NumberBox Documentation

The NumberBox is a UI component that displays a numeric value and allows a user to modify it by typing in a value and incrementing or decrementing it using the keyboard or mouse.

# Options

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| Option Name | Description |
| accessKey | Specifies the shortcut key that sets focus on the UI component. |
| activeStateEnabled | Specifies whether the UI component changes its state as a result of user interaction. |
| buttons | Allows you to add custom buttons to the input text field. |
| disabled | Specifies whether the UI component responds to user interaction. |
| elementAttr | Specifies the global attributes to be attached to the UI component's container element. |
| focusStateEnabled | Specifies whether the UI component can be focused using keyboard navigation. |
| format | Specifies the value's display format and controls user input accordingly. |
| height | Specifies the UI component's height. |
| hint | Specifies text for a hint that appears when a user pauses on the UI component. |
| hoverStateEnabled | Specifies whether the UI component changes its state when a user pauses on it. |
| inputAttr | Specifies the attributes to be passed on to the underlying HTML element. |
| invalidValueMessage | Specifies the text of the message displayed if the specified value is not a number. |
| isValid | Specifies or indicates whether the editor's value is valid. |
| max | The maximum value accepted by the number box. |
| min | The minimum value accepted by the number box. |
| mode | Specifies the value to be passed to the type attribute of the underlying <input> element. |
| name | The value to be assigned to the name attribute of the underlying HTML element. |
| onChange | A function that is executed when the UI component loses focus after the text field's content was changed using the keyboard. |
| onContentReady | A function that is executed when the UI component's content is ready and each time the content is changed. |
| onCopy | A function that is executed when the UI component's input has been copied. |
| onCut | A function that is executed when the UI component's input has been cut. |
| onDisposing | A function that is executed before the UI component is disposed of. |
| onEnterKey | A function that is executed when the Enter key has been pressed while the UI component is focused. |
| onFocusIn | A function that is executed when the UI component gets focus. |
| onFocusOut | A function that is executed when the UI component loses focus. |
| onInitialized | A function used in JavaScript frameworks to save the UI component instance. |
| onInput | A function that is executed each time the UI component's input is changed while the UI component is focused. |
| onKeyDown | A function that is executed when a user is pressing a key on the keyboard. |
| onKeyUp | A function that is executed when a user releases a key on the keyboard. |
| onOptionChanged | A function that is executed after a UI component property is changed. |
| onPaste | A function that is executed when the UI component's input has been pasted. |
| onValueChanged | A function that is executed after the UI component's value is changed. |
| placeholder | The text displayed by the UI component when the UI component value is empty. |
| readOnly | Specifies whether the editor is read-only. |
| rtlEnabled | Switches the UI component to a right-to-left representation. |
| showClearButton | Specifies whether to display the Clear button in the UI component. |
| showSpinButtons | Specifies whether to show the buttons that change the value by a step. |
| step | Specifies how much the UI component's value changes when using the spin buttons, Up/Down arrow keys, or mouse wheel. |
| stylingMode | Specifies how the UI component's text field is styled. |
| tabIndex | Specifies the number of the element when the Tab key is used for navigating. |
| text | A property that holds the UI component's value with applied format. |
| useLargeSpinButtons | Specifies whether to use touch-friendly spin buttons. Applies only if showSpinButtons is true. |
| validationError | Information on the broken validation rule. Contains the first item from the validationErrors array. |
| validationErrors | An array of the validation rules that failed. |
| validationMessageMode | Specifies how the message about the validation rules that are not satisfied by this editor's value is displayed. |
| validationStatus | Indicates or specifies the current validation status. |
| value | The current number box value. |
| valueChangeEvent | Specifies the DOM events after which the UI component's value should be updated. |
| visible | Specifies whether the UI component is visible. |
| width | Specifies the UI component's width. |

# Methods

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| Method Name | Description |
| beginUpdate() | Prevents the UI component from refreshing until the endUpdate() method is called. |
| blur() | Removes focus from the input element. |
| defaultOptions(rule) | Specifies the device-dependent default configuration properties for this component. |
| dispose() | Disposes of all the resources allocated to the NumberBox instance. |
| element() | Gets the root UI component element. |
| endUpdate() | Refreshes the UI component after a call of the beginUpdate() method. |
| focus() | Sets focus to the input element representing the UI component. |
| getButton(name) | Gets an instance of a custom action button. |
| getInstance(element) | Gets the instance of a UI component found using its DOM node. |
| instance() | Gets the UI component's instance. Use it to access other methods of the UI component. |
| off(eventName) | Detaches all event handlers from a single event. |
| off(eventName, eventHandler) | Detaches a particular event handler from a single event. |
| on(eventName, eventHandler) | Subscribes to an event. |
| on(events) | Subscribes to events. |
| option() | Gets all UI component properties. |
| option(optionName) | Gets the value of a single property. |
| option(optionName, optionValue) | Updates the value of a single property. |
| option(options) | Updates the values of several properties. |
| registerKeyHandler(key, handler) | Registers a handler to be executed when a user presses a specific key. |
| repaint() | Repaints the UI component without reloading data. Call it to update the UI component's markup. |
| reset() | Resets the value property to null. |
| resetOption(optionName) | Resets a property to its default value. |

# Events

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| Event Name | Description |
| change | Raised when the UI component loses focus after the text field's content was changed using the keyboard. |
| contentReady | Raised when the UI component's content is ready. |
| copy | Raised when the UI component's input has been copied. |
| cut | Raised when the UI component's input has been cut. |
| disposing | Raised before the UI component is disposed of. |
| enterKey | Raised when the Enter key has been pressed while the UI component is focused. |
| focusIn | Raised when the UI component gets focus. |
| focusOut | Raised when the UI component loses focus. |
| initialized | Raised only once, after the UI component is initialized. |
| input | Raised each time the UI component's input is changed while the UI component is focused. |
| keyDown | Raised when a user is pressing a key on the keyboard. |
| keyUp | Raised when a user releases a key on the keyboard. |
| optionChanged | Raised after a UI component property is changed. |
| paste | Raised when the UI component's input has been pasted. |
| valueChanged | Raised after the UI component's value is changed. |