# scoped - loading

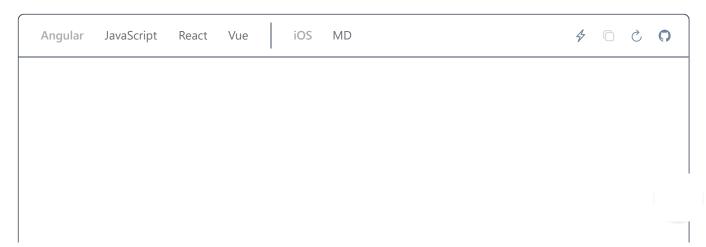
An overlay that can be used to indicate activity while blocking user interaction. The loading indicator appears on top of the app's content, and can be dismissed by the app to resume user interaction with the app. It includes an optional backdrop, which can be disabled by setting showBackdrop: false upon creation.

### **Basic Usage**

Once presented, the loading indicator will display indefinitely by default. Developers can manually dismiss the loading indicator after creation by calling the dismiss() method on the component. The onDidDismiss function can be called to perform an action after the loading indicator is dismissed.

Alternatively, developers can configure the loading indicator to dismiss automatically after a specific amount of time by passing the number of milliseconds to display it in the duration of the loading options.

#### Controller



**Show Loading** 

src/app/example.component.html
TS src/app/example.component.ts

```
Copy
import { Component } from '@angular/core';
import { LoadingController } from '@ionic/angular';
@Component({
 selector: 'app-example',
 templateUrl: 'example.component.html',
})
export class ExampleComponent {
 constructor(private loadingCtrl: LoadingController) {}
 async showLoading() {
    const loading = await this.loadingCtrl.create({
      message: 'Dismissing after 3 seconds...',
     duration: 3000,
    });
   loading.present();
 }
```

#### Inline

lonic React and Ionic Vue users also have the option to use the ion-loading component directly in their template.

React Vue

```
import React, { useState } from 'react';
import { IonLoading, IonButton, IonContent } from '@ionic/react';
export const LoadingExample: React.FC = () => {
 const [showLoading, setShowLoading] = useState(false);
 return (
    <IonContent>
      <IonButton onClick={() => setShowLoading(true)}>Show Loading</IonButton>
      <IonLoading
        cssClass="my-custom-class"
        isOpen={showLoading}
        onDidDismiss={() => setShowLoading(false)}
        message={'Please wait...'}
        duration={5000}
      />
    </IonContent>
 );
};
```

### Customization

### **Spinners**

The spinner that is used can be customized using the spinner property. See the spinner property documentation for a full list of options.



<ion-button (click)="showLoading()">Show Loading</ion-button>

### **Theming**

Loading uses scoped encapsulation, which means it will automatically scope its CSS by appending each of the styles with an additional class at runtime. Overriding scoped selectors in CSS requires a higher specificity selector.

We recommend passing a custom class and using that to add custom styles to the host and inner elements.



**Show Loading** 

src/app/example.component.html
TS src/app/example.component.ts
src/global.css

```
import { Component } from '@angular/core';
import { LoadingController } from '@ionic/angular';

@Component({
    selector: 'app-example',
    templateUrl: 'example.component.html',
})
export class ExampleComponent {
    constructor(private loadingCtrl: LoadingController) {}

    async showLoading() {
      const loading = await this.loadingCtrl.create({
        message: 'Loading...',
        duration: 3000,
      cssClass: 'custom-loading',
      });

    loading.present();
    }
}
```

Note

ion-loading is presented at the root of your application, so we recommend placing any ion-loading styles in a global stylesheet.

### **Interfaces**

### LoadingOptions

```
interface LoadingOptions {
   spinner?: SpinnerTypes | null;
   message?: string | IonicSafeString;
   cssClass?: string | string[];
   showBackdrop?: boolean;
   duration?: number;
   translucent?: boolean;
   animated?: boolean;
   backdropDismiss?: boolean;
   mode?: Mode;
   keyboardClose?: boolean;
   id?: string;
   htmlAttributes?: { [key: string]: any };
   enterAnimation?: AnimationBuilder;
   leaveAnimation?: AnimationBuilder;
}
```

# **Properties**

#### animated

Description	If true, the loading indicator will animate.			
Attribute	animated			
Туре	boolean			

Default	true			
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## backdropDismiss

Description	If true, the loading indicator will be dismissed when the backdrop is clicked.
Attribute	backdrop-dismiss
Туре	boolean
Default	false

### cssClass

Description	Additional classes to apply for custom CSS. If multiple classes are provided they should be separated by spaces.	
Attribute	css-class	
Туре	string   string[]   undefined	
Default	undefined	

### duration

Description	Number of milliseconds to wait before dismissing the loading indicator.
Attribute	duration
Туре	number

Default	0					
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#### enterAnimation

Description	Animation to use when the loading indicator is presented.
Attribute	undefined
Туре	((baseEl: any, opts?: any) => Animation)   undefined
Default	undefined

### **htmlAttributes**

Description	Additional attributes to pass to the loader.			
Attribute	undefined			
Туре	undefined   { [key: string]: any; }			
Default	undefined			

### keyboardClose

If true, the keyboard will be automatically dismissed when the overlay is presented.
keyboard-close
boolean

Default	true					
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### **leaveAnimation**

Description	Animation to use when the loading indicator is dismissed.
Attribute	undefined
Туре	((baseEl: any, opts?: any) => Animation)   undefined
Default	undefined

### message

Description	Optional text content to display in the loading indicator.		
Attribute	message		
Туре	IonicSafeString   string   undefined		
Default	undefined		

#### mode

Description	The mode determines which platform styles to use.	
Attribute	mode	
Туре	"ios"   "md"	
Default	undefined	

### show Backdrop

Description	If true, a backdrop will be displayed behind the loading indicator.
Attribute	show-backdrop
Туре	boolean
Default	true

### spinner

Description	The name of the spinner to display.	
Attribute	spinner	
Туре	"bubbles"   "circles"   "circular"   "crescent"   "dots"   "lines"   "lines-sharp"   "lines-sharp-small"   "lines-small"   null   undefined	
Default	undefined	

#### translucent

Description	If true, the loading indicator will be translucent. Only applies when the mode is "ios" and the device supports <code>backdrop-filter</code> .
Attribute	translucent
Туре	boolean
Default	false

## **Events**

Name	Description
ionLoadingDidDismiss	Emitted after the loading has dismissed.
ionLoadingDidPresent	Emitted after the loading has presented.
ionLoadingWillDismiss	Emitted before the loading has dismissed.
ionLoadingWillPresent	Emitted before the loading has presented.

### Methods

#### dismiss

Description	Dismiss the loading overlay after it has been presented.	
Signature	<pre>dismiss(data?: any, role?: string) =&gt; Promise<boolean></boolean></pre>	

#### onDidDismiss

Description	Returns a promise that resolves when the loading did dismiss.
Signature	<pre>onDidDismiss<t =="" any="">() =&gt; Promise<overlayeventdetail<t>&gt;</overlayeventdetail<t></t></pre>

#### **onWillDismiss**

Description	Returns a promise that resolves when the loading will dismiss.

#### present

Description	Present the loading overlay after it has been created.	
Signature	<pre>present() =&gt; Promise<void></void></pre>	

### **CSS Shadow Parts**

No CSS shadow parts available for this component.

# **CSS Custom Properties**

Name	Description
backdrop-opacity	Opacity of the backdrop
background	Background of the loading dialog
height	Height of the loading dialog
max-height	Maximum height of the loading dialog
max-width	Maximum width of the loading dialog
min-height	Minimum height of the loading dialog
min-width	Minimum width of the loading dialog
spinner-color	Color of the loading spinner

Name	Description
width	Width of the loading dialog

## **Slots**

No slots available for this component.

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