

bTextArea Component

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2. General Description

bTextArea is a very complex Flash component made especially to be extremely easy to use and customize without much knowledge.

Everything is customizable from the bTextArea itself to the TextField or ScrollBar.

It takes **HTML** formatted text from **XML** and shows it in Flash. The text in the XML is just like regular HTML text so no more annoying CDATA blocks, everything is natural.

Besides the HTML formatting it uses a **CSS StyleSheet** for a better formatting the text, and also the **TextFormat** from Flash can be used.

It has **support for subscript and superscript** so from now it's extremely easy to write for example: **x² or H₂O**. Just use **<sup>** and **<sub>** tags.

How about adding characters which are not found on your keyboard like **β, ω or €**. Until now you had to go and copy them from another place and paste them into your Flash application. **No more** doing this with the bTextArea component just write simple symbols like: **"\pi", "\beta"** and the list of symbols which can be added is **unlimited**.

Totally resizable, all you have to do is scale it like a normal rectangle with the transform tool and everything will be looking good. Adjusting the size never was easier.

Another great feature is that it has a built in **ScrollBar** so if the text is larger than the area you have you can set it's scrollbar to true and everything will be **automatically done**.

Although the text is **external loaded** from XML you still can see it on stage when you design your application like if it would be directly entered because the advanced **built in live preview**. Also a little **helper** is present to tell you which **ID** correspond to each bTextArea.

Being a component all you have to do is to **drag and drop** from components panel or library to your stage.

Everything is made very easy and quick making it ideal for projects.

3. Properties

Many of these properties can also be set from the parameters panel or component inspector.

| Property | Description |
|-----------------------------|---|
| textID(String) | <p>Gets or sets the value of the ID attribute tag from XML file.</p> <p>The text blocks must be in <body id="textID"></body></p> <p>So this property tells which text block to show.</p> |
| xmlPath(String) | <p>Gets or sets the path to the XML file from which to load the text.</p> <p>It can accept relative but also absolute paths to the file.</p> <p>Default value is: text.xml.</p> |
| cssPath(String) | <p>Gets or sets the path to the CSS file from which to load the text formatting StyleSheet.</p> <p>It can accept relative but also absolute paths to the file.</p> <p>Default value is: text.css.</p> |
| isScrollbar(Boolean) | <p>Gets or sets a value that indicates whether the component has a ScrollBar.</p> <p>When:</p> <ul style="list-style-type: none"> • True: the textArea resizes to the height given by the user, either with the height property or directly from stage with the mouse and attaches a ScrollBar to it dimensions. |

| | |
|----------------------------|--|
| | <ul style="list-style-type: none">• False: the textArea takes the maximum height which it needs to display all the text without scrolling <p>Default value is: false.</p> <p>Note: when the textArea size doesn't adjust correctly use the update() method.</p> |
| AbsCSSPath (String) | <p>Gets or sets the absolute path to the CSS file from which to load the text formatting StyleSheet.</p> <p>It can accept only absolute paths to the file.</p> <p>This property is used only for live preview so it won't affect how the text will appear when compiled.</p> <p>For the live preview to show correctly it needs to have an absolute path.</p> <p>If you don't want/need a live preview leave this value blank.</p> |
| AbsXMLPath (String) | <p>Gets or sets the absolute path to the XML file from which to load the text.</p> <p>It can accept only absolute paths to the file.</p> <p>This property is used only for live preview so it won't affect how the text will appear when compiled.</p> <p>For the live preview to show correctly it needs to have an absolute path.</p> <p>If you don't want/need a live preview leave this value blank.</p> |
| txt(TextField) | <p>Gets a reference to the TextField representing the main text of the textArea.</p> |
| sbText(UIScrollBar) | <p>Gets a reference to the UIScrollBar representing the scrollBar of the textArea.</p> |

height(Number)Gets or sets the **textArea height**.**width(Number)**Gets or sets the **textArea width**.

4. Methods

| Method | Description |
|--------------------------|---|
| <code>bTextArea()</code> | Creates a new bTextArea instance. |
| <code>update()</code> | Forces the component to redraw and readjust itself after some modifications. |

5. Events

| Event | Description |
|----------|--|
| COMPLETE | Event dispatched when the textArea loaded the text and applied it. |
| UPDATE | Event dispatched when an update action was triggered. |