

Spinner

Overview

The spinner widget is an input widget used for numeric input. Users can change the value using the up/down arrows, or users can set the value by typing it.



Validation (Rich UI Only)

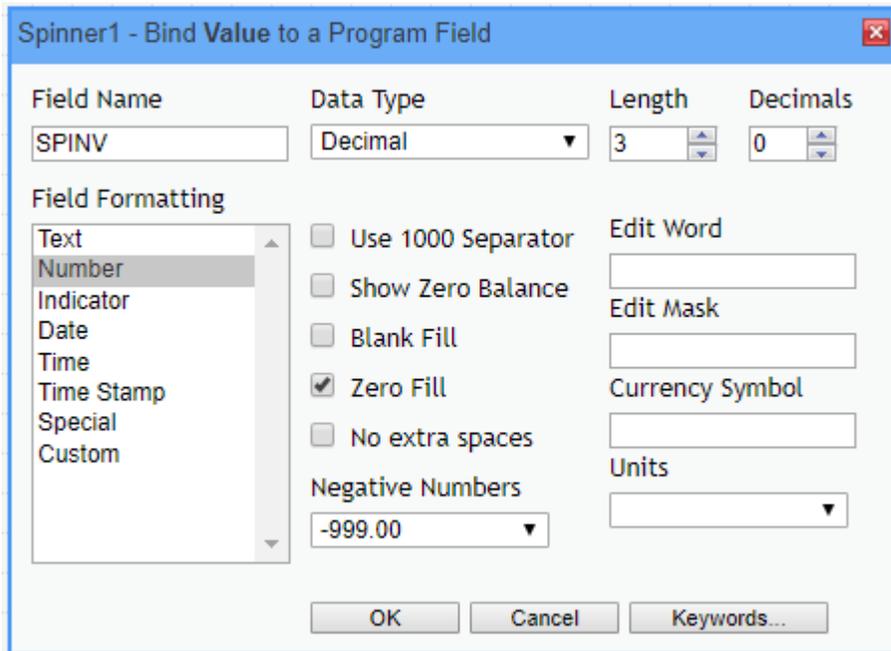
If a spinner is bound with character data type, then the user could type non-numeric characters into the field. When it is bound with numeric type, then Profound UI validates the data; i.e. it prevents the user from typing non-numeric characters into the field.

For more information on field validation, please visit the [Validation and Error Messages](#) page.

Field Binding (Rich UI Only)

Most of the widget properties can be bound to RPG program variables. Binding is available only for the Rich UI environment.

If you bind the **value** property to a program value, then the data should be integer type:



For more information about binding, please visit the [Field Binding](#) page. Binding is available for the Rich UI only.

Spinner Properties

You can set these properties in designer, or you can bind them and let a program set the values.

value - Sets the initial value of the spinner. By default, value is blank. (Found under **Identification**.)

default value - When the "value" property is bound, then this property sets the initial value of the spinner. This value overrides any initial value set in the RPG program.

min value - Sets the minimum value for the spinner widget. (Found under **Field Settings**.)

max value - Sets the maximum value for the spinner widget. (Found under **Field Settings**.)

increment value - Specifies how much the widget is increased or decreased when the up-arrow or down-arrow is clicked. By default, increment value is '1'. (Found under **Field Settings**.)

Event Properties

These specify handlers for user events on the widget and are found under the **Events** property section.

onspin - Specifies a client-side script to run when users click the up or down arrow on the spinner widget.

onchange - Specifies a client-side script to run when users type the value. The event fires once focus leaves the widget; i.e. after a user presses tab or clicks elsewhere on the page.