

FLEX - TEXTINPUT CONTROL

http://www.tutorialspoint.com/flex/flex_textinput_control.htm

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Introduction

The TextInput control is a text-entry control that lets users enter and edit a single line of uniformly-formatted text..

Class declaration

Following is the declaration for **spark.components.TextArea** class:

```
public class TextInput
    extends SkinnableTextBase
```

Public properties

S.N. Properties & Description

- | | |
|---|---|
| 1 | widthInChars : Number
The default width of the control, measured in em units. |
|---|---|

Public methods

S.N. Method & Description

- | | |
|---|----------------------------------|
| 1 | TextInput
Constructor. |
|---|----------------------------------|

Methods inherited

This class inherits methods from the following classes:

- spark.components.supportClasses.SkinnableTextBase
- spark.components.supportClasses.SkinnableComponent
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher
- Object

Flex TextInput Control Example

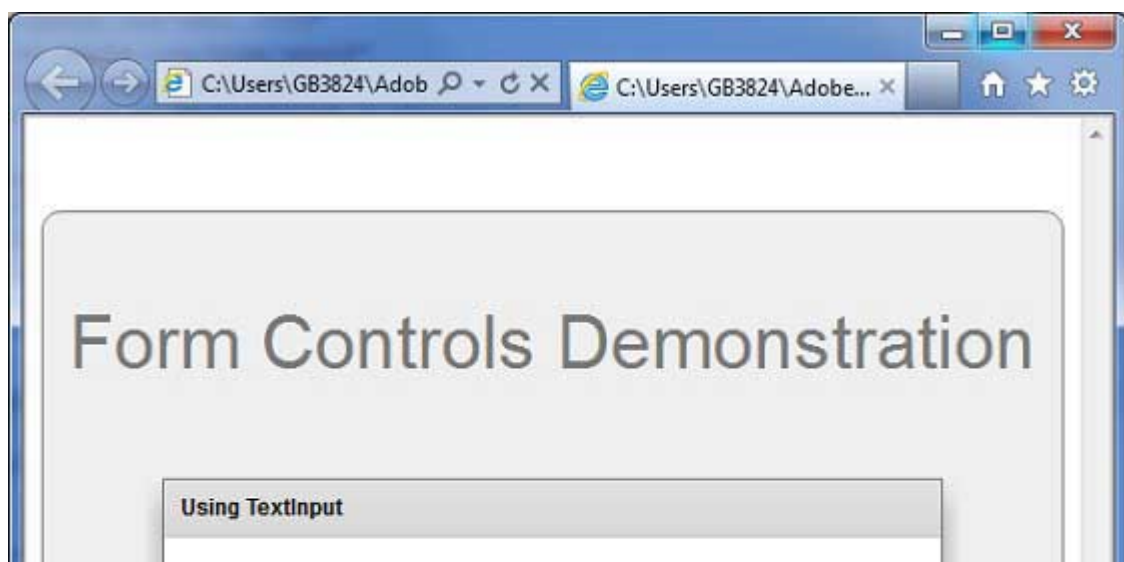
Let us follow the following steps to check usage of TextInput control in a Flex application by creating a test application:

Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter.
2	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx"
  width="100%" height="100%" minWidth="500" minHeight="500"
  >
  <fx:Style source="/com/tutorialspoint/client/Style.css"/>
  <s:BorderContainer width="550" height="400"
    styleName="container">
    <s:VGroup width="100%" height="100%" gap="50"
      horizontalAlign="center" verticalAlign="middle">
      <s:Label
        fontSize="40" color="0x777777" styleName="heading"/>
      <s:Panel
        width="420" height="200" >
        <s:layout>
          <s:VerticalLayout gap="10"
            verticalAlign="middle" horizontalAlign="center"/>
        </s:layout>
        <s:TextInput text="Hello World" />
        <s:TextInput text="Hello World" enabled="false" />
      </s:Panel>
    </s:VGroup>
  </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in [Flex - Create Application](#) chapter. If everything is fine with your application, this will produce following result: [[Try it online](#)]



Hello World

Hello World.

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