

Search...

Getting started  
Components

- M4Q
- About
- Population
- Constructor
- Ajax
- Animation
- Loops
- Visibility
- Effects
- Subtree functions
- Attributes
- Html, text and value
- Css and classes
- Position and size
- Manipulation
- DataSet
- Events
- Utils

- Base
- Containers
- Grid system
- Typography
- Tables
- Forms
- Buttons
- Images
- Figures
- Lists

- Form components
- Checkbox
- File input
- Input
- Input material
- Keypad
- Rating
- Radio
- Select
- Slider
- Double Slider
- Spinner**
- Switch
- Tag input
- Textarea

- Menus
- App bar
- Bottom navigation
- Bottom sheet
- Menu
- Ribbon Menu
- Side bar
- Side navigation

- Controls
- Accordion
- Badge
- Carousel
- Cards
- Cube
- Counter
- Charms
- Chat
- Donut
- Image compare
- Image magnifier
- Gravatar
- List
- ListView
- Master
- NavView
- Panels
- Progress & Activity
- Streamer
- Stepper
- Splitter
- Tabs
- Tabs material
- Table
- Tiles
- TreeView
- Wizard

- Information
- Dialogs
- Info box
- Hints
- Notify system
- Popovers
- Toasts
- Windows

- Date & time
- Calendar
- Calendar picker
- Date picker
- Time picker
- Countdown
- Formatting date

- Media

# Spinner

Enhance a text input for entering numeric values, with plus/minus buttons and up/down arrows key handling.

## About

To create `spinner` , add attribute `data-role="spinner"` to HTML input element. You must assign role `input` to text input `input type="text"` .

—

+

```
<input type="text" data-role="spinner">
```

## Spinner step

You can set step for change spinner value with attribute `data-step` . Value can be `integer` or `float` . If your step is float, you can set a number of digits after dot with attribute `data-fixed` .

Step: 10

—

+

Step: 0.756, fixed: 4

—

+

```
<p>Step: 10</p>
<input type="text" data-role="spinner" data-step="10">

<p>Step: 0.756, fixed: 4</p>
<input type="text" data-role="spinner" data-step=".756" data-fixed="4">
```

## Min & max values

You can set minimum and maximum values for spinner with attributes `data-min-value` and `data-max-value` .

Min: -10, Max: 10

—

+

```
<p>Min: -10, Max: 10</p>
<input type="text" data-role="spinner" data-min-value="-10" data-max-value="10">
```

## Buttons position

You can set spinner buttons position with attribute `data-buttons-position` .

Default

—

+

Left

—

+

Right

—

+

```
<p>Default</p>
<input type="text" data-role="spinner" data-buttons-position="default">

<p>Left</p>
<input type="text" data-role="spinner" data-buttons-position="left">

<p>Right</p>
<input type="text" data-role="spinner" data-buttons-position="right">
```

## Options

Option	Data-*	Default	Desc
<code>step</code>	<code>data-step</code>	1	Step for change spinner value
<code>plusIcon</code>	<code>data-plus-icon</code>	<code>&lt;span class='default-icon-plus'&gt;</code>	Icon for plus button
<code>minusIcon</code>	<code>data-minus-icon</code>	<code>&lt;span class='default-icon-minus'&gt;</code>	Icon for minus button
<code>buttonsPosition</code>	<code>data-buttons-position</code>	default	Spinner buttons position: default, left, right
<code>defaultValue</code>	<code>data-default-value</code>	0	Default value, used with method <code>toDefault()</code>
<code>minValue</code>	<code>data-min-value</code>	null	Min value for spinner
<code>maxValue</code>	<code>data-max-value</code>	null	Max value for spinner

### Table of contents

- Spinner
- About
- Spinner step
- Min & max
- Buttons position
- Options
- Events
- Methods
- Customize
- Additional classes

- Video player
- Audio player
- Tools
- Collapse
- Color module
- Draggable
- Dropdown
- Form validator
- Hotkeys
- Micro templates
- Ripple
- Storage
- Session storage
- Sorter
- Touch and swipe

Utilities

Animations

Additional

Option	Data-*	Default	Desc
<code>fixed</code>	<code>data-fixed</code>	0	The count of numbers after dot
<code>repeatThreshold</code>	<code>data-repeat-threshold</code>	500	Threshold for auto repeat in ms
<code>hideCursor</code>	<code>data-hide-cursor</code>	false	Hide cursor in input. Important! To change color in this mode, you must overwrite style for input <code>text-shadow: 0 0 0 @dark;</code>

Events

Event	Data-*	Context	Desc
<code>onBeforeChange(val)</code>	<code>data-on-before-change</code>	input	If this function return false, value can't be changed
<code>onChange(val)</code>	<code>data-on-change</code>	input	
<code>onPlusClick(curr, request, real)</code>	<code>data-on-plus-click</code>	input	
<code>onMinusClick(curr, request, real)</code>	<code>data-on-minus-click</code>	input	
<code>onArrowUp(curr, request, real)</code>	<code>data-on-arrow-up</code>	input	
<code>onArrowDown(curr, request, real)</code>	<code>data-on-arrow-down</code>	input	
<code>onButtonClick(curr, request, real, 'plus minus')</code>	<code>data-on-arrow-down</code>	input	
<code>onArrowClick(curr, request, real, 'plus minus')</code>	<code>data-on-arrow-click</code>	input	
<code>onSpinnerCreate(input)</code>	<code>data-on-spinner-create</code>	input	

Methods

You can use methods to interact with input component: `toDefault()` , `val()` , `val(value) . disable()` . `enabled()` . `toggleState()` .

```
var input = $(el).data('taginput');
input.val(100);
input.toDefault();
```

Customize

You can customize your input with special attributes:

Option	Data-*	Desc
<code>clsSpinner</code>	<code>data-cls-spinner</code>	Additional classes for spinner.
<code>clsSpinnerInput</code>	<code>data-cls-spinner-input</code>	Additional classes for input element.
<code>clsSpinnerButton</code>	<code>data-cls-spinner-button</code>	Additional classes for spinner buttons.
<code>clsSpinnerButtonPlus</code>	<code>data-cls-spinner-button-plus</code>	Additional classes for spinner plus button.
<code>clsSpinnerButtonMinus</code>	<code>data-cls-spinner-button-minus</code>	Additional classes for spinner minus button.

↓

↑

```
<input type="text"
  data-role="spinner"
  data-cls-spinner-button="fg-white"
  data-cls-spinner-button-plus="bg-green"
  data-cls-spinner-button-minus="bg-red"
  data-cls-spinner-input="bg-light fg-cyan text-bold"
  data-plus-icon="<span class='mif-arrow-up'></span>"
  data-minus-icon="<span class='mif-arrow-down'></span>"
>
```

Additional classes

You can use additional classes to change input size: `.input-large` and `.input-small` .

Input small

Input regular

Input large

—

+

—

+

—

+