Cascade selection box.

# When To Use

- When you need to select from a set of associated data set. Such as province/city/district, company level, things classification.
- When selecting from a large data set, with multi-stage classification separated for easy selection.
- Chooses cascade items in one float layer for better user experience.

# **API**

 $\verb| <Cascader options={options}| on Change={on Change}| />$ 

Property	Description	Туре	Default	Version
allowClear	Whether allow clear	boolean	true	
autoFocus	If get focus when component mounted	boolean	false	
bordered	Whether has border style	boolean	true	
clearlcon	The custom clear icon	ReactNode	-	
change On Select	(Work on single select) Change value on each selection if set to true, see above demo for details	boolean	false	
className	The additional css class	string	-	
defaultValue	Initial selected value	string[]   number[]	0	
disabled	Whether disabled select	boolean	false	
displayRender	The render function of displaying selected options	(label, selectedOptions) => ReactNode	label => label.join(/)	multiple:
dropdown Class Name	The additional className of popup overlay	string	-	4.17.0
dropdownRender	Customize	(menus: ReactNode) =>	-	4.4.0

	dropdown content	ReactNode		
expandicon	Customize the current item expand icon	ReactNode	-	4.4.0
expandTrigger	expand current item when click or hover, one of click hover	string	click	
fieldNames	Custom field name for label and value and children	object	{ label: label, value: value, children: children }	
getPopupContainer	Parent Node which the selector should be rendered to. Default to body. When position issues happen, try to modify it into scrollable content and position it relative. example	function(triggerNode)	() => document.body	
load Data	To load option lazily, and it cannot work with	(selectedOptions) => void	-	
maxTagCount	Max tag count to show. responsive will cost render performance	number   responsive	-	4.17.0
maxTagPlaceholder	Placeholder for not showing tags	ReactNode   function(omittedValues)	-	4.17.0
notFoundContent	Specify content to show when no result matches	string	Not Found	
open	Set visible of cascader popup	boolean	-	4.17.0
options	The data options of cascade	Option[]	-	
placeholder	The input	string	Please select	

	placeholder			
placement	Use preset popup align config from builtinPlacements	bottomLeft bottomRight topLeft topRight	bottomLeft	4.17.0
showSearch	Whether show search input in single mode	boolean   <u>Object</u>	false	
size	The input size	large   middle   small	-	
status	Set validation status	'error'   'warning'	-	4.19.0
style	The additional style	CSSProperties	-	
suffixIcon	The custom suffix icon	ReactNode	-	
tagRender	Customize tag render when multiple	(props) => ReactNode	-	4.17.0
value	The selected value	string[]   number[]	-	
onChange	Callback when finishing cascader select	(value, selectedOptions) => void	-	
on Dropdown Visible Change	Callback when popup shown or hidden	(value) => void	-	4.17.0
multiple	Support multiple or not	boolean	-	4.17.0
removelcon	The custom remove icon	ReactNode	-	
searchValue	Set search value, Need work with showSearch	string	-	4.17.0
onSearch	The callback function triggered when input changed	(search: string) => void	-	4.17.0
dropdownMenuColumnStyle	The style of the drop-down menu column	CSSProperties	-	

loadinglcon	The apparence of	ReactNode	-	
	lazy loading (now			
	is useless)			

### showSearch

Property	Description	Туре	Default	Version
filter	The function will receive two arguments, inputValue and option, if the function returns true, the option will be included in the filtered set; Otherwise, it will be excluded	function(inputValue, path): boolean	-	
limit	Set the count of filtered items	number   false	50	
matchInputWidth	Whether the width of list matches input, (how it looks)	boolean	true	
render	Used to render filtered options	function(inputValue, path): ReactNode	-	
sort	Used to sort filtered options	function(a, b, inputValue)	-	

# **Option**

```
interface Option {
  value: string | number;
  label?: React.ReactNode;
  disabled?: boolean;
  children?: Option[];
  // Determines if this is a leaf node(effective when `loadData` is specified).
  // `false` will force trade TreeNode as a parent node.
  // Show expand icon even if the current node has no children.
  isLeaf?: boolean;
}
```

# **Methods**

Name	Description	Version
blur()	Remove focus	
focus()	Get focus	