Additional classes

Keypad

Component for entering data without a keyboard. Excellent to create the element for pin enter.

About

In Metro 4, creating a keypad is very simple. To create keypad add attribute data-role="keypad" to <input> element.

Enter pin <input type="text" data-role="keypad" placeholder="Enter pin">
<input type="password" data-role="keypad" placeholder="Enter pin"> 4

Options

The streamer contains a number of options for defining behavior:

Option	Data-*	Default	Desc			
keySize	data-key-size	32	Can be a number. Key button dimension in pixels			
keys	data-keys	1, 2, 3, 4, 5, 6, 7, 8, 9, 0	Can be a string. The character set. This a string with a comma delimiter.			
target	data-target	null	Selector (class or id) for additional target for value.			
keyLength	data-key-length	0	Can be a number. This is an internal constraint. If value more than 0, a user can't enter a value with length more then length value.			
shuffle	data-shuffle	false	Can be true or false. If a value for this option is true, keys can be shuffled after each key entering.			
shuffleCount	data-shuffle-count	3	Can be number. The number of shuffling of the array of characters			
position	data-position	bottom-left	Keys position. Can be a: left, top-left, top, top-right, right, bottom-right, bottom, bottom-left.			
dynamicPosition	data-dynamic-position	false	Can be true or false. If true - keys wrapper change position after key click.			
serviceButtons	data-service-buttons	true	Can be true or false. If a value for this option is a false, service buttons (backspace, clear) will not be drawing.			
showValue	data-show-value	true	Can be true or false. If a value for this option is a false, the result value will not be drawing on the input element.			
open	data-open	false	Can be true or false. If a value for this option is a true, a keys showing always.			
sizeAsKeys	data-size-as-keys	false	Can be true or false. If a value for this option is a true, a size of inputs set to size equal to keys wrapper size.			
clsKeypad	data-cls-keypad		Additional class for keypad			
clsInput	data-cls-input		Additional class for input field			
clsKeys	data-cls-keys		Additional class for keys wrapper			
clsKey	data-cls-key		Additional class for each key			
clsServiceKey	data-cls-service-key		Additional class for each service key			
clsBackspace	data-cls-backspace		Additional class for backspace key			
clsClear	data-cls-clear		Additional class for clear key			

Below, some options will be discussed in more detail.

Character set

By default keypad contains numbers from 0 to 9. You can change default character set with attribute data-keys.

Default set			C	Custom set					
Enter pin				Enter pin					
<pre><input data-keys="q,w,e,r,t,y,u,i,o,p,a,s,d,f,g,h,j,k,l,z,x,c,v,b,n,m" data-role="keypad" type="text"/></pre>									
Keys position									
		2	3	n with attribute data-position .					
	4	5	6						
bottom-left bottom bottom-right to top-right right left	7	8	9						

Also you can use attribute data-dynamic-position to change keys position after user key clicked.

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```
<input type="text" data-role="keypad" data-dynamic-position="true">
                                                                                                                                                đ
Additional target for value
You can set additional target for value . To set additional target for value use attribute data-target with target selector. Selector - a string
containing a selector expression to match elements against.
   Enter pin
                                                                            Mirror pin
  <input type="text" data-role="keypad" data-target="#keypad_target">
                                                                                                                                                4
  <input type="text" id="keypad_target" readonly>
Constraints
You can set attribute data-key-length to limit the number of characters to be entered.
    Enter the six-digit pin
  <input type="text" data-role="keypad"
   placeholder="Enter the six-digit pin" data-key-length="6">
                                                                                                                                                4
Shuffle
You can use attribute data-shuffle to change keys data position after each key entering.
  <input type="text" data-role="keypad" data-shuffle="true">
Also you can combine \ensuremath{\,_{\text{shuffle}}} action with \ensuremath{\,_{\text{dynamic}}} position .
  <input type="text" data-role="keypad"</pre>
                                                                                                                                               4
       data-shuffle="true" data-dynamic-position="true">
Customize
Component keypad contains special options for customizing. To customize keypad use options with prefix cls or relevant attributes
data-cls-*
                                                                                                                                                4
          data-role="keypad"
          data-position="top"
          data-cls-keypad="info"
          data-cls-input="bg-green fg-white"
data-cls-keys="bg-cyan fg-white"
data-cls-backspace="bg-darkOrange fg-white"
          data-cls-clear="bg-darkRed fg-white">
Events
When keypad works, it generated the numbers of events. You can use callback for this event to behavior with component.
```

Event	Data-*	Desc				
onChange(val, el)	data-on-change	Fired when value changed				
onClear(el)	data-on-clear	Fired when user click clear button				
onBackspace(value, el)	data-on-backspace	Fired when user click backspace button				
onShuffle(new_keys_order, keys, el)	data-on-shuffle	Fired when keys is shuffling				
onKey(key, value, el)	data-on-key	Fired when user click key				
onKeypadCreate(el)	data-on-keypad-create	Fired when keypad is created				

```
Enter a pin
<div class="row">
                                                                                                                                               4
    <div class="cell-md-6">
        <input placeholder="Enter a pin"</pre>
        type="text" data-role="keypa
        data-on-change="$('#change_target').val(arguments[0])">
        <input type="text" data-role="input"</pre>
        id="change_target" data-prepend="Pin is: "
data-clear-button="false" readonly>
    </div>
```

Methods							
Methods							
Component keypad contains me	ethod to interact with keypad.						
• val(v) - get or set value	4	5	6				
• open() - open keys panel							
• close() - close keys panel							
• setPosition(pos) - set new							
• shuffleKeys(iteration) - sh	uffle						
			0	←	×		
Shuffle keys							
Shame keys							
Shuffle keys <div class="cell-md-6"> <input <br="" data-role="}</th><th>con"/>d_methods').data('keypad').shuffleKe</div>	ys (10) ">					40	
Additional classes							
You can use additional classes to	change input size: .input-large and .	input-small .					
Input small	Input regular		Input large				
	· -						