**Properties of widgets available from the skin**  
  
In the description of the skin, you can specify some properties that are immediately assigned to a widget when creating a widget with this skin package. Properties inherited wood types. Ie if Button (Button) inherited from the widget (Widget) all widget properties can be specified in the skin that is assigned to the button. In describing the properties of a particular type of widget will indicate what types of properties are inherited. So, consider the format specifying properties in the skin:

<?xml version="1.0" encoding="UTF-8"?>

<MyGUI type="Resource" version="1.1">

<Resource type="ResourceSkin" name="Name">

<!-- properties specified in the skin, such properties can be several -->

<Property key="PropertyName1" value="PropertyValue1"/>

<Property key="PropertyName2" value="PropertyValue2"/>

</Resource>

</MyGUI>

Property specified in the node «Property». The property name is specified in the attribute «key» value of the property specified in the attribute «value». Example:

<?xml version="1.0" encoding="UTF-8"?>

<MyGUI type="Resource" version="1.1">

<Resource type="ResourceSkin" name="Name">

<!-- when creating a widget with this skinned it will be invisible -->

<Property key="Visible" value="false"/>

</Resource>

</MyGUI>

The following are lists of names of properties for the type of widget. In parentheses are the types of properties. Just specify the properties of what types of widgets are inherited.

**Button**

Inherits the properties:

1. StaticText
2. Widget

Properties:  
1. ButtonPressed - (Bool) button is pressed. Equivalent property StateCheck  
2. StateCheck - (Bool) flag be in the marked state. Equivalent property ButtonPressed  
3. ModeImage - (Bool) to display their wealth button uses image StaticImage.

**Canvas**

Inherits the properties:

1. Widget

**ComboBox**

Inherits the properties:

1. Edit
2. StaticText
3. Widget

Properties:  
1. HeightList - (Int) The maximum height of the drop-down list.  
2. ListSmootShow - (Bool) Fading in and out of the list.

**DDContainer**

Inherits the properties:

1. Widget

**Edit**

Inherits the properties:

1. StaticText
2. Widget

Properties:  
1. WordWrap - (Bool) Using the wrap text.  
2. InvertSelected - (Bool) Inverting color when selecting text.

**HScroll**

Inherits the properties:

1. VScroll
2. Widget

**ItemBox**

Inherits the properties:

1. DDContainer
2. Widget

Properties:  
1. AlignVert - (Bool) Vertical or horizontal layout aytemov.  
2. DragLayer - (String) Name lifelines used to drag aytemov.

**List**

Inherits the properties:  
1. Widget  
  
Properties:  
1. SkinLine - (String) Name Skin used to draw the line.  
2. HeightLine - (Int) Row Height.

**ListBox**

1. Inherits the properties:  
   1. ListCtrl  
   2. DDContainer  
   3. Widget  
     
   Properties:  
   1. SkinLine - (String) Name Skin used to draw the line.  
   2. HeightLine - (Int) Row Height.

**ListCtrl**

Inherits the properties:  
1. DDContainer  
2. Widget  
  
Properties:  
1. DragLayer - (String) Name lifelines used to drag aytemov.

**MenuBar**

Inherits the properties:

1. MenuCtrl
2. Widget

**MenuCtrl**

Inherits the properties:  
1. Widget  
  
Properties:  
1. SkinLine - (String) Name Skin used to draw the line.  
2. HeightLine - (Int) Row Height.  
3. SeparatorHeight - (Int) The height of the median.  
4. SeparatorSkin - (String) Name of the median for the skin.  
5. SubmenuImageSize - (IntSize) Image size indicator on the submenu.  
6. SubMenuSkin - (String) Name skins for submenus.  
7. SubMenuLayer - (String) Name lifelines on which you will create a submenu.  
8. AlignVert - (Bool) Vertical or horizontal layout aytemov.  
9. DistanceButton - (Int) The distance between aytemami.

**MenuItem**

Inherits the properties:

1. Button
2. StaticText
3. Widget

**Message**

Inherits the properties:  
1. Window  
2. Widget  
  
Properties:  
1. ButtonSkin - (String) Name skin used to create buttons.  
2. ButtonType - (String) name, such as buttons (you can not only create a button).  
3. ButtonSize - (IntSize) Size buttons.  
4. ButtonOffset - (IntSize) Offset buttons below and to the right.  
5. DefaultLayer - (String) Name a rail on which to create the window.  
6. FadeSkin - (String) Name the skin to create a background.  
7. FadeLayer - (String) Name lifelines to create the background.

**MultiList**

Inherits the properties:  
1. Widget  
  
Properties:  
1. SkinButton - (String) Name skin used to create buttons in the header.  
2. HeightButton - (Int) Height buttons in the header.  
3. SkinList - (String) Name skin used to display the list.  
4. SkinButtonEmpty - (String) Name skins used for the button title for the list.  
5. WidthSeparator - (Int) Width dividing line between the lists.  
6. SkinSeparator - (String) The name used for the skin to the dividing line.

**PopupMenu**

Inherits the properties:

1. MenuCtrl
2. Widget

**Progress**

Inherits the properties:  
1. Widget  
  
Properties:  
1. TrackSkin - (String) The name used to create the skin of the thumb.  
2. TrackWidth - (Int) Width slider.  
3. TrackMin - (Int) The minimum width of the thumb.  
4. TrackStep - (Int) step width to display the slider.  
5. TrackFill - (Bool) Fill runner throughout the area.  
6. StartPoInt - (Align) point from which starts moving the slider.

**ScrollView**

Inherits the properties:

1. Widget

**StaticImage**

Inherits the properties:  
1. Widget  
  
Properties:  
1. ImageTexture - (String) Name texture to display.  
2. ImageCoord - (IntCoord) rectangle to display.  
3. ImageTile - (IntSize) Image size inside the rectangle.  
4. ImageIndex - (Int) serial number of the image inside the rectangle.  
5. ImageResource - (String) The name of the resource describing the image.  
6. ImageGroup - (String) name of the group to share images.  
7. ImageName - (String) The name of the index in the resource image.

**StaticText**

Inherits the properties of types:  
1. Widget  
  
Properties:  
1. FontName - (String) The name of the font used.  
2. FontHeight - (Int) Size of the font used.  
3. TextAlign - (Align) Alignment of text within the widget.  
4. TextColour - (Colour) text color.

**Tab**

Inherits the properties:  
1. Widget  
  
Properties:  
1. OffsetBar - (Int) Offset header.  
2. ButtonSkin - (String) Name skin used to create buttons header.  
3. EmptyBarSkin - (String) The name of the widget skins used for filling the empty space on the right.

**TabItem**

Inherits the properties:

1. Widget

**VScroll**

1. Inherits the properties:  
   1. Widget  
     
   Properties:  
   1. TrackRangeMargins - (IntSize) Padding around the edges that does not go for the slider.  
   2. MIntrackSize - (Int) The minimum size of the thumb.  
   3. MoveToClick - (Bool) Motion slider to the point mouse clicks.

**Widget**

1. Properties:  
   1. NeedKey - (Bool) Availability widget keyboard.  
   2. NeedMouse - (Bool) Availability widget mouse.  
   3. PoInter - (String) Indicates what cursor to use the widget.  
   4. Visible - (Bool) is responsible for the appearance of the widget at creation.

**Window**

Inherits the properties:  
1. Widget  
  
Properties:  
1. Snap - (Bool) window adheres to the borders of lifelines.  
2. MainMove - (Bool) Lets you drag the window from any part of the skin.