

Common Power App Control Properties

The term Control refers to any inserted items within a Power App screen.

Basic Control Properties

AccessibleLabel – These are used to make to app objects accessible to users with disabilities.

Align – Relates to horizontal alignment of text, any inserted object (control) that has text will have this property.

BorderColor – Set the border color of the control.

BorderStyle – Sets the border style of the control, offers the choice of Solid, Dashed, Dotted, line types or None.

BorderThickness – Set the thickness of a control's border.

FocusedBorderColor – Sets the color of an actively selected control's border.

Color – Use to set text color.

Default – Initial text the control displays.

Disabled – Use to determine whether or not users can interact with the control.

Fill – The background color of a control.

Font – Use to determine which font the control uses.

FontWeight – Used to make a controls font is Bold, Semibold, Normal, or Lighter.

Height – Use to set the distance between a control's top and bottom edges.

Items – Use to connect a source of data to a gallery, a list, or a chart.

OnHidden – Use to control the screen as the user navigates away from current screen.

OnSelect – Use to set a behavior of the app as the control is tapped or clicked by the user.

OnVisible – Use to control how the screen shows when the user opens the screen.

Overflow – Use to determine if a scrollbar appears in a Label Control if its Wrap property is set to **true**.

Padding – The distance between the text on an import or export button and the edges of that button. Applies to **Add picture**, **Export**, and **Import** controls.

Radius – Use to round the corners on the control, there will be one control for each corner.

Size – Use to set the font size.

Text – Use to set text to be displayed on a control.

Tooltip – Defines what text is displayed in a yellow tooltip box when a user hovers over a control.

VerticalAlign – Use to set where text appears vertically within a control.

Visible – Use to determine whether or not the control is hidden.

Width – Use to set the width of a control.

Wrap – Use to allow text wrapping when text in a Label Control is too long.

Audio, Video, or Timer Controls

AutoStart – This allows you to control whether the control starts to play a clip automatically when users navigate to screens containing these type of controls.

AutoPause – Will automatically pause audio, video, or timer controls as users navigate to a different screen.

Camera – Is used to define which camera is used by the app on a device with more than one camera.

Image – Use to set the name an image that appears as an image, audio, or microphone control, think of this as an icon for the control.

Media – Use to set the identifier for the clip that an audio or video control plays.

Mic – Is used to define which mic is used by the app on a device with more than one mic.

OnEnd – Use to set a behavior of an app when an audio or video clip finishes playing.

OnPause – Use to set what behavior will occur when a user pauses a clip in either an audio or video control is playing.

OnTimerEnd – Use to set the app behavior when a timer finishes running.

OnTimerStart – Use to set the app behavior when a timer starts running.

OnStart – Use to set the opening behavior of the app or starts to record with a microphone control.

OnStop – Use to set the behavior of the app when the user stops recording with a microphone

OnStream – The behavior of an app when the **Stream** property is updated. Applies to the **Camera** control.

Photo – Allows the Camera Control to access the camera to input images.

ShowControls – Use to turn on or off the player controls of the Audio, Video, PDF Viewer, or Pen Input Controls.

StartTime – Can be used to set a delay before a clip begins.

Input Controls

Clear – Use to determine if a Text Input will display an “X” that allows the user to clear the inputs contents.

DefaultDate – The initial value of a date control before it is changed by the user. Applies to the **Date Picker** control.

DelayOutput – When set to true, there is a second delay before the data is submitted, allowing user to complete their entries.

DisplayMode – Use to configure input controls to be either Edit, View, or Disabled.

HintText – Can be used to set default text in a text input control, this text disappears when the users clicks into the input.

Input –Applies to the **Pen input** control.

ItemPaddingLeft – This applies to List Box controls, it is the distance between the left edge of the list box and its text.

Max – Use to set the high end value of a Slider or Rating Control.

MaxLength – Use to set the maximum number of characters a text input will accept.

Min – Use to set the low end value of a Slider Control.

Padding – The distance between the edge of a button control and it's text.

OnChange – Set a behavior of an app when the user changes the value of a control.

OnCheck – Set the Check Box Control to True when checked.

OnUncheck – Set the Check Box Control to False when unchecked.

Pressed – Sets the button to True when pressed or False when not.

RadioBackgroundFill – Use to set the background color of Radio Button Controls.

Required – Use to set an input control as a required field.

Selected – Use to define which is the selected item within a Drop-down or Gallery Controls.

SelectedDate – Use to set the default date of a Date Picker Control.

SelectMultiple – Use to determine if a user is able to select more than one item from a list of options in a List Box Control.

StartYear – Use to set the begin year value in a Date Picker Control.

Value – Use to set values of Check box, Radio, Slider, and Toggle controls.

Data Display Controls

Data – The name of a collection that you want to export to a local file. Applies to the **Export** control.

DataField – Connects the field within a record to a card that displays the data, it can also allow the data point to be edited.

DataSource – Shows to data source of data being displayed or edited within a Form.

Item – The record in the Data Source that the user will show or edit.

OnFailure – Use to set an action to be taken when revisions to an item are not successfully submitted.

OnReset – Use to set an action to be taken when reverting any edits to an item.

OnSuccess – Use to set an action to be taken once new or edited data has been submitted to the data source.

Gallery Controls

DisplayName – Use to create more user friendly Card Control names, ones that are more descriptively clear than the default names generated by the system.

NavigationStep – use to define how far a gallery scrolls when the ShowNavigation property is set to **true**.

ShowNavigation – Shows arrow at each end of a gallery so that a user can scroll through the items in the gallery.

ShowScrollbar – Use to show a scrollbar on the Gallery.

WrapCount – Use to determine the number of records that appear in each item of a gallery.