

Skeleton

Provide a placeholder while you wait for content to load, or to visualise content that doesn't exist yet.

When To Use

- When a resource needs long time to load.
- When the component contains lots of information, such as List or Card.
- Only works when loading data for the first time.
- Could be replaced by Spin in any situation, but can provide a better user experience.

API

Skeleton

Property	Description	Type	Default
active	Show animation effect	boolean	false
avatar	Show avatar placeholder	boolean SkeletonAvatarProps	false
loading	Display the skeleton when true	boolean	-
paragraph	Show paragraph placeholder	boolean SkeletonParagraphProps	true
round	Show paragraph and title radius when true	boolean	false
title	Show title placeholder	boolean SkeletonTitleProps	true

SkeletonAvatarProps

Property	Description	Type	Default
active	Show animation effect, only valid when used avatar independently	boolean	false
shape	Set the shape of avatar	circle square	-
size	Set the size of avatar	number large small default	-

SkeletonTitleProps

Property	Description	Type	Default
width	Set the width of title	number string	-

SkeletonParagraphProps

Property	Description	Type	Default
rows	Set the row count of paragraph	number	-
width	Set the width of paragraph. When width is an Array, it can set the width of each row. Otherwise only set the last row width	number string Array<number string>	-

SkeletonButtonProps

Property	Description	Type	Default	Version
active	Show animation effect	boolean	false	
block	Option to fit button width to its parent width	boolean	false	4.17.0

Property	Description	Type	Default	Version
shape	Set the shape of button	<code>circle</code> <code>round</code> <code>default</code>	-	
size	Set the size of button	<code>large</code> <code>small</code> <code>default</code>	-	

SkeletonInputProps

Property	Description	Type	Default
active	Show animation effect	boolean	false
size	Set the size of input	<code>large</code> <code>small</code> <code>default</code>	-