# TextArea

The TextArea is a UI component that allows users to input and edit multiple lines of text. It provides various configuration options to control the behavior of the component, such as auto resizing, validity checks, and event handling.

## 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. |
| autoResizeEnabled | A Boolean value specifying whether or not the auto resizing mode is enabled. |
| 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. |
| 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. |
| isValid | Specifies or indicates whether the editor's value is valid. |
| maxHeight | Specifies the maximum height of the UI component. |
| maxLength | Specifies the maximum number of characters you can enter into the textbox. |
| minHeight | Specifies the minimum height of the UI component. |
| 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. |
| spellcheck | Specifies whether or not the UI component checks the inner text for spelling mistakes. |
| 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 | The read-only property that holds the text displayed by the UI component input element. |
| 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 | Specifies a value the UI component displays. |
| 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 TextArea 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. |
| 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 the default value. |
| 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. |