Textbox

`gradio.Textbox(···)`

Description

Creates a textarea for user to enter string input or display string output.

Behavior

As input: passes textarea value as a `str` into the function.

As output: expects a `str` returned from function and sets textarea value to it.

Initialization

Parameter	Description
`value` *str | Callable | None* **default: ""**	default text to provide in textarea. If callable, the function will be called whenever the app loads to set the initial value of the component.
`lines` *int* **default: 1**	minimum number of line rows to provide in textarea.
`max_lines` *int* **default: 20**	maximum number of line rows to provide in textarea.

ımeter	Description
`placeholder` *str | None* **default: None**	placeholder hint to provide behind textarea.
`label` *str | None* **default: None**	The label for this component. Appears above the component and is also used as the header if there are a table of examples for this component. If None and used in a `gr.Interface`, the label will be the name of the parameter this component is assigned to.
`info` *str | None* **default: None**	additional component description.
`every` *float | None* **default: None**	If `value` is a callable, run the function 'every' number of seconds while the client connection is open. Has no effect otherwise. Queue must be enabled. The event can be accessed (e.g. to cancel it) via this component's .load_event attribute.
`show_label` *bool | None* **default: None**	if True, will display label.
`container` *bool* **default: True**	If True, will place the component in a container - providing some extra padding around the border.
`scale` *int | None* **default: None**	relative width compared to adjacent Components in a Row. For example, if Component A has scale=2, and Component B has scale=1, A will be twice as wide as B. Should be an integer.
`min_width` *int* **default: 160**	minimum pixel width, will wrap if not sufficient screen space to satisfy this value. If a certain scale value results in this Component being narrower than min_width, the min_width parameter will be respected first.

ımeter	Description
`interactive` *bool | None* **default: None**	if True, will be rendered as an editable textbox; if False, editing will be disabled. If not provided, this is inferred based on whether the component is used as an input or output.
`visible` *bool* **default: True**	If False, component will be hidden.
`elem_id` *str | None* **default: None**	An optional string that is assigned as the id of this component in the HTML DOM. Can be used for targeting CSS styles.
`autofocus` *bool* **default: False**	If True, will focus on the textbox when the page loads. Use this carefully, as it can cause usability issues for sighted and non-sighted users.
`autoscroll` *bool* **default: True**	If True, will automatically scroll to the bottom of the textbox when the value changes, unless the user scrolls up. If False, will not scroll to the bottom of the textbox when the value changes.
`elem_classes` *list[str] | str | None* **default: None**	An optional list of strings that are assigned as the classes of this component in the HTML DOM. Can be used for targeting CSS styles.
`render` *bool* **default: True**	If False, component will not render be rendered in the Blocks context. Should be used if the intention is to assign event listeners now but render the component later.
`type` *Literal[('text', 'password', 'email')]* **default: "text"**	The type of textbox. One of: 'text', 'password', 'email', Default is 'text'.

ımeter	Description
`text_align` *Literal[('left', 'right')] | None* **default: None**	How to align the text in the textbox, can be: "left", "right", or None (default). If None, the alignment is left if `rtl` is False, or right if `rtl` is True. Can only be changed if `type` is "text".
`rtl` *bool* **default: False**	If True and `type` is "text", sets the direction of the text to right-to-left (cursor appears on the left of the text). Default is False, which renders cursor on the right.
`show_copy_button` *bool* **default: False**	If True, includes a copy button to copy the text in the textbox. Only applies if show_label is True.

Shortcuts

Class	Interface String Shortcut	Initialization
`gradio.Textbox`	"textbox"	Uses default values
`gradio.TextArea`	"textarea"	Uses lines=7

Demos

hello_world diff_texts sentence_builder

```python
import gradio as gr

def greet(name):
    return "Hello " + name + "!"

demo = gr.Interface(fn=greet, inputs="textbox", outputs="textbox")

if __name__ == "__main__":
    demo.launch()
```

Event Listeners

Description

Event listeners allow you to capture and respond to user interactions with the UI components you've defined in a Gradio Blocks app. When a user interacts with an element, such as changing a slider value or uploading an image, a function is called.

Supported Event Listeners

The `Textbox` component supports the following event listeners. Each event listener takes the same parameters, which are listed in the Event Arguments table below.

Listener	Description
`gradio.Textbox.change(fn, ···)`	Triggered when the value of the Textbox changes either because of user input (e.g. a user types in a textbox) OR because of a function update (e.g. an image receives a value from the output of an event trigger). See `.input()` for a listener that is only triggered by user input.
`gradio.Textbox.input(fn, ···)`	This listener is triggered when the user changes the value of the Textbox.
`gradio.Textbox.select(fn, ···)`	Event listener for when the user selects or deselects the Textbox. Uses event data gradio.SelectData to carry `value` referring to the label of the Textbox, and `selected` to refer to state of the Textbox. See EventData documentation on how to use this event data
`gradio.Textbox.submit(fn, ···)`	This listener is triggered when the user presses the Enter key while the Textbox is focused.
`gradio.Textbox.focus(fn, ···)`	This listener is triggered when the Textbox is focused.
`gradio.Textbox.blur(fn, ···)`	This listener is triggered when the Textbox is unfocused/blurred.

Event Arguments

Parameter	Description
`fn` *Callable | None | Literal['decorator']* **default: "decorator"**	the function to call when this event is triggered. Often a machine learning model's prediction function. Each parameter of the function corresponds to one input component, and the function should return a single value or a tuple of values, with each element in the tuple corresponding to one output component.

Parameter	Description
`inputs` *Component | list[Component] | set[Component] | None* **default: None**	List of gradio.components to use as inputs. If the function takes no inputs, this should be an empty list.
`outputs` *Component | list[Component] | None* **default: None**	List of gradio.components to use as outputs. If the function returns no outputs, this should be an empty list.
`api_name` *str | None | Literal[False]* **default: None**	defines how the endpoint appears in the API docs. Can be a string, None, or False. If set to a string, the endpoint will be exposed in the API docs with the given name. If None (default), the name of the function will be used as the API endpoint. If False, the endpoint will not be exposed in the API docs and downstream apps (including those that `gr.load` this app) will not be able to use this event.
`scroll_to_output` *bool* **default: False**	If True, will scroll to output component on completion
`show_progress` *Literal[('full', 'minimal', 'hidden')]* **default: "full"**	If True, will show progress animation while pending
`queue` *bool | None* **default: None**	If True, will place the request on the queue, if the queue has been enabled. If False, will not put this event on the queue, even if the queue has been enabled. If None, will use the queue setting of the gradio app.

Parameter	Description
`batch` *bool* **default: False**	If True, then the function should process a batch of inputs, meaning that it should accept a list of input values for each parameter. The lists should be of equal length (and be up to length `max_batch_size`). The function is then ***required*** to return a tuple of lists (even if there is only 1 output component), with each list in the tuple corresponding to one output component.
`max_batch_size` *int* **default: 4**	Maximum number of inputs to batch together if this is called from the queue (only relevant if batch=True)
`preprocess` *bool* **default: True**	If False, will not run preprocessing of component data before running 'fn' (e.g. leaving it as a base64 string if this method is called with the `Image` component).
`postprocess` *bool* **default: True**	If False, will not run postprocessing of component data before returning 'fn' output to the browser.
`cancels` *dict[str, Any] | list[dict[str, Any]] | None* **default: None**	A list of other events to cancel when this listener is triggered. For example, setting cancels=[click_event] will cancel the click_event, where click_event is the return value of another components .click method. Functions that have not yet run (or generators that are iterating) will be cancelled, but functions that are currently running will be allowed to finish.
`every` *float | None* **default: None**	Run this event 'every' number of seconds while the client connection is open. Interpreted in seconds. Queue must be enabled.

Parameter	Description
`trigger_mode` *Literal[('once', 'multiple', 'always_last')] | None* **default: None**	If "once" (default for all events except `.change()`) would not allow any submissions while an event is pending. If set to "multiple", unlimited submissions are allowed while pending, and "always_last" (default for `.change()` event) would allow a second submission after the pending event is complete.
`js` *str | None* **default: None**	Optional frontend js method to run before running 'fn'. Input arguments for js method are values of 'inputs' and 'outputs', return should be a list of values for output components.
`concurrency_limit` *int | None | Literal['default']* **default: "default"**	If set, this is the maximum number of this event that can be running simultaneously. Can be set to None to mean no concurrency_limit (any number of this event can be running simultaneously). Set to "default" to use the default concurrency limit (defined by the `default_concurrency_limit` parameter in `Blocks.queue()`, which itself is 1 by default).
`concurrency_id` *str | None* **default: None**	If set, this is the id of the concurrency group. Events with the same concurrency_id will be limited by the lowest set concurrency_limit.
`show_api` *bool* **default: True**	whether to show this event in the "view API" page of the Gradio app, or in the ".view_api()" method of the Gradio clients. Unlike setting api_name to False, setting show_api to False will still allow downstream apps to use this event. If fn is None, show_api will automatically be set to False.

Guides

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