ClassName generator

Configure classname generation at build time.

This API is introduced in <code>@mui/material</code> (v5.0.5) as a replacement of deprecated createGenerateClassName .

Note: this API is at an unstable stage which might change in the future.

Global classname prefix

By default, MUI generates a global classname for each component slot. For example:

```
import Button from '@mui/material/Button';
function App() {
 return <Button>Button</Button>;
```

Generates the following HTML:

```
<but.t.on
 class="MuiButton-root MuiButton-text MuiButton-textPrimary MuiButton-sizeMedium
MuiButton-textSizeMedium MuiButtonBase-root css-1ujsas3"
 Button
</but.ton>
```

To add prefix to all class names generated by the MUI components, pass a callback to

ClassNameGenerator.configure(callback).

```
import { unstable ClassNameGenerator as ClassNameGenerator } from
'@mui/material/utils';
// call this function at the root of the application and before any MUI components
import ClassNameGenerator.configure((componentName) => `foo-bar-${componentName}`);
function App() {
 return <Button>Button</Button>;
```

As a result, the HTML result changes to the following:

```
<button
 class="foo-bar-MuiButton-root foo-bar-MuiButton-text foo-bar-MuiButton-textPrimary
foo-bar-MuiButton-sizeMedium foo-bar-MuiButton-textSizeMedium foo-bar-MuiButtonBase-
root css-lujsas3"
```

```
Button </button>
```

Component renaming

Every MUI component has \${componentName}-\${slot} classname format. For example, the component name of Chip is MuiChip, which is used as a global class name for every Chip /> element. You can remove/change the Mui prefix as follows:

```
import { unstable_ClassNameGenerator } from '@mui/material/utils';

// call this function at the root of the application
unstable_ClassNameGenerator.configure((componentName) =>
   componentName.replace('Mui', ''),
);

function App() {
   return <Button>Button</Button>;
}
```

Now, the Mui class is gone.

```
<div
  class="Chip-root Chip-filled Chip-sizeMedium Chip-colorDefault Chip-filledDefault
css-mttbc0"
>
  Chip
</div>
```

Note: <u>state classes</u> are **NOT** component names and therefore cannot be changed/removed.

Caveat

- ClassNameGenerator.configure must be called before any MUI components import.
- you should always use [component]Classes for theming/customization to get the correct generated class name.

```
}

}

}

}

});
```

- This API should only be used at build-time.
- The configuration is applied to all of the components across the application. You cannot target a specific part of the application.

Framework example

In some cases, you might need to add /* eslint-disable import/first */ at the top of ClassNameGenerator import.

```
/* eslint-disable import/first */
import { unstable_ClassNameGenerator as ClassNameGenerator } from
'@mui/material/utils';
```

Next.js

 $\begin{tabular}{ll} Use \ Class Name Generator \ in \\ \end{tabular} \ / \verb"pages/_app.js" \ . \\ \end{tabular}$

Create React App

Use ClassNameGenerator in /src/index.js.

```
+import { unstable_ClassNameGenerator as ClassNameGenerator } from
'@mui/material/utils';
+ClassNameGenerator.configure((componentName) => componentName.replace('Mui', ''));
```

```
import * as React from 'react';
import ReactDOM from 'react-dom';
import App from './App';

ReactDOM.render(<App />);
```

Gatsby

Use ClassNameGenerator in gatsby-ssr.js at the root folder.

```
+import { unstable_ClassNameGenerator as ClassNameGenerator } from
"@mui/material/utils";

+ClassNameGenerator.configure((componentName) => componentName.replace('Mui', ''));

export const wrapPageElement = ({ element }) => {
   return element;
};
```