

AtloriaInput

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AtloriaInput

Kind: Class

Source: `atloria-monorepo/packages/ui-core/src/components/input/Input.ts`

A fully accessible input component with validation states

Extends: `AtloriaElement`

Methods

Method	Signature	Returns
<code>focus</code>	<code>focus()</code>	<code>void</code>
<code>blur</code>	<code>blur()</code>	<code>void</code>
<code>select</code>	<code>select()</code>	<code>void</code>
<code>render</code>	<code>render()</code>	<code>void</code>

Properties

Property	Type
<code>styles</code>	<code>any</code>
<code>type</code>	<code>InputType</code>
<code>name</code>	<code>any</code>
<code>value</code>	<code>any</code>
<code>label</code>	<code>any</code>
<code>placeholder</code>	<code>any</code>
<code>helperText</code>	<code>any</code>
<code>errorMessage</code>	<code>any</code>

Property	Type
successMessage	any
required	any
disabled	any
readonly	any
minlength	number
maxlength	number
pattern	string
autocomplete	string

Where it refuses work

- `AtloriaInput` stops the work with an early return when `this.errorMessage` .
- `AtloriaInput` stops the work with an early return when `this.successMessage` .