

Widgets - Input

```
<h4>input</h4>
```

```
<%= slider binding: :input, min:0, max:10, value:5 %>
```

```
<%= input binding: :input %><br/>
```

● Input 文本控件

Input

Input



Input



Widgets - Input

- Input 文本控件

```
<h4>input</h4>  
<%= slider binding: :input, min:0, max:10, value:5 %>  
<%= input binding: :input %><br/>
```

Input



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- on change 可以定义在Binding Var变化的时候触发事件
- 改变了Binding Var之后, mark_dirty 让所有和Binding Var相关的都进行重绘(绑定控件)和重新计算(关联表达式的Calculated Var)

```
<h4>On Change Event</h4>
Please input your email: <%= input binding: :email %><br/>
<span style="color:red"><%= text binding: :validation %></span>
<% on_change :email, %(
  if :email =~ /[a-zA-Z0-9-]+@[a-zA-Z0-9-]+\.[a-zA-Z0-9-]+/ then
    :validation = ""
  else
    :validation = "invalid email"
  end
  mark_dirty("validation")
)%>
```

On Change Event

Please input your email:

invalid email