New a project.

Add unit uUIFunction.pas into project, use this unit in MainForm,

Use unit uComponentType of OrangeUI in MainForm

Put a Panel on MainForm to simulate VirtualKeyboard show,

When VirtualKeyboard show, it will set Panel’s height as VirtualKeyboard’s height.

Then set VirtualKeyboard event of MainForm,

In virtual keyboard shown event OnVirtualKeyboardShown,

Add procedure to notify Frame virtual keyboard shown event

CallSubFrameVirtualKeyboardShown(Sender,Self,KeyboardVisible,Bounds);

In virtual keyboard hidden event OnVirtualKeyboardHidden:

Add procedure to notify Frame virtual keyboard hidden event

CallSubFrameVirtualKeyboardHidden(Sender,Self,KeyboardVisible,Bounds);

And in event OnShow of MainForm add these:

 Codes of enabling simulate VirtualKeyboard and assign VirtualKeyboard simulate control,

 Codes of fixing VirtualKeyboard in Android,

 Codes of dealing with VirtualKeyboard shown and hidden,

Like this:

// VirtualKeyboard control on platform Windows

 IsSimulateVirtualKeyboardOnWindows:=True;

 // height of simulating VirtualKeyboard

 SimulateWindowsVirtualKeyboardHeight:=160;

 GlobalAutoProcessVirtualKeyboardControlClass:=TSkinFMXPanel;

 GlobalAutoProcessVirtualKeyboardControl:=pnlVirtualKeyBoard;

 GlobalAutoProcessVirtualKeyboardControl.Visible:=False;

 {$IFNDEF MSWINDOWS}

 // set as transparent in simulator

 pnlVirtualKeyBoard.SelfOwnMaterialToDefault.IsTransparent:=True;

 pnlVirtualKeyBoard.Caption:='';

 {$ENDIF}

 // fix VirtualKeyboard shown and hidden in Android

 GetGlobalVirtualKeyboardFixer.StartSync(Self);

New a Frame, Name is FrameLogin, unit name is LoginFrame.pas,

We use it as login page,

Put ScrollBox , named as sbClient, set Align as Client,

Put ScrollBoxContent on ScrollBox, named as sbcClient,

Put controls for user name and password on sbcClient,

Type of edtPassword and edtUserName must be TSkinFMXEdit,

If you want to realize the interface IFrameVirtualKeyboardEvent defined in unit uUIFunction.pas,

 IFrameVirtualKeyboardAutoProcessEvent=interface

 ['{D25150F4-EB4C-4097-93FE-51BFD19FF29D}']

 //control need to be processed currently

 function GetCurrentPorcessControl(AFocusedControl:TControl):TControl;

 //where to put VirtualKeyboard

 function GetVirtualKeyboardControlParent:TControl;

 end;

Use unit uUIFunction in uses of LoginFrame.pas,

Add IFrameVirtualKeyboardAutoProcessEvent declaration of FrameLogin,

Add two methods of interface, realize them,

In the event FormShow of form dynamically create LoginFrame to display login page,

var

 ALoginFrame:TFrameLogin;

begin

 ALoginFrame:=TFrameLogin.Create(Self);

 ALoginFrame.Parent:=Self;

 ALoginFrame.Align:=TAlignLayout.Client;

You can click SkinFMXEdit on platform Windows to simulate effect of VirtualKeyboard displaying,

