

Компонент **TExpandingEdit**, потомок от **TEdit**, который автоматически приспособляется к тексту по ширине (подобно редактированию имен файлов в Windows Explorer).

```
{ Rick Rogers } unit ExpandingEdit; interface uses Windows, Messages,
SysUtils, Classes, Graphics, Controls, Forms, Dialogs, StdCtrls; type TExpandingEdit =
class(TEdit) private FCanvas: TControlCanvas; protected procedure Change; override;
public constructor Create(AOwner: TComponent); override; destructor Destroy; override;
end; procedure Register; implementation constructor TExpandingEdit.Create(AOwner:
TComponent); begin inherited Create(AOwner); FCanvas := TControlCanvas.Create;
FCanvas.Control := Self; end; destructor TExpandingEdit.Destroy; begin FCanvas.Free;
inherited Destroy; end; procedure TExpandingEdit.Change; const EditMargin = 8; var W:
Integer; begin inherited Change; if not HandleAllocated then Exit; FCanvas.Font := Font;
W := FCanvas.TextWidth(Text) + (2 * EditMargin); if (Width По материалам
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```