fill

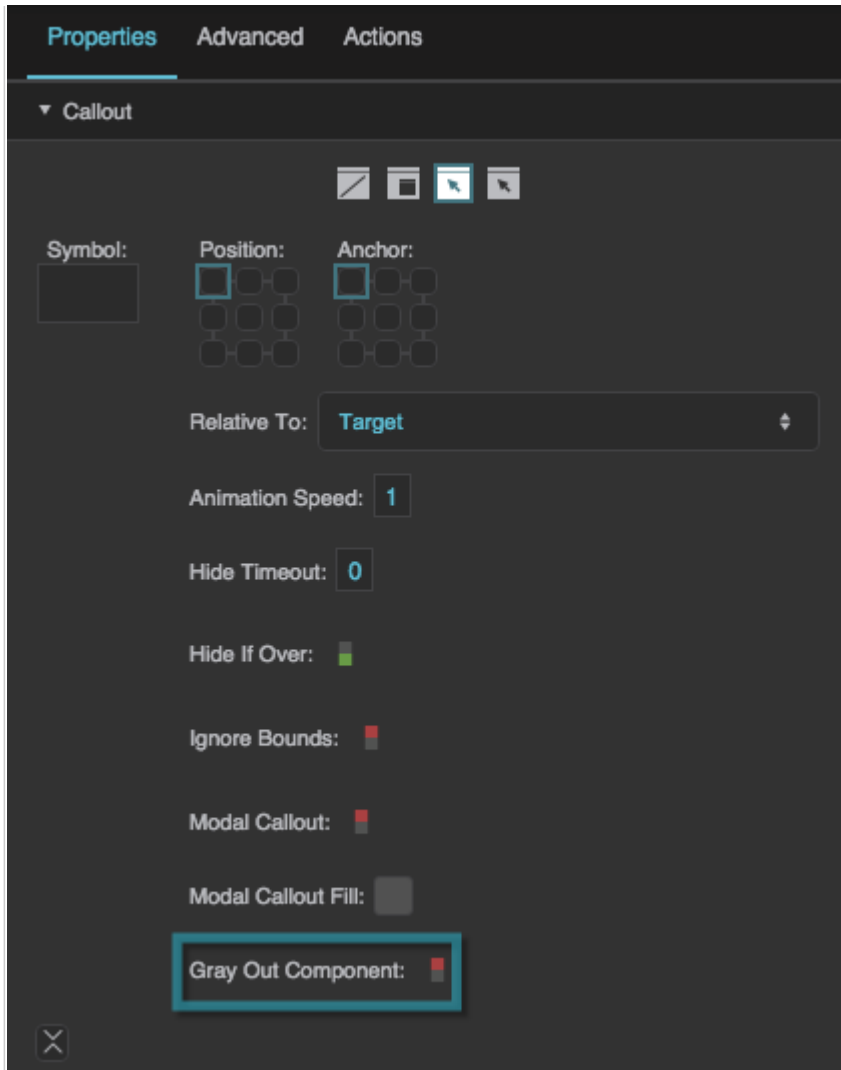
Specifies the background color that appears when a modal callout is visible.



The Modal Callout Fill property

Gray Out Component

Specifies whether the callout's target becomes inactive and faded when the modal callout is displayed.



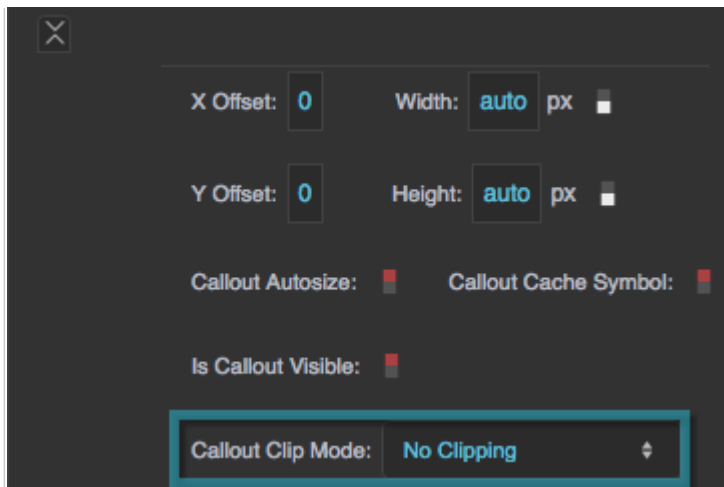
The Gray Out Component property

Callout Clip Mode

Causes a callout to be clipped by the boundary of either the parent page or the callout target's parent group. The value of the **Callout Clip Mode** property can be one of the following:

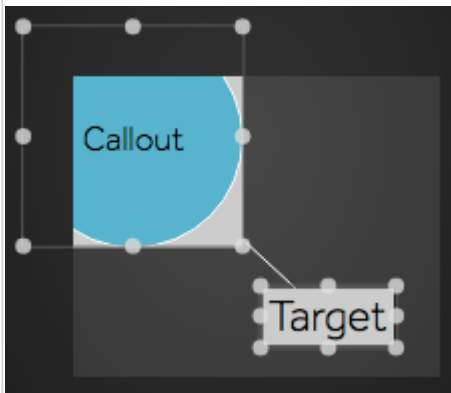
- **No Clipping:** The callout is not clipped. It can exist beyond the bounds of the group or page.
- **Clip by Page:** The callout is clipped by the target's parent page. This is useful if you are using [Page Include](#) components and do not want any callout content to exist beyond the bounds of the Page Include component.
- **Clip by Parent:** The callout is clipped by the target's parent group. This is useful if you do not want any callout content to exist beyond the bounds of the group.

By default, the value is **No Clipping**.



The Callout Clip Mode property

The following image demonstrates a clipped callout. In this example, the **Callout Clip Mode** property of the text component is set as **Clip By Parent**. Therefore, the bounds of the group clip the callout.



[Previous: Transform Properties](#)

[Next: Group and Stage Properties](#)

From:
<https://wiki.dglogik.com/> - **DGLogik**

Permanent link:
https://wiki.dglogik.com/dglux5_wiki:widgets_and_property_inspector:property_inspector:allcomponents:callout

Last update: **2021/09/20 15:03**

