newforms Documentation

Release 0.9.0

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November 15, 2014

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An isomorphic JavaScript form-handling library for React.

(Formerly a direct port of the Django framework's `django.forms` library)

CHAPTER 1

Getting newforms

Node.js

Newforms can be used on the server, or bundled for the client using an npm-compatible packaging system such as Browserify or webpack.

```
npm install newforms
```

```
var forms = require('newforms')
```

Note: By default, newforms will be in development mode. To use it in production mode, set the environment variable `NODE_ENV` to `'production'` when bundling. To completely remove all development mode code, use a minifier that performs dead-code elimination, such as UglifyJS.

Browser bundles Browser bundles expose newforms as a global `forms` variable and expect to find a global `React` variable to work with.

newforms 0.9.0 (development version)

Uncompressed, with warnings about potential mistakes.

newforms 0.9.0 (production version)

Compressed version for production.

Source Newforms source code and issue tracking is on GitHub:

- https://github.com/insin/newforms

CHAPTER 2

Documentation

Note: Unless specified otherwise, documented API items live under the `forms` namespace object in the browser, or the result of `require('newforms')` in Node.js.

- ***Quickstart*** A quick introduction to defining and using newforms Form objects
- **`Guide Documentation`** An overview of newforms concepts, and guide docs with examples
- **`API Reference`** Reference guide for the API exposed by newforms

CHAPTER 3

Documentation Contents

3.1 Quickstart

A quick introduction to defining and using newforms Form objects.

3.1.1 Design your form

The starting point for defining your own forms is `Form.extend()`.

Here's a simple (but incomplete!) definition of a type of Form you've probably seen dozens of times:

```
var SignupForm = forms.Form.extend({
  username: forms.CharField(),
  email: forms.EmailField(),
  password: forms.CharField({widget: forms.PasswordInput}),
  confirmPassword: forms.CharField({widget: forms.PasswordInput}),
  acceptTerms: forms.BooleanField({required: true})
})
```

A piece of user input data is represented by a *Field*, groups of related Fields are held in a *Form* and form inputs which will be displayed to the user are represented by *Widgets*. Every Field has a default Widget, which can be overridden.

3.1.2 Create a Form instance in a React component

Form instances hold the state of a Form's user input and validation results. Since a Form is managing some state for you, you may wish to keep it in your component's state.

To let the Form let your component know that the state it manages has changed, pass it an `onChange` callback:

```
var SignupComponent = React.createClass({
  getInitialState: function() {
    return {
      form: new SignupForm({onChange: this.forceUpdate.bind(this)})
    }
  },

  // ...
```

3.1.3 Rendering a Form instance

Forms provide helpers for rendering labels, user inputs and validation errors for their fields. They also have convenience rendering methods to get you started quickly by surrounding these with some basic structure.

At the very least, you must wrap these form-rendered contents in a `<form>`, provide form controls such as a submit button and hook up handling of form submission:

```
render: function() {
  return <form onSubmit={this.onSubmit}>
    <table>
      <tbody>
        {this.state.form.asTable()}
      </tbody>
    </table>
    <div className="controls">
      <input type="submit" value="Submit"/>
    </div>
  </form>
},

// ...
```

Forms attach event handlers to the inputs they render, so getting user input data is handled for you.

If you gave your Form an `onChange` callback, it will also automatically validate user input as it's given and let your component know when to re-render, to display any resulting state changes (such as new validation errors).

3.1.4 Handling form submission

The final step in using a Form is validating the entire form when the user attempts to submit it. Calling its `validate()` method validates every field in the form with its current user input.

If a Form is valid, it will have a `cleanedData` object containing validated data, coerced to the appropriate JavaScript data type when appropriate:

```
  propTypes: {
   onSubmitSignup: React.PropTypes.func.isRequired
  },

  onSubmit: function(e) {
    e.preventDefault()

    var isValid = this.state.form.validate()
    if (isValid) {
      this.props.onSubmitSignup(this.state.form.cleanedData)
    }
    else {
      this.forceUpdate()
    }
  }
})
```

3.1.5 Implementing custom validation

There's an obvious *validation* not being handled by our form: what if the passwords don't match?

This is a cross-field validation. To implement custom, cross-field validation add a `clean()` method to the Form definition:

```
clean: function() {
  if (this.cleanedData.password &&
      this.cleanedData.confirmPassword &&
      this.cleanedData.password != this.cleanedData.confirmPassword) {
    throw forms.ValidationError('Passwords do not match.')
  }
}
```

3.1.6 Live demo

This is the React component we defined above being used by another component which displays successfully submitted data:

3.2 Overview

Newforms takes care of a number of common form-related tasks. Using it, you can:

- Display a form with automatically generated form widgets.
- Automatically keep a JavaScript object in sync with current user input.
- Check user input against a set of validation rules.
- Update form display with validation errors.
- Convert valid user input to the relevant JavaScript data types.

3.2.1 Concepts

The core concepts newforms deals with are:

Widgets Widgets create `ReactElement` objects for form inputs.

For example, a `Select` widget knows which `<option>` values and labels it should generate and how to generate a `<select>` with the `<option>` corresponding to given user input data marked as selected.

Fields A Field holds metadata about displaying a form input and validating a piece of user input. Its metadata is the source for:

- Configuring a suitable Widget to generate a form input, with a label and help text.
- Validating user input and providing an appropriate error message when it's invalid.
- Converting valid user input to an appropriate JavaScript data type.

For example, an `IntegerField` makes sure that its user input data is a valid integer, is valid according to any additional rules defined – such as `minValue` – and converts valid user input to a JavaScript `Number`. By default, it configures a `NumberInput` widget to display an `<input type="number">` for input.

Forms Forms group related Fields together, using them to validate user input and providing helpers for displaying them as HTML.

Forms drive the validation process, holding raw user input data, validation error messages and "cleaned" data which has been validated and type-converted.

3.2.2 Form objects

Form constructors are created by extending `forms.Form` and declaratively specifying field names and metadata:

```
var ContactForm = forms.Form.extend({
  subject: forms.CharField({maxLength: 100}),
  message: forms.CharField(),
  sender: forms.EmailField(),
  ccMyself: forms.BooleanField({required: false})
})
```

A form is composed of `Field` objects. In this case, our form has four fields: `subject`, `message`, `sender` and `ccMyself`. `CharField`, `EmailField` and `BooleanField` are just three of the available field types – a full list can be found in *Form fields*.

- A form with no user input data will render as empty or will contain any default values it was configured with.
- Once a form has user input data, it can validate it. If a form is rendered with invalid input data, it can include error messages telling the user what to correct.

Processing input data with a Form

When a form is given valid input data, the successfully validated form data will be in the `form.cleanedData` object. This data will have been converted into JavaScript types for you, where necessary.

In the above example, `ccMyself` will be a boolean value. Likewise, fields such as `IntegerField` and `DateField` convert values to a JavaScript `Number` and `Date`, respectively.

Displaying a Form

Rather than newforms providing its own custom React components, `Form` objects create `ReactElement` objects to be included in the `render()` of a React component.

A form also only outputs its own fields; it's up to you to provide the surrounding `<form>` element, submit buttons etc:

```
render: function() {
  return <form action="/contact" method="POST" onSubmit={this.onSubmit}>
    {this.state.form.asDiv()}
    <div>
      <input type="submit" value="Submit"/>{' '}
      <input type="button" value="Cancel" onClick={this.onCancel}/>
    </div>
  </form>
}
```

`form.asDiv()` will output the form with each form field and accompanying label wrapped in a `<div>`. Here's the output for our example component:

```
<form action="/contact" method="POST">
  <div><label for="id_subject">Subject:</label> <input maxlength="100" type="text" name="subject" id=
  <div><label for="id_message">Message:</label> <input type="text" name="message" id="id_message"></d
  <div><label for="id_sender">Sender:</label> <input type="email" name="sender" id="id_sender"></div>
  <div><label for="id_ccMyself">Cc myself:</label> <input type="checkbox" name="ccMyself" id="id_ccMy
  <div><input type="submit" value="Submit"> <input type="button" value="Cancel"></div>
</form>
```

Note that each form field has an `id` attribute set to `id_<field-name>`, which is referenced by the accompanying label tag. You can *customise the way in which labels and ids are generated*.

You can also use `form.asTable()` to output table rows (you'll need to provide your own `<table>` and `<tbody>`) and `form.asUl()` to output list items. Forms also have a default `form.render()` method which calls `form.asTable()`.

3.3 Interactive Forms with React

Other documentation sections use the API for providing user input when creating a Form instance, to demonstrate behaviour and features based on user input in a concise way.

However, this API is more typical of using newforms on the server or as a standalone validator. When working with Forms in the client, user input is more often taken one field at a time using its `onChange` event, or as an update to an existing form instance's data.

This section focuses on API and patterns of usage that are applicable to using newforms to create interactive forms in a React component in the browser.

3.3.1 Provide a containing `<form>`

Warning: You **must** provide a `<form>` to contain fields you're rendering with newforms.

At the time of documenting (version 0.9), you **must** provide a `<form>` to contain fields you're rendering with newforms. It's likely that you'll want one anyway to make use of its `onSubmit` event for Final Form validation.

React's virtual DOM doesn't provide a means of obtaining values from form inputs. To do this for you, newforms must reach into the real DOM when an `onChange` event fires on one of the inputs it rendered for you.

Forms currently make use of the real DOM's `form.elements` collection to simplify retrieving values for fields which render as multiple inputs, such as a `MultipleChoiceField` which uses a `CheckboxSelectMultiple` widget.

3.3.2 Creating Forms and FormSets

There are a number of client-specific options available when creating an instance of a Form to use in a React component. The same options apply when creating FormSets, as they use them to handle creation of Form instances for you.

3.3.3 Form state and `onChange()`

While a Form is not itself a React component, it is stateful. Its `data`, `errors()` and `cleanedData` properties will be changed when the user makes changes and their input is taken and validated.

In order to update display of its containing React component, a Form will call a given `onChange()` callback each time user input is taken or validation is performed in response to a user changing input data.

Typically, this function will just force its React component to update, for example:

```
getInitialState: function() {
  return {
    form: new ContactForm({onChange: this.onFormChange})
```

```
  }
},

onFormChange: function() {
  this.forceUpdate()
}
```

Passing an `onChange` callback will also automatically configure interactive validation of each form input as it's updated by the user. See below for details of what that entails and how to configure it.

Note: Due to the way controlled components work in React, if you are using Controlled forms and you do not pass an `onChange()` callback, your form inputs will be read-only! The development version of newforms will warn you if this happens.

3.3.4 Interactive Form validation

To validate individual form fields as the user interacts with them, you can pass a `validation` argument when instantiating a Form or Field.

Passing a `validation` argument when instantiating a form sets up interactive validation for every field on the form.

Form `'auto'` validation

When you pass an `onChange` callback to a form, its validation setting is automatically implied to be `'auto'`:

```
var form = new SignupForm({onChange: this.onFormChange})
```

When the form's validation mode is `'auto'`:

- Text fields are validated using the `onChange` and `onBlur` events, with a debounce delay of 369ms applied to `onChange` between the last change being made and validation being performed.
- Other fields are validated as soon as the user interacts with them.

Note: React normalises the `onChange` event in text inputs to fire after every character which is entered.

`'auto'` example form

Let's use a standard signup form as an example:

```
var SignupForm = forms.Form.extend({
  email: forms.EmailField()
, password: forms.CharField({widget: forms.PasswordInput})
, confirm: forms.CharField({label: 'Confirm password', widget: forms.PasswordInput})
, terms: forms.BooleanField({
    label: 'I have read and agree to the Terms and Conditions'
  , errorMessages: {required: 'You must accept the terms to continue'}
  })

, clean: function() {
    if (this.cleanedData.password && this.cleanedData.confirm &&
        this.cleanedData.password != this.cleanedData.confirm) {
      throw forms.ValidationError('Passwords do not match.')
    }
```

```
  }
})
```

Note that this form defines a *clean() function* for cross-field validation. In addition to validating the field which just changed, user input will also trigger form-wide validation by calling `clean()`. This function must always be written defensively regardless of whether full or partial validation is being run, as it can't assume that any of the `cleanedData` it validates against will be present due to the possibility of missing or invalid user input.

3.3.5 Field validation

Fields also accept a `validation` argument – validation defined at the field level overrides any configured at the Form level, so if you want to use interaction validation only for certain fields, or to opt fields out when validation has been configured at the form level, use the `validation` argument when defining those fields.

3.3.6 `validation` options

`'manual'`

This is the default option, which disables interactive validation.

You're only likely to need to use this if you're opting specific fields out of form-wide interactive validation.

`validation` object

Interactive validation can be specified as an object with the following properties:

`on` The name of the default event to use to trigger validation on text input fields. This can be specified with or without an `'on'` prefix. If validation should be triggerd by multiple events, their names can be passed as a space-delimited string or a list of strings.

For example, given `validation: {on: 'blur'}`, text input validation will be performed when the input loses focus after editing.

`onChangeDelay` A delay, in milliseconds, to be used to debounce performing of validation when using the `onChange` event, to give the user time to enter input without distracting them with error messages or other disply changes around the input while they're still typing.

`'auto'`

The behaviour of `'auto'` validation is *documented above*. It's equivalent to passing:

```
validation: {on: 'blur change', onChangeDelay: 369}
```

Any event name

If you pass any other string as the `validation` argument, it will be assumed to be an event name, so the following lines are equivalent:

```
validation: 'blur'
validation: {on: 'blur'}
```

3.3.7 Final Form validation

Whether or not you've given your form an `onChange` callback, Forms will still automatically update their `data` object with user input as the user interacts with each form field. Even if all fields have been used and are valid, the user still has to signal their intent to submit the form before final validation can be performed.

Validating final form submission is left in your hands, as newforms doesn't know (or care, sorry!) what you ultimatey want to do with the `cleanedData` it creates for you.

This is typically implemented by hooking into a `<form>`'s `onSubmit` event and calling `form.validate()` to validate the entire form using current user input:

```
onSubmit: function(e) {
  e.preventDefault()
  var form = this.state.form
  var isValid = form.validate()
  if (isValid) {
    this.props.processContactData(form.cleanedData)
  }
  else {
    this.forceUpdate()
  }
}
```

Something to note is that re-rendering after unsuccessful final validation must be done manually – this is to avoid needlessly re-rendering when there are multiple Forms or FormSets in use, as is often the case when there are multiple logical sections or entities being edited.

Remember that Forms represent groups of related Fields and don't necessarily have to model the content of the entire `<form>`. Use as many as you like, but don't forget to use *prefixes* when necessary to avoid field `name` and `id` clashes.

3.3.8 Controlled forms

By default, newforms generates uncontrolled React components, which can provide initial values for form inputs but require manual updating via the DOM should you wish to change the displayed values via code.

If you need to programatically update the values displayed in a form after its initial display, you will need to use controlled React components.

You can do this by passing a `controlled` argument when constructing the Form or individual Fields you wish to have control over:

```
var form = new SignupForm({controlled: true, onChange: this.onFormChange})
```

Controlled components created by newforms reflect the values held in `form.data`. It's recommended that you call `form.setData()` or `form.updateData()` to update `form.data`, as they handle transitioning from initial display of data to displaying user input and will also call `onChange()` for you, to trigger re-rendering of the containing React component.

`controlled` example Form

An example of reusing the same controlled Form to edit a bunch of different objects which have the same fields.

First, define a form:

```
var PersonForm = forms.Form.extend({
  name: forms.CharField({maxLength: 100}),
  age: forms.IntegerField({minValue: 0, maxValue: 115}),
```

```
  bio: forms.CharField({widget: forms.Textarea})
})
```

When creating the form in our example React component, we're passing `controlled: true`:

```
getInitialState: function() {
  return {
    form: new PersonForm({
      controlled: true
    , onChange: this.forceUpdate.bind(this)
    })
  , editing: null
  , people: [/* ... */]
  }
}
```

To update what's displayed in the form, we have a `handleEdit` function in our React component which is calling `form.reset()` to put the form back into its initial state, with new initial data:

```
handleEdit: function(personIndex) {
  this.state.form.reset(this.state.people[personIndex])
  this.setState({editing: personIndex})
}
```

3.3.9 Rendering Forms

One of the benefits of using React is that display logic really is Just JavaScript. Reusable pieces can be extracted into functions, or React components, or a configurable object of some sort or... whatever your programmery heart desires.

Newforms gives you a rendering helper – called a BoundField – for each field, which has access to the Field, its Widget and its Form, which collectively have access to all the metadata and user input data it needs to render the field. It uses these to implement rendering helper methods, which are available for you to use in your react components.

BoundFields, their most useful properties and examples of their use are covered in *Customising Form display* and the complete *BoundField API* is documented.

3.4 Customising Form display

The HTML generated by a Form's default rendering methods can help you get started quickly, but you can completely customise the way a form is presented.

To assist with rendering, we introduce another concept which ties together Widgets, Fields and Forms:

3.4.1 BoundField

BoundField A `BoundField()` is a helper for rendering HTML content for – and related to – a single Field.

> It ties together the Field itself, the fields's configured Widget, the name the field is given by the Form, and the raw user input data and validation errors held by a Form.
>
> BoundFields provide properties and functions for using these together to render the different components required to display a field – its label, form inputs and validation error messages – as well as exposing the constituent parts of each of these should you wish to fully customise every aspect of form display.

Forms provide a number of methods for creating BoundFields. These are:

- `form.boundFieldsObj()` – returns an object whose properties are the form's field names, with BoundFields as values.
- `form.boundFields()` – returns a list of BoundFields in their form-defined order.
- `form.boundField(fieldName)` – returns the BoundField for the named field.

Every object which can generate `ReactElement` objects in newforms has a default `render()` method – for BoundFields, the default `render()` for a non-hidden field calls `asWidget()`, which renders the Widget the field is configured with.

A selection of the properties and methods of a BoundField which are useful for custom field rendering are listed below. For complete details, see the *BoundField API docs*.

3.4.2 Useful BoundField properties

`bf.field` The `Field()` instance from the form, that this `BoundField()` wraps. You can use it to access field properties directly.

Newforms also adds a *custom property* to the Field API – you can pass this argument when creating a field to store any additional, custom metadata you want to associate with the field for later use.

`bf.helpText` Any help text that has been associated with the field.

`bf.label` The label text for the field, e.g. `'Email address'`.

`bf.name` The name of the field in the form.

3.4.3 Useful BoundField methods

`bf.errors()` Gets an object which holds any validation error messages for the field and has a default rendering to a `<ul class="errorlist">`.

`bf.errorMessage()` Gets the first validation error message for the field as a String, or `undefined` if there are none, making it convenient for conditional display of error messages.

`bf.idForLabel()` Generates the id that will be used for this field. You may want to use this in lieu of `labelTag()` if you are constructing the label manually.

`bf.labelTag()` Generates a a `<label>` containing the field's label text.

`bf.value()` Gets the value to be displayed in the field.

3.4.4 `boundFields()` example

Using these, let's customise rendering of our ContactForm. Rendering things in React is just a case of creating `ReactElement` objects, so the full power of JavaScript and, should you need them, custom React components are available to you.

For example, let's customise rendering to add a CSS class to our form field rows and to put the checkbox for the `ccMyself` field inside its `<label>`:

```
function renderField(bf) {
  var className = 'form-field'
  if (bf.field instanceof forms.BooleanField) {
    return <div className={className}>
      <label>{bf.render()} {bf.label}</label> {bf.errorMessage()}
    </div>
  }
```

```
  else {
    return <div className={className}>
      {bf.labelTag()} {bf.render()} {bf.errorMessage()}
    </div>
  }
}
```

We still don't need to do much work in our component's `render()` method:

```
render: function() {
  return <form action="/contact" method="POST">
    {this.state.form.boundFields.map(renderField)}
    <div>
      <input type="submit" value="Submit"/>{' '}
      <input type="button" value="Cancel" onClick={this.onCancel}/>
    </div>
  </form>
}
```

Its initial rendered output is now:

```
<form action="/contact" method="POST">
  <div class="form-field"><label for="id_subject">Subject:</label> <input maxlength="100" type="text"
  <div class="form-field"><label for="id_message">Message:</label> <input type="text" name="message"
  <div class="form-field"><label for="id_sender">Sender:</label> <input type="email" name="sender" id
  <div class="form-field"><label for="id_ccMyself"><input type="checkbox" name="ccMyself" id="id_ccMy
  <div><input type="submit" value="Submit"> <input type="button" value="Cancel"></div>
</form>
```

3.4.5 `boundFieldsObj()` example

The following Form and FormSet will be used to take input for a number of items to be cooked:

```
var ItemForm = forms.Form.extend({
  name: Forms.CharField(),
  time: Forms.IntegerField(),
  tend: Forms.ChoiceField({required: false, choices: ['', 'Flip', 'Rotate']})
})

var ItemFormSet = forms.formsetFactory(ItemForm, {extra: 3})
```

The list of item forms will be presented as a `<table>` for alignment and compactness. We could use `boundFields()` as above and loop over eaach form's fields, creating a `<td>` for each one, but what if we wanted to display a unit label alongside the "time" field and dynamically display some extra content alongside the "tend" field?

If every field needs to be rendered slightly differently, or needs to be placed individually into an existing layout, `boundFieldsObj()` provides a convenient way to access the form's BoundFields by field name:

```
<tbody>
  {itemFormset.forms().map(function(itemForm, index) {
    var fields = itemForm.boundFieldsObj()
    return <tr>
      <td>{fields.name.render()}</td>
      <td>{fields.time.render()} mins</td>
      <td>
        {fields.tend.render()}
        {fields.tend.data() && ' halfway'}
      </td>
```

```
    </tr>
  })}
</tbody>
```

3.5 Forms

Note: Newforms Forms and Widgets render by creating `ReactElement` objects.

In code examples which display HTML string output, we use an imaginary `reactHTML()` function to make it clear there's another step between rendering a form and final output.

3.5.1 Initial input data

When constructing a `Form()` instance, whether or not you pass input data determines the behaviour of the form's initial render.

- If a user input `data` object is given, initial rendering will trigger validation when it tries to determine if there are any error messages to be displayed.

  This is typically how user input is passed to the form when using newforms on the server to validate a POST request's submitted data.

- If `data` is not given, validation will not be performed on initial render, so the form can render with blank inputs or display any default initial values that have been configured, without triggering validation.

To create a Form instance , simply instantiate it:

```
var f = new ContactForm()
```

To create an instance with input data, pass `data` as an option argument, like so:

```
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var f = new ContactForm({data: data})
```

In this object, the property names are the field names, which correspond to the names in your `Form` definition. The values are the data you're trying to validate. These will usually be strings, but there's no requirement that they be strings; the type of data you pass depends on the `Field()`, as we'll see in a moment.

Data can also be set on a Form instance, which triggers validation, returning the validation result:

```
var isValid = f.setData(data)
```

`form.isInitialRender`

If you need to distinguish between the type of rendering behaviour a form instance will exhibit, check the value of the form's `form.isInitialRender` property:

```
var f = new ContactForm()
print(f.isInitialRender)
// => true
f = new ContactForm({data: {subject: 'hello'}})
print(f.isInitialRender)
// => false
```

A form given an *empty* data object will still be considered to have user input and will trigger validation when rendered:

```
var f = new ContactForm({data: {}})
print(f.isInitialRender)
// => false
```

3.5.2 Using forms to validate data

Server or standalone validation

The primary task of a `Form` object is to validate data. With a bound `Form` instance, call the `BaseForm#isValid()` method to run validation and return a boolean designating whether the data was valid:

```
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var f = new ContactForm({data: data})
print(f.isValid())
// => true
```

Let's try with some invalid data. In this case, `subject` is blank (an error, because all fields are required by default) and `sender` is not a valid email address:

```
var data = {
  subject: 'hello',
, message: 'Hi there'
, sender: 'invalid email address'
, ccMyself: true
}
var f = new ContactForm({data: data})
print(f.isValid())
// => false
```

`form.errors()` returns an `ErrorObject()` containing error messages:

```
f.errors().asText()
/* =>
* subject
  * This field is required.
* sender
  * Enter a valid email address.
*/
```

You can access `form.errors()` without having to call `Form.isValid()` first. The form's data will be validated the first time you either call `form.isValid()` or `form.errors()`.

The validation routines will only get called once for a given set of data, regardless of how many times you call `form.isValid()` or `form.errors()`. This means that if validation has side effects, those side effects will only

be triggered once per set of input data.

Client validation

On the client-side, the user's input is held in form DOM inputs, not a tidy JavaScript object as in the above examples (whereas if you're handling a request on the server, the request body serves this purpose).

Regardless of whether or not you're using interactive validation, the form's input data will be updated as the user fills it in. To force the form to fully validate, call `form.validate()`:

```
// Form creation in a React component's getInitialState()
var form = new ContactForm()

// Validation in an onSubmit event handler
var isValid = this.state.form.validate()
```

3.5.3 Dynamic initial values

Use `form.initial` to declare the initial value of form fields at runtime. For example, you might want to fill in a `username` field with the username of the current session.

To do this, pass an `initial` argument when constructing the form. This argument, if given, should be an object mapping field names to initial values. You only have to include the fields for which you're specifying an initial value, for example:

```
var f = new ContactForm({initial: {subject: 'Hi there!'}})
```

Where both a Field and Form define an initial value for the same field, the Form-level `initial` gets precedence:

```
var CommentForm = forms.Form.extend({
  name: forms.CharField({initial: 'prototype'})
, url: forms.URLField()
, comment: forms.CharField()
})

var f = new CommentForm({initial: {name: 'instance'}, autoId: false})
print(reactHTML(f.render()))
/* =>
<tr><th>Name:</th><td><input type="text" name="name" value="instance"></td></tr>
<tr><th>Url:</th><td><input type="url" name="url"></td></tr>
<tr><th>Comment:</th><td><input type="text" name="comment"></td></tr>
*/
```

3.5.4 Accessing the fields from the form

You can access the fields of a `Form` instance from its `fields` attribute:

```
print(f.fields)
// => {name: [object CharField], url: [object URLField], comment: [object CharField]}
```

You can alter `fields` of a Form instance:

```
f.fields.name.label = 'Username'
print(reactHTML(f.render()))
/* =>
<tr><th>Username:</th><td><input type="text" name="name" value="instance"></td></tr>
```

```
<tr><th>Url:</th><td><input type="url" name="url"></td></tr>
<tr><th>Comment:</th><td><input type="text" name="comment"></td></tr>
*/
```

Warning: don't alter `baseFields` or every subsequent form instance will be affected:

```
f.baseFields.name.label = 'Username'
var anotherForm = new CommentForm({autoId: false})
print(reactHTML(anotherForm.render()))
/* =>
<tr><th>Username:</th><td><input type="text" name="name" value="prototype"></td></tr>
<tr><th>Url:</th><td><input type="url" name="url"></td></tr>
<tr><th>Comment:</th><td><input type="text" name="comment"></td></tr>
*/
```

3.5.5 Accessing "clean" data

Each field in a `Form` is responsible not only for validating data, but also for "cleaning" it – normalising it to a consistent format. This allows data for a particular field to be input in a variety of ways, always resulting in consistent output.

Once a set of input data has been validated, you can access the clean data via a form's `cleanedData` property:

```
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var f = new ContactForm({data: data})
print(f.isValid())
// => true
print(f.cleanedData)
// => {subject: 'hello', message: 'Hi there', sender: 'foo@example.com', ccMyself: true}
```

If input data does *not* validate, `cleanedData` contains only the valid fields:

```
var data = {
  subject: ''
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var f = new ContactForm({data: data})
print(f.isValid())
// => false
print(f.cleanedData)
// => {message: 'Hi there', sender: 'foo@example.com', ccMyself: true}
```

`cleanedData` will only contain properties for fields defined in the form, even if you pass extra data:

```
var data = {
  subject: 'Hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
, extraField1: 'foo'
, extraField2: 'bar'
, extraField3: 'baz'
```

```
}
var f = new ContactForm({data: data})
print(f.isValid())
// => false
print(f.cleanedData) // Doesn't contain extraField1, etc.
// => {subject: 'hello', message: 'Hi there', sender: 'foo@example.com', ccMyself: true}
```

When the Form is valid, `cleanedData` will include properties for all its fields, even if the data didn't include a value for some optional fields. In this example, the data object doesn't include a value for the `nickName` field, but `cleanedData` includes it, with an empty value:

```
var OptionalPersonForm = forms.Form.extend({
  firstName: forms.CharField()
, lastName: forms.CharField()
, nickName: forms.CharField({required: false})
})
var data {firstName: 'Alan', lastName: 'Partridge'}
var f = new OptionalPersonForm({data: data})
print(f.isValid())
// => true
print(f.cleanedData)
// => {firstName: 'Alan', lastName: 'Partridge', nickName: ''}
```

In the above example, the `cleanedData` value for `nickName` is set to an empty string, because `nickName` is a `CharField`, and `CharField`s treat empty values as an empty string.

Each field type knows what its "blank" value is – e.g., for `DateField`, it's `null` instead of the empty string. For full details on each field's behaviour in this case, see the "Empty value" note for each field in the *Built-in Field types (A-Z)* documentation.

You can write code to perform validation for particular form fields (based on their name) or for the form as a whole (considering combinations of various fields). More information about this is in *Form and Field validation*.

3.5.6 Updating a form's input data

`form.setData()`

To replace a Form's entire input data with a new set, use `form.setData()`.

This will also trigger validation – updating `form.errors()` and `form.cleanedData`, and returning the result of `form.isValid()`:

```
var f = new ContactForm()
// ...user inputs data...
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var isValid = f.setData(data)
print(f.isInitialRender)
// => false
print(isValid)
// => true
```

form.updateData()

To partially update a Form's input data, use `form.updateData()`.

This will trigger validation of the fields for which new input data has been given, and also any form-wide validation if configured.

It doesn't return the result of the validation it triggers, since the validity of a subset of fields doesn't tell you whether or not the entire form is valid.

If you're peforming partial updates of user input (which is the case if individual fields are being validated `onChange`) and need to check if the entire form is valid *without* triggering validation errors on fields the user may not have reached yet, use `BaseForm#isComplete()`:

```
var f = new ContactForm()
f.updateData({subject: 'hello'})
print(f.isComplete())
// => false
f.updateData({message: 'Hi there'})
print(f.isComplete())
// => false
f.updateData({sender: 'foo@example.com'})
print(f.isComplete())
// => true
```

Note that `form.isComplete()` returns `true` once all required fields have valid input data.

3.5.7 Outputting forms as HTML

The second task of a `Form` object is to render itself. To do so, call `render()` – forms have an `asTable()` method which is used as the default rendering, so calling `render()` is equivalent:

```
var f = new ContactForm()
print(reactHTML(f.render()))
/* =>
<tr><th><label for="id_subject">Subject:</label></th><td><input maxlength="100" type="text" name="sub
<tr><th><label for="id_message">Message:</label></th><td><input type="text" name="message" id="id_mes
<tr><th><label for="id_sender">Sender:</label></th><td><input type="email" name="sender" id="id_sende
<tr><th><label for="id_ccMyself">Cc myself:</label></th><td><input type="checkbox" name="ccMyself" id
*/
```

Since forms render themselves to `ReactElement` objects, rendering in JSX is just a case of calling the appopriate render method:

```
<table>
  <tbody>
    {f.render()}
  </tbody>
</tbody>
```

If the form is bound to data, the HTML output will include that data appropriately:

```
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'foo@example.com'
, ccMyself: true
}
var f = new ContactForm({data: data})
```

```
print(reactHTML(f.render()))
/* =>
<tr><th><label for="id_subject">Subject:</label></th><td><input maxlength="100" type="text" name="sub
<tr><th><label for="id_message">Message:</label></th><td><input type="text" name="message" id="id_mes
<tr><th><label for="id_sender">Sender:</label></th><td><input type="email" name="sender" id="id_sende
<tr><th><label for="id_ccMyself">Cc myself:</label></th><td><input type="checkbox" name="ccMyself" id
*/
```

This default output is a two-column HTML table, with a `<tr>` for each field. Notice the following:

- For flexibility, the output does *not* include the `<table>` or `<tbody>` , nor does it include the `<form>` or an `<input type="submit">`. It's your job to do that.
- Each field type has a default HTML representation. `CharField` is represented by an `<input type="text">` and `EmailField` by an `<input type="email">`. `BooleanField` is represented by an `<input type="checkbox">`. Note these are merely sensible defaults; you can specify which input to use for a given field by using widgets, which we'll explain shortly.
- The HTML `name` for each tag is taken directly from its property name in `ContactForm`.
- The text label for each field – e.g. `'Subject:'`, `'Message:'` and `'Cc myself:'` is generated from the field name by splitting on capital letters and lowercasing first letters, converting all underscores to spaces and upper-casing the first letter. Again, note these are merely sensible defaults; you can also specify labels manually.
- Each text label is surrounded in an HTML `<label>` tag, which points to the appropriate form field via its `id`. Its `id`, in turn, is generated by prepending `'id_'` to the field name. The `id` attributes and `<label>` tags are included in the output by default, to follow best practices, but you can change that behavior.

Although `<table>` output is the default output style when you `render()` a form, other output styles are available. Each style is available as a method on a form object, and each rendering method returns a list of `ReactElement` objects.

asDiv()

`asDiv()` renders the form as a series of `<div>` tags, with each `<div>` containing one field:

```
var f = new ContactForm()
print(reactHTML(f.asDiv()))
/* =>
<div><label for="id_subject">Subject:</label><span> </span><input maxlength="100" type="text" name="s
<div><label for="id_message">Message:</label><span> </span><input type="text" name="message" id="id_m
<div><label for="id_sender">Sender:</label><span> </span><input type="email" name="sender" id="id_sen
<div><label for="id_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself"
*/
```

asUl()

`asUl()` renders the form as a series of `<li>` tags, with each `<li>` containing one field:

```
var f = new ContactForm()
print(reactHTML(f.asUl()))
/* =>
<li><label for="id_subject">Subject:</label><span> </span><input maxlength="100" type="text" name="su
<li><label for="id_message">Message:</label><span> </span><input type="text" name="message" id="id_me
<li><label for="id_sender">Sender:</label><span> </span><input type="email" name="sender" id="id_send
<li><label for="id_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself" i
*/
```

Styling form rows

When defining a Form, there are a few hooks you can use to add `class` attributes to form rows in the default rendering:

- `rowCssClass` – applied to every form row
- `errorCssClass` – applied to form rows of fields which have errors
- `requiredCssClass` – applied to form rows for required fields
- `validCssClass` – applied to form rows for fields which have a corresponding value present in `cleanedData`

To use these hooks, ensure your form has them as prototype or instance properties, e.g. to set them up as protoype properties:

```
var ContactForm = forms.Form.extend({
  rowCssClass: 'row'
, errorCssClass: 'error'
, requiredCssClass: 'required'
, validCssClass: 'valid'
// ...and the rest of your fields here
})
```

Once you've done that, the generated markup will look something like:

```
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: ''
, ccMyself: true
}
var f = new ContactForm({data: data})
print(reactHTML(f.render()))
/* =>
<tr class="row valid required"><th><label for="id_subject">Subject:</label> ...
<tr class="row valid required"><th><label for="id_message">Message:</label> ...
<tr class="row error required"><th><label for="id_sender">Sender:</label> ...
<tr class="row valid"><th><label for="id_ccMyself">Cc myself:</label> ...
*/
```

The `className` string generated for each field when you configure the available CSS properties is also available for use in custom rendering, via a BoundField's `cssClasses()` method.

Configuring form elements' HTML `id` attributes and `<label>` tags

By default, the form rendering methods include:

- HTML `id` attributes on the form elements.
- The corresponding `<label>` tags around the labels. An HTML `<label>` tag designates which label text is associated with which form element. This small enhancement makes forms more usable and more accessible to assistive devices. It's always a good idea to use `<label>` tags.

The `id` attribute values are generated by prepending `id_` to the form field names. This behavior is configurable, though, if you want to change the `id` convention or remove HTML `id` attributes and `<label>` tags entirely.

Use the `autoId` argument to the `Form` constructor to control the `id` and label behavior. This argument must be `true`, `false` or a string.

If `autoId` is `false`, then the form output will include neither `<label>` tags nor `id` attributes:

```
var f = new ContactForm({autoId: false})
print(reactHTML(f.asTable()))
/* =>
<tr><th>Subject:</th><td><input maxlength="100" type="text" name="subject"></td></tr>
<tr><th>Message:</th><td><input type="text" name="message"></td></tr>
<tr><th>Sender:</th><td><input type="email" name="sender"></td></tr>
<tr><th>Cc myself:</th><td><input type="checkbox" name="ccMyself"></td></tr>
*/
print(reactHTML(f.asUl()))
/* =>
<li><span>Subject:</span><span> </span><input maxlength="100" type="text" name="subject"></li>
<li><span>Message:</span><span> </span><input type="text" name="message"></li>
<li><span>Sender:</span><span> </span><input type="email" name="sender"></li>
<li><span>Cc myself:</span><span> </span><input type="checkbox" name="ccMyself"></li>
*/
print(reactHTML(f.asDiv()))
/* =>
<div><span>Subject:</span><span> </span><input maxlength="100" type="text" name="subject"></div>
<div><span>Message:</span><span> </span><input type="text" name="message"></div>
<div><span>Sender:</span><span> </span><input type="email" name="sender"></div>
<div><span>Cc myself:</span><span> </span><input type="checkbox" name="ccMyself"></div>"
*/
```

If `autoId` is set to `true`, then the form output will include `<label>` tags and will simply use the field name as its `id` for each form field:

```
var f = new ContactForm({autoId: false})
print(reactHTML(f.asTable()))
/* =>
<tr><th><label for="subject">Subject:</label></th><td><input maxlength="100" type="text" name="subjec
<tr><th><label for="message">Message:</label></th><td><input type="text" name="message" id="message"
<tr><th><label for="sender">Sender:</label></th><td><input type="email" name="sender" id="sender"></t
<tr><th><label for="ccMyself">Cc myself:</label></th><td><input type="checkbox" name="ccMyself" id="c
*/
print(reactHTML(f.asUl()))
/* =>
<li><label for="subject">Subject:</label><span> </span><input maxlength="100" type="text" name="subje
<li><label for="message">Message:</label><span> </span><input type="text" name="message" id="message
<li><label for="sender">Sender:</label><span> </span><input type="email" name="sender" id="sender"></
<li><label for="ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself" id=
*/
print(reactHTML(f.asDiv()))
/* =>
<div><label for="subject">Subject:</label><span> </span><input maxlength="100" type="text" name="subj
<div><label for="message">Message:</label><span> </span><input type="text" name="message" id="message
<div><label for="sender">Sender:</label><span> </span><input type="email" name="sender" id="sender">
<div><label for="ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself" id=
*/
```

If autoId is set to a string containing a `'{name}'` format placeholder, then the form output will include `<label>` tags, and will generate `id` attributes based on the format string:

```
var f = new ContactForm({autoId: 'id_for_{name}'})
print(reactHTML(f.asTable()))
/* =>
<tr><th><label for="id_for_subject">Subject:</label></th><td><input maxlength="100" type="text" name=
<tr><th><label for="id_for_message">Message:</label></th><td><input type="text" name="message" id="id
<tr><th><label for="id_for_sender">Sender:</label></th><td><input type="email" name="sender" id="id_
<tr><th><label for="id_for_ccMyself">Cc myself:</label></th><td><input type="checkbox" name="ccMysel
```

```
*/
print(reactHTML(f.asUl()))
/* =>
<li><label for="id_for_subject">Subject:</label><span> </span><input maxlength="100" type="text" name
<li><label for="id_for_message">Message:</label><span> </span><input type="text" name="message" id="
<li><label for="id_for_sender">Sender:</label><span> </span><input type="email" name="sender" id="id_
<li><label for="id_for_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyse
*/
print(reactHTML(f.asDiv()))
/* =>
<div><label for="id_for_subject">Subject:</label><span> </span><input maxlength="100" type="text" nam
<div><label for="id_for_message">Message:</label><span> </span><input type="text" name="message" id=
<div><label for="id_for_sender">Sender:</label><span> </span><input type="email" name="sender" id="id
<div><label for="id_for_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyse
*/
```

By default, `autoId` is set to the string `'id_{name}'`.

It's possible to customise the suffix character appended to generated labels (default: `':'`), or omit it entirely, using the `labelSuffix` parameter:

```
var f = new ContactForm({autoId: 'id_for_{name}', labelSuffix: ''})
print(reactHTML(f.asUl()))
/* =>
<li><label for="id_for_subject">Subject</label><span> </span><input maxlength="100" type="text" name=
<li><label for="id_for_message">Message</label><span> </span><input type="text" name="message" id="id
<li><label for="id_for_sender">Sender</label><span> </span><input type="email" name="sender" id="id_
<li><label for="id_for_ccMyself">Cc myself</label><span> </span><input type="checkbox" name="ccMyself
*/
f = new ContactForm({autoId: 'id_for_{name}', labelSuffix: ' ->'})
print(reactHTML(f.asUl()))
/* =>
<li><label for="id_for_subject">Subject -&gt;</label><span> </span><input maxlength="100" type="text
<li><label for="id_for_message">Message -&gt;</label><span> </span><input type="text" name="message"
<li><label for="id_for_sender">Sender -&gt;</label><span> </span><input type="email" name="sender" id
<li><label for="id_for_ccMyself">Cc myself -&gt;</label><span> </span><input type="checkbox" name="cc
*/
```

Note that the label suffix is added only if the last character of the label isn't a punctuation character.

You can also customise the `labelSuffix` on a per-field basis using the `labelSuffix` argument to `BoundField#labelTag()`.

Notes on field ordering

In the `asDiv()`, `asUl()` and `asTable()` shortcuts, the fields are displayed in the order in which you define them in your form. For example, in the `ContactForm` example, the fields are defined in the order `subject`, `message`, `sender`, `ccMyself`. To reorder the HTML output, just change the order in which those fields are listed in the class.

How errors are displayed

If you render a bound `Form` object, the act of rendering will automatically run the form's validation if it hasn't already happened, and the HTML output will include the validation errors as a `<ul class="errorlist">` near the field:

```
var data = {
  subject: ''
, message: 'Hi there'
```

```
, sender: 'invalid email address'
, ccMyself: true
}
var f = new ContactForm({data: data})
print(reactHTML(f.asTable()))
/* =>
<tr><th><label for="id_subject">Subject:</label></th><td><ul class="errorlist"><li>This field is requ
<tr><th><label for="id_message">Message:</label></th><td><input type="text" name="message" id="id_mes
<tr><th><label for="id_sender">Sender:</label></th><td><ul class="errorlist"><li>Enter a valid email
<tr><th><label for="id_ccMyself">Cc myself:</label></th><td><input type="checkbox" name="ccMyself" id
*/
print(reactHTML(f.asUl()))
/* =>
<li><ul class="errorlist"><li>This field is required.</li></ul><label for="id_subject">Subject:</labe
<li><label for="id_message">Message:</label><span> </span><input type="text" name="message" id="id_me
<li><ul class="errorlist"><li>Enter a valid email address.</li></ul><label for="id_sender">Sender:</l
<li><label for="id_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself" i
*/
print(reactHTML(f.asDiv()))
/* =>
<div><ul class="errorlist"><li>This field is required.</li></ul><label for="id_subject">Subject:</lab
<div><label for="id_message">Message:</label><span> </span><input type="text" name="message" id="id_m
<div><ul class="errorlist"><li>Enter a valid email address.</li></ul><label for="id_sender">Sender:</
<div><label for="id_ccMyself">Cc myself:</label><span> </span><input type="checkbox" name="ccMyself"
*/
```

Customising the error list format

By default, forms use `ErrorList()` to format validation errors. You can pass an alternate constructor for displaying errors at form construction time:

```
var DivErrorList = forms.ErrorList.extend({
  render: function() {
    return React.createElemenr('div', {className: 'errorlist'}
    , this.messages().map(function(error) {
        return React.createElemenr('div', null, error)
      })
    )
  }
})
f = new ContactForm({data: data, errorConstructor: DivErrorList, autoId: false})
print(reactHTML(f.asDiv()))
/* =>
<div><div class="errorlist"><div>This field is required.</div></div><span>Subject:</span><span> </spa
<div><span>Message:</span><span> </span><input type="text" name="message" value="Hi there"></div>
<div><div class="errorlist"><div>Enter a valid email address.</div></div><span>Sender:</span><span> <
<div><span>Cc myself:</span><span> </span><input type="checkbox" name="ccMyself" checked></div>
*/
```

More granular output

The `asDiv()`, `asUl()` and `asTable()` methods are simply shortcuts for lazy developers – they're not the only way a form object can be displayed.

To retrieve a single `BoundField()`, use the `BaseForm#boundField()` method on your form, passing the field's name:

```
var form = new ContactForm()
print(reactHTML(form.boundField('subject').render()))
// => <input maxlength="100\ type="text" name="subject\" id="id_subject">
```

To retrieve all `BoundField` objects, call `BaseForm#boundFields()`:

```
var form = new ContactForm()
form.boundFields().forEach(function(bf) {
  print(reactHTML(bf.render()))
})
/* =>
<input maxlength="100" type="text" name="subject" id="id_subject">
<input type="text" name="message" id="id_message">
<input type="email" name="sender" id="id_sender">
<input type="checkbox" name="ccMyself" id="id_ccMyself">"
*/
```

The field-specific output honours the form object's `autoId` setting:

```
var f = new ContactForm({autoId: false})
print(reactHTML(f.boundField('message').render()))
// => <input type="text" name="message">
f = new ContactForm({autoId: 'id_{name}'})
print(reactHTML(f.boundField('message').render()))
// => <input type="text" name="message" id="id_message">
```

`boundField.errors()` returns an object which renders as a `<ul class="errorlist">`:

```
var data = {subject: 'hi', message: '', sender: '', ccMyself: ''}
var f = new ContactForm({data: data, autoId: false})
var bf = f.boundField('message')
print(reactHTML(bf.render()))
// => <input type="text" name="message">
print(bf.errors().messages())
// => ["This field is required."]
print(reactHTML(bf.errors().render())
// => <ul class="errorlist"><li>This field is required.</li></ul>
bf = f.boundField('subject')
print(bf.errors().messages())
// => []
print(reactHTML(bf.errors().render()))
// =>
```

To separately render the label tag of a form field, you can call its `BoundField#labelTag()` method:

```
var f = new ContactForm()
print(reactHTML(f.boundField('message').labelTag()))
// => <label for="id_message">Message:</label>
```

If you're manually rendering a field, you can access configured CSS classes using the `cssClasses` method:

```
var f = new ContactForm()#
f.requiredCssClass = 'required'
print(f.boundField('message').cssClasses())
// => required
```

Additional classes can be provided as an argument:

```
print(f.boundField('message').cssClasses('foo bar'))
// => foo bar required
```

`boundField.value()` returns the raw value of the field as it would be rendered by a `Widget()`:

```
var initial = {subject: 'welcome'}
var data = {subject: 'hi'}
var unboundForm = new ContactForm({initial: initial})
var boundForm = new ContactForm({data: data, initial: initial})
print(unboundForm.boundField('subject').value())
// => welcome
print(boundForm.boundField('subject').value())
// => hi
```

`boundField.idForLabel()` returns the `id` of the field. For example, if you are manually constructing a `label` in JSX:

```
<label htmlFor={form.boundField('myField').idForLabel()}>...<label>
```

3.5.8 Binding uploaded files to a form

Warning: Since handling of file uploads in single page apps is a little bit different than a regular multipart form submission, this section isn't worth much! This subject will be revisited in a future release.

Dealing with forms that have `FileField` and `ImageField` fields is a little more complicated than a normal form.

Firstly, in order to upload files, you'll need to make sure that your `<form>` element correctly defines the `enctype` as `"multipart/form-data"`:

```
<form enctype="multipart/form-data" method="POST" action="/foo">
```

Secondly, when you use the form, you need to bind the file data. File data is handled separately to normal form data, so when your form contains a `FileField` and `ImageField`, you will need to specify a `files` argument when you bind your form. So if we extend our ContactForm to include an `ImageField` called `mugshot`, we need to bind the file data containing the mugshot image:

```
// Bound form with an image field
var data = {
  subject: 'hello'
, message: 'Hi there'
, sender: 'invalid email address'
, ccMyself: true
}
var fileData = {mugshot: {name: 'face.jpg', size: 123456}}
var f = new ContactFormWithMugshot({data: data, files: fileData})
```

Assuming that you're using Express and its `bodyParser()` on the server side, you will usually specify `req.files` as the source of file data (just like you'd use `req.body` as the source of form data):

```
// Bound form with an image field, data from the request
var f = new ContactFormWithMugshot({data: req.body, files: req.files})
```

Note: Newforms doesn't really care how you're handling file uploads, just that the object passed as a `file` argument has `FileField` names as its properties and that the corresponding values have `name` and `size` properties.

Constructing an unbound form is the same as always – just omit both form data *and* file data:

```
// Unbound form with a image field
var f = new ContactFormWithMugshot()
```

Testing for multipart forms

If you're writing reusable views or templates, you may not know ahead of time whether your form is a multipart form or not. The `isMultipart()` method tells you whether the form requires multipart encoding for submission:

```
var f = new ContactFormWithMugshot()
print(f.isMultipart())
// => true
```

Here's an example of how you might use this in a React component `render()` method with JSX:

```
<form enctype={form.isMultipart() && 'multipart/form-data'} method="POST" action="/foo">
  {form.asDiv()}
</form>
```

3.5.9 Extending forms

When you extend a custom `Form`, the resulting form will include all fields of its parent form(s), followed by any new fields defined:

```
var ContactFormWithPrority = ContactForm.extend({
  priority: forms.CharField()
})
var f = new ContactFormWithPrority({autoId: false})
print(reactHTML(f.render()))
/* =>
<tr><th>Subject:</th><td><input maxlength="100" type="text" name="subject"></td></tr>
<tr><th>Message:</th><td><input type="text" name="message"></td></tr>
<tr><th>Sender:</th><td><input type="email" name="sender"></td></tr>
<tr><th>Cc myself:</th><td><input type="checkbox" name="ccMyself"></td></tr>
<tr><th>Priority:</th><td><input type="text" name="priority"></td></tr>
*/
```

Forms can be used as mixins (using Concur's `__mixins__` functionality). In this example, `BeatleForm` mixes in `PersonForm` and `InstrumentForm`, and its field list includes their fields:

```
var PersonForm = forms.Form.extend({
  first_name: forms.CharField()
, last_name: forms.CharField()
})
var InstrumentForm = forms.Form.extend({
  instrument: forms.CharField()
})
var BeatleForm = forms.Form.extend({
  __mixins__: [PersonForm, InstrumentForm]
, haircut_type: forms.CharField()
})
var b = new BeatleForm({autoId: false})
print(reactHTML(b.asUl()))
/* =>
<li><span>First name:</span><span> </span><input type="text" name="first_name"></li>
<li><span>Last name:</span><span> </span><input type="text" name="last_name"></li>
<li><span>Instrument:</span><span> </span><input type="text" name="instrument"></li>
<li><span>Haircut type:</span><span> </span><input type="text" name="haircut_type"></li>
*/
```

3.5.10 Prefixes for forms

You can put as many forms as you like inside one `<form>` tag. To give each form its own namespace, use the `prefix` argument:

```
var mother = new PersonForm({prefix: 'mother'})
var father = new PersonForm({prefix: 'father'})
print(reactHTML(mother.saUL()))
/* =>
<li><label for="id_mother-first_name">First name:</label><span> </span><input type="text" name="mothe
<li><label for="id_mother-last_name">Last name:</label><span> </span><input type="text" name="mother-
*/
print(reactHTML(father.saUL()))
/* =>
<li><label for="id_father-first_name">First name:</label><span> </span><input type="text" name="fathe
<li><label for="id_father-last_name">Last name:</label><span> </span><input type="text" name="father-
*/
```

3.6 Form fields

When you create a new `Form`, the most important part is defining its fields. Each field has custom validation logic, along with a few other hooks.

Although the primary way you'll use a `Field` is in a `Form`, you can also instantiate them and use them directly to get a better idea of how they work. Each `Field` instance has a `clean()` method, which takes a single argument and either throws a `forms.ValidationError` or returns the clean value:

```
var f = forms.EmailField()
print(f.clean('foo@example.com'))
// => foo@example.com
try {
  f.clean('invalid email address')
}
catch (e) {
  print(e.messages())
}
// => ["Enter a valid email address."]
```

3.6.1 Core field arguments

required

By default, each `Field` assumes the value is required, so if you pass an empty value – `undefined`, `null` or the empty string (`''`) – then `clean()` will throw a `ValidationError`.

To specify that a field is *not* required, pass `required: false` to the `Field` constructor:

```
var f = forms.CharField({required: false})
```

If a `Field` has `required: false` and you pass `clean()` an empty value, then `clean()` will return a *normalised* empty value rather than throwing a `ValidationError`. For `CharField`, this will be an empty string. For another `Field` type, it might be `null` (This varies from field to field.).

label

The `label` argument lets you specify the "human-friendly" label for this field. This is used when the `Field` is displayed in a `Form`.

initial

The `initial` argument lets you specify the initial value to use when rendering this `Field` in an unbound `Form`.

To specify dynamic initial data, see the *initial* option.

widget

The `widget` argument lets you specify a `Widget` to use when rendering this `Field`. You can pass either an instance or a Widget constructor. See *Widgets* for more information.

helpText

The `helpText` argument lets you specify descriptive text for this Field. If you provide `helpText`, it will be displayed next to the Field when the Field is rendered by one of the convenience `Form` methods (e.g., `asUJl()`).

errorMessages

The `errorMessages` argument lets you override the default messages that the field will throw. Pass in an object with properties matching the error messages you want to override. For example, here is the default error message:

```
var generic = forms.CharField()
try {
  generic.clean('')
}
catch (e) {
  print(e.messages())
}
// => ["This field is required."]
```

And here is a custom error message:

```
var name = forms.CharField({errorMessages: {required: 'Please enter your name.'}})
try {
  name.clean('')
}
catch (e) {
  print(e.messages())
}
// => ["Please enter your name."]
```

The error message codes used by fields are defined below.

validators

The `validators` argument lets you provide a list of additional validation functions for this field.

3.6.2 Providing choices

Fields and Widgets which take a `choices` argument expect to be given a list containing any of the following:

Choice pairs A choice pair is a list containing exactly 2 elements, which correspond to:

1. the value to be submitted/returned when the choice is selected.
2. the value to be displayed to the user for selection.

For example:

```
var STATE_CHOICES = [
  ['S', 'Scoped']
, ['D', 'Defined']
, ['P', 'In-Progress']
, ['C', 'Completed']
, ['A', 'Accepted']
]
print(reactHTML(forms.Select().render('state', null, {choices: STATE_CHOICES})))
/* =>
<select name="state">
<option value="S">Scoped</option>
<option value="D">Defined</option>
<option value="P">In-Progress</option>
<option value="C">Completed</option>
<option value="A">Accepted</option>
</select>
*/
```

Grouped lists of choice pairs A list containing exactly 2 elements, which correspond to:

1. A group label
2. A list of choice pairs, as described above

```
var DRINK_CHOICES = [
  ['Cheap', [
      [1, 'White Lightning']
    , [2, 'Buckfast']
    , [3, 'Tesco Gin']
    ]
  ]
, ['Expensive', [
      [4, 'Vieille Bon Secours Ale']
    , [5, 'Château d'Yquem']
    , [6, 'Armand de Brignac Midas']
    ]
  ]
, [7, 'Beer']
]
print(reactHTML(forms.Select().render('drink', null, {choices: DRINK_CHOICES})))
/* =>
<select name="drink">
<optgroup label="Cheap">
<option value="1">White Lightning</option>
<option value="2">Buckfast</option>
<option value="3">Tesco Gin</option>
</optgroup>
<optgroup label="Expensive">
<option value="4">Vieille Bon Secours Ale</option>
```

```
    <option value="5">Château d'Yquem</option>
    <option value="6">Armand de Brignac Midas</option>
    </optgroup>
    <option value="7">Beer</option>
    </select>
    */
```

As you can see from the `'Beer'` example above, grouped pairs can be mixed with ungrouped pairs within the list of choices.

Flat choices New in version 0.5.

If a non-array value is provided where newforms expects to see a choice pair, it will be normalised to a choice pair using the same value for submission and display.

This allows you to pass a flat list of choices when that's all you need:

```
var VOWEL_CHOICES = ['A', 'E', 'I', 'O', 'U']
var f = forms.ChoiceField({choices: VOWEL_CHOICES})
print(f.choices())
// => [['A', 'A'], ['E', 'E'], ['I', 'I'], ['O', 'O'], ['U', 'U']]

var ARBITRARY_CHOICES = [
  ['Numbers', [1, 2,]]
, ['Letters', ['A', 'B']]
]
f.setChoices(ARBITRARY_CHOICES)
print(f.choices())
// => [['Numbers', [[1, 1], [2, 2]]], ['Letters', [['A', 'A'], ['B', 'B']]]]
```

3.6.3 Dynamic choices

A common pattern for providing dynamic choices (or indeed, dynamic anything) is to provide your own form constructor and pass in whatever data is required to make changes to `form.fields` as the form is being instantiated.

Newforms provides a `util.makeChoices()` helper function for creating choice pairs from a list of objects using named properties:

```
var ProjectBookingForm = forms.Form.extend({
  project: forms.ChoiceField()
, hours: forms.DecimalField({minValue: 0, maxValue: 24, maxdigits: 4, decimalPlaces: 2})
, date: forms.DateField()

, constructor: function(projects, kwargs) {
    // Call the constructor of whichever form you're extending so that the
    // forms.Form constructor eventually gets called - this.fields doesn't
    // exist until this happens.
    ProjectBookingForm.__super__.constructor.call(this, kwargs)

    // Now that this.fields is a thing, make whatever changes you need to -
    // in this case, we're going to creata a list of pairs of project ids
    // and names to set as the project field's choices.
    this.fields.project.setChoices(forms.util.makeChoices(projects, 'id', 'name'))
  }
})

var projects = [
  {id: 1, name: 'Project 1'}
```

```
, {id: 2, name: 'Project 2'}
, {id: 3, name: 'Project 3'}
]
var form = new ProjectBookingForm(projects, {autoId: false})
print(reactHTML((form.boundField('project').render())))
/* =>
<select name=\"project\">
<option value=\"1\">Project 1</option>
<option value=\"2\">Project 2</option>
<option value=\"3\">Project 3</option>
</select>
*/
```

Server-side example of using a form with dynamic choices:

```
// Users are assigned to projects and they're booking time, so we need to:
// 1. Display choices for the projects they're assigned to
// 2. Validate that the submitted project id is one they've been assigned to
var form
var display = function() { res.render('book_time', {form: form}) }
req.user.getProjects(function(err, projects) {
  if (err) { return next(err) }
  if (req.method == 'POST') {
    form = new ProjectBookingForm(projects, {data: req.body})
    if (form.isValid()) {
      return ProjectService.saveHours(user, form.cleanedData, function(err) {
        if (err) { return next(err) }
        return res.redirect('/time/book/')
      })
    }
  }
  else {
    form = new ProjectBookingForm(projects)
  }
  display(form)
})
```

3.6.4 Built-in `Field` types (A-Z)

newforms comes with a set of `Field` types that represent common validation eeds. This section documents each built-in field.

For each field, we describe the default widget used if you don't specify `widget`. We also specify the value returned when you provide an empty value (see the section on `required` above to understand what that means).

`BooleanField()`

- Default widget: `CheckboxInput()`
- Empty value: `false`
- Normalises to: A JavaScript `true` or `false` value.
- Validates that the value is `true` (e.g. the check box is checked) if the field has `required: true`.
- Error message keys: `required`

Note: Since all `Field` types have `required: true` by default, the validation condition here is important. If you want to include a boolean in your form that can be either `true` or `false` (e.g. a checked or unchecked checkbox), you must remember to pass in `required: false` when creating the `BooleanField`.

`CharField()`

- Default widget: `TextInput()`
- Empty value: `''` (an empty string)
- Normalises to: A string.
- Validates `maxLength` or `minLength`, if they are provided. Otherwise, all inputs are valid.
- Error message keys: `required`, `maxLength`, `minLength`

Has two optional arguments for validation:

- maxLength
- minLength

If provided, these arguments ensure that the string is at most or at least the given length.

`ChoiceField()`

- Default widget: `Select()`
- Empty value: `''` (an empty string)
- Normalises to: A string.
- Validates that the given value exists in the list of choices.
- Error message keys: `required`, `invalidChoice`

The `invalidChoice` error message may contain `{value}`, which will be replaced with the selected choice.

Takes one extra argument:

- choices

  A list of pairs (2 item lists) to use as choices for this field. See Providing choices for more details.

`TypedChoiceField()`

Just like a `ChoiceField()`, except `TypedChoiceField()` takes two extra arguments, `coerce` and `emptyValue`.

- Default widget: `Select()`
- Empty value: Whatever you've given as `emptyValue`
- Normalises to: A value of the type provided by the `coerce` argument.
- Validates that the given value exists in the list of choices and can be coerced.
- Error message keys: `required`, `invalidChoice`

Takes extra arguments:

- coerce

  A function that takes one argument and returns a coerced value. Examples include the built-in `Number`, `Boolean` and other types. Defaults to an identity function. Note that coercion happens after input validation, so it is possible to coerce to a value not present in `choices`.

- emptyValue

  The value to use to represent "empty." Defaults to the empty string; `null` is another common choice here. Note that this value will not be coerced by the function given in the `coerce` argument, so choose it accordingly.

DateField()

- Default widget: `DateInput()`
- Empty value: `null`
- Normalises to: A JavaScript `Date` object, with its time fields set to zero.
- Validates that the given value is either a `Date`, or string formatted in a particular date format.
- Error message keys: `required`, `invalid`

Takes one optional argument:

- inputFormats

  A list of format strings used to attempt to convert a string to a valid `Date` object.

If no `inputFormats` argument is provided, the default input formats are:

```
[
  '%Y-%m-%d'              // '2006-10-25'
, '%m/%d/%Y', '%m/%d/%y'  // '10/25/2006', '10/25/06'
, '%b %d %Y', '%b %d, %Y' // 'Oct 25 2006', 'Oct 25, 2006'
, '%d %b %Y', '%d %b, %Y' // '25 Oct 2006', '25 Oct, 2006'
, '%B %d %Y', '%B %d, %Y' // 'October 25 2006', 'October 25, 2006'
, '%d %B %Y', '%d %B, %Y' // '25 October 2006', '25 October, 2006'
]
```

DateTimeField()

- Default widget: `DateTimeInput()`
- Empty value: `null`
- Normalises to: A JavaScript `Date` object.
- Validates that the given value is either a `Date` or string formatted in a particular datetime format.
- Error message keys: `required`, `invalid`

Takes one optional argument:

- inputFormats

  A list of format strings used to attempt to convert a string to a valid `Date` object.

If no `inputFormats` argument is provided, the default input formats are:

```
[
  '%Y-%m-%d %H:%M:%S' // '2006-10-25 14:30:59'
, '%Y-%m-%d %H:%M'    // '2006-10-25 14:30'
, '%Y-%m-%d'          // '2006-10-25'
, '%m/%d/%Y %H:%M:%S' // '10/25/2006 14:30:59'
, '%m/%d/%Y %H:%M'    // '10/25/2006 14:30'
, '%m/%d/%Y'          // '10/25/2006'
, '%m/%d/%y %H:%M:%S' // '10/25/06 14:30:59'
, '%m/%d/%y %H:%M'    // '10/25/06 14:30'
, '%m/%d/%y'          // '10/25/06'
]
```

DecimalField()

- Default widget: `NumberInput()`.
- Empty value: `null`
- Normalises to: A string (since JavaScript doesn't have built-in Decimal type).
- Validates that the given value is a decimal. Leading and trailing whitespace is ignored.
- Error message keys: `required`, `invalid`, `maxValue`, `minValue`, `maxDigits`, `maxDecimalPlaces`, `maxWholeDigits`

The `maxValue` and `minValue` error messages may contain `{limitValue}`, which will be substituted by the appropriate limit.

Similarly, the `maxDigits`, `maxDecimalPlaces` and `maxWholeDigits` error messages may contain `{max}`.

Takes four optional arguments:

- maxValue
- minValue

  These control the range of values permitted in the field.

- maxDigits

  The maximum number of digits (those before the decimal point plus those after the decimal point, with leading zeros stripped) permitted in the value.

- decimalDlaces

  The maximum number of decimal places permitted.

EmailField()

- Default widget: `EmailInput()`
- Empty value: `''` (an empty string)
- Normalises to: A string.
- Validates that the given value is a valid email address, using a moderately complex regular expression.

- Error message keys: `required`, `invalid`

Has two optional arguments for validation, `maxLength` and `minLength`. If provided, these arguments ensure that the string is at most or at least the given length.

`FileField()`

- Default widget: `ClearableFileInput()`
- Empty value: `null`
- Normalises to: The given object in `files` - this field just validates what's there and leaves the rest up to you.
- Can validate that non-empty file data has been bound to the form.
- Error message keys: `required`, `invalid`, `missing`, `empty`, `maxLength`

Has two optional arguments for validation, `maxLength` and `allowEmptyFile`. If provided, these ensure that the file name is at most the given length, and that validation will succeed even if the file content is empty.

When you use a `FileField` in a form, you must also remember to *bind the file data to the form*.

The `maxLength` error refers to the length of the filename. In the error message for that key, `{max}` will be replaced with the maximum filename length and `{length}` will be replaced with the current filename length.

`FilePathField()`

- Default widget: `Select()`
- Empty value: `null`
- Normalises to: A string
- Validates that the selected choice exists in the list of choices.
- Error message keys: `required`, `invalidChoice`

The field allows choosing from files inside a certain directory. It takes three extra arguments; only `path` is required:

- path

  The absolute path to the directory whose contents you want listed. This directory must exist.

- recursive

  If `false` (the default) only the direct contents of `path` will be offered as choices. If `true`, the directory will be descended into recursively and all descendants will be listed as choices.

- match

  A regular expression pattern; only files with names matching this expression will be allowed as choices.

- allowFiles

  Optional. Either `true` or `false`. Default is `true`. Specifies whether files in the specified location should be included. Either this or `allowFolders` must be `true`.

- allowFolders

  Optional. Either `true` or `false`. Default is `false`. Specifies whether folders in the specified location should be included. Either this or `allowFiles` must be `true`.

`FloatField()`

- Default widget: `NumberInput()`.
- Empty value: `null`
- Normalises to: A JavaScript `Number`.
- Validates that the given value is a float. Leading and trailing whitespace is allowed.
- Error message keys: `required`, `invalid`, `maxValue`, `minValue`

Takes two optional arguments for validation, `maxValue` and `minValue`. These control the range of values permitted in the field.

`ImageField()`

- Default widget: `ClearableFileInput()`
- Empty value: `null`
- Normalises to: The given object in `files` - this field just validates what's there and leaves the rest up to you.
- Validates that file data has been bound to the form, and that the file is of an image format.
- Error message keys: `required`, `invalid`, `missing`, `empty`, `invalidImage`

Note: Server-side image validation isn't implemented yet.

When you use a `ImageField` in a form, you must also remember to *bind the file data to the form*.

`IntegerField()`

- Default widget: `NumberInput()`.
- Empty value: `null`
- Normalises to: A JavaScript `Number`.
- Validates that the given value is an integer. Leading and trailing whitespace is allowed.
- Error message keys: `required`, `invalid`, `maxValue`, `minValue`

  The `maxValue` and `minValue` error messages may contain `{limitValue}`, which will be substituted by the appropriate limit.

  Takes two optional arguments for validation:

- maxValue
- minValue

  These control the range of values permitted in the field.

IPAddressField()

Deprecated since version 0.5: This field has been deprecated in favour of `GenericIPAddressField()`.

- Default widget: `TextInput()`
- Empty value: `''` (an empty string)
- Normalises to: A string.
- Validates that the given value is a valid IPv4 address, using a regular expression.
- Error message keys: `required`, `invalid`

GenericIPAddressField()

A field containing either an IPv4 or an IPv6 address.

- Default widget: `TextInput()`
- Empty value: `''` (an empty string)
- Normalises to: A string. IPv6 addresses are normalised as described below.
- Validates that the given value is a valid IP address.
- Error message keys: `required`, `invalid`

The IPv6 address normalisation follows **RFC 4291** section 2.2, including using the IPv4 format suggested in paragraph 3 of that section, like `::ffff:192.0.2.0`. For example, `2001:0::0:01` would be normalised to `2001::1`, and `::ffff:0a0a:0a0a` to `::ffff:10.10.10.10`. All characters are converted to lowercase.

Takes two optional arguments:

- protocol

  Limits valid inputs to the specified protocol. Accepted values are `both` (default), `ipv4` or `ipv6`. Matching is case insensitive.

- unpackIPv4

  Unpacks IPv4 mapped addresses like `::ffff:192.0.2.1`. If this option is enabled that address would be unpacked to `192.0.2.1`. Default is disabled. Can only be used when `protocol` is set to `'both'`.

MultipleChoiceField()

- Default widget: `SelectMultiple()`
- Empty value: `[]` (an empty list)
- Normalises to: A list of strings.
- Validates that every value in the given list of values exists in the list of choices.
- Error message keys: `required`, `invalidChoice`, `invalidList`

The `invalidChoice` error message may contain `{value}`, which will be replaced with the selected choice.

Takes one extra required argument, `choices`, as for `ChoiceField`.

TypedMultipleChoiceField()

Just like a MultipleChoiceField(), except TypedMultipleChoiceField() takes two extra arguments, coerce and emptyValue.

- Default widget: SelectMultiple()
- Empty value: Whatever you've given as emptyValue
- Normalises to: A list of values of the type provided by the coerce argument.
- Validates that the given values exists in the list of choices and can be coerced.
- Error message keys: required, invalidChoice

The invalidChoice error message may contain {value}, which will be replaced with the selected choice.

Takes two extra arguments, coerce and emptyValue, as for TypedChoiceField.

NullBooleanField()

- Default widget: NullBooleanSelect()
- Empty value: null
- Normalises to: A JavaScript true, false or null value.
- Validates nothing (i.e., it never raises a ValidationError).

RegexField()

- Default widget: TextInput()
- Empty value: '' (an empty string)
- Normalises to: A string.
- Validates that the given value matches against a certain regular expression.
- Error message keys: required, invalid

Takes one required argument:

- regex

  A regular expression specified either as a string or a compiled regular expression object.

  Also takes maxLength and minLength, which work just as they do for CharField.

SlugField()

- Default widget: TextInput()
- Empty value: '' (an empty string)
- Normalises to: A string.
- Validates that the given value contains only letters, numbers, underscores, and hyphens.
- Error messages: required, invalid

TimeField()

- Default widget: TextInput()
- Empty value: null
- Normalises to: A JavaScript Date object, with its date fields set to 1900-01-01.
- Validates that the given value is either a Date or string formatted in a particular time format.
- Error message keys: required, invalid

  Takes one optional argument:

- inputFormats

  A list of format strings used to attempt to convert a string to a valid Date object.

If no inputFormats argument is provided, the default input formats are:

```
[
  '%H:%M:%S' // '14:30:59'
, '%H:%M'    // '14:30'
]
```

URLField()

- Default widget: URLInput()
- Empty value: '' (an empty string)
- Normalises to: A string.
- Validates that the given value is a valid URL.
- Error message keys: required, invalid

  Takes the following optional arguments:

- maxLength
- minLength

These are the same as CharField.maxLength and CharField.minLength.

3.6.5 Slightly complex built-in Field types

ComboField()

- Default widget: TextInput()
- Empty value: '' (an empty string)
- Normalises to: A string.
- Validates that the given value against each of the fields specified as an argument to the ComboField.
- Error message keys: required, invalid

Takes one extra argument:

- fields

The list of fields that should be used to validate the field's value (in the order in which they are provided):

```
var f = forms.ComboField({fields: [
  forms.CharField({maxLength: 20})
, forms.EmailField()
]})
print(f.clean('test@example.com'))
// => test@example.com
try {
  f.clean('longemailaddress@example.com')
}
catch (e) {
  print(e.messages())
}
// => ['Ensure this value has at most 20 characters (it has 28).']
```

MultiValueField()

- Default widget: `TextInput()`
- Empty value: `''` (an empty string)
- Normalises to: the type returned by the `compress` method of the field.
- Validates that the given value against each of the fields specified as an argument to the `MultiValueField`.
- Error message keys: `required`, `invalid`, `incomplete`

Aggregates the logic of multiple fields that together produce a single value.

This field is abstract and must be extended. In contrast with the single-value fields, fields which extend js:class:*MultiValueField* must not implement `BaseField#clean()` but instead - implement `compress()`.

Takes one extra argument:

- fields

  A list of fields whose values are cleaned and subsequently combined into a single value. Each value of the field is cleaned by the corresponding field in `fields` – the first value is cleaned by the first field, the second value is cleaned by the second field, etc. Once all fields are cleaned, the list of clean values is combined into a single value by `compress()`.

  Also takes one extra optional argument:

- requireAllFields

  New in version 0.5.

  Defaults to `true`, in which case a `required` validation error will be raised if no value is supplied for any field.

  When set to `false`, the `Field.required` attribute can be set to `false` for individual fields to make them optional. If no value is supplied for a required field, an `incomplete` validation error will be raised.

  A default `incomplete` error message can be defined on the `MultiValueField()`, or different messages can be defined on each individual field. For example:

```
var RegexValidator = forms.validators.RegexValidator
var PhoneField = forms.MultiValueField.extend({
  constructor: function(kwargs) {
    kwargs = kwargs || {}
     // Define one message for all fields
    kwargs.errorMessages = {
      incomplete: 'Enter a country code and phone number.'
    }
    // Or define a different message for each field
    kwargs.fields = [
      forms.CharField({errorMessages: {incomplete: 'Enter a country code.'}, validators:
        RegexValidator({regex: /^\d+$/, message: 'Enter a valid country code.'})
      ]})
    , forms.CharField({errorMessages: {incomplete: 'Enter a phone number.'}, validators:
        RegexValidator({regex: /^\d+$/, message: 'Enter a valid phone number.'})
      ]})
    , forms.CharField({required: false, validators: [
        RegexValidator({regex: /^\d+$/, message: 'Enter a valid extension.'})
      ]})
    ]
    PhoneField.__super__.constructor.call(this, kwargs)
  }
})
```

- MultiValueField.widget

  Must extend `MultiWidget()`. Default value is `TextInput()`, which probably is not very useful in this case. Have a nice day :)

- compress(dataList)

  Takes a list of valid values and returns a "compressed" version of those values – in a single value. For example, `SplitDateTimeField()` is a combines a time field and a date field into a `Date` object.

  This method must be implemented in the Field extending MultiValueField.

`SplitDateTimeField()`

- Default widget: `SplitDateTimeWidget()`
- Empty value: `null`
- Normalises to: A JavaScript `datetime.datetime` object.
- Validates that the given value is a `datetime.datetime` or string formatted in a particular date-time format.
- Error message keys: `required`, `invalid`, `invalidDate`, `invalidTime`

  Takes two optional arguments:

- inputDateFormats

  A list of format strings used to attempt to convert a string to a valid `Date` object with its time fields set to zero.

  If no `inputDateFormats` argument is provided, the default input formats for `DateField` are used.

- inputTimeFormats

A list of format strings used to attempt to convert a string to a valid `Date` object with its date fields set to 1900-01-01.

If no `inputTimeFormats` argument is provided, the default input formats for `TimeField` are used.

Creating custom fields

If the built-in `Field` objects don't meet your needs, you can easily create custom `Fields`. To do this, just `.extend() Field`. Its only requirements are that it implement a `clean()` method and that its `constructor()` accepts the core arguments mentioned above (`required`, `label`, `initial`, `widget`, `helpText`) in an argument object.

3.7 Form and Field validation

Form validation happens when the data is cleaned. If you want to customise this process, there are various places you can change, each one serving a different purpose. Three types of cleaning methods are run during form processing. These are normally executed when you call the `isValid()` method on a form or you bind new data to the form by calling `setData()`. There are other things that can trigger cleaning and validation (calling the `errors()` getter or calling `fullClean()` directly), but normally they won't be needed.

In general, any cleaning method can throw a `ValidationError` if there is a problem with the data it is processing, passing the relevant information to the `ValidationError` constructor.

Most validation can be done using validators - helpers that can be reused easily. Validators are functions that take a single argument and throw a `ValidationError` on invalid input. Validators are run after the field's `toJavaScript` and `validate` methods have been called.

3.7.1 Validation steps and order

Validation of a Form is split into several steps, which can be customised or overridden:

- The `toJavaScript()` method on a Field is the first step in every validation. It coerces the value to the correct datatype and throws a `ValidationError` if that is not possible. This method accepts the raw value from the widget and returns the converted value. For example, a `FloatField` will turn the data into a JavaScript `Number` or throw a `ValidationError`.
- The `validate()` method on a Field handles field-specific validation that is not suitable for a validator. It takes a value that has been coerced to the correct datatype and throws a `ValidationError` on any error. This method does not return anything and shouldn't alter the value. You should override it to handle validation logic that you can't or don't want to put in a validator.
- The `runValidators()` method on a Field runs all of the field's validators and aggregates all the errors into a single `ValidationError`. You shouldn't need to override this method.
- The `clean()` method on a Field. This is responsible for running `toJavaScript`, `validate` and `runValidators` in the correct order and propagating their errors. If, at any time, any of the methods throws a `ValidationError`, the validation stops and that error is thrown. This method returns the clean data, which is then inserted into the `cleanedData` object of the form.
- Field-specific cleaning/validation hooks on the Form. If your form includes a `clean<FieldName>()` (or `clean_<fieldName>()`) method in its definition, it will be called for the field its name matches. This method is not passed any parameters. You will need to look up the value of the field in `this.cleanedData` (it will be in `cleanedData` because the general field `clean()` method, above, has already cleaned the data once).

For example, if you wanted to validate that the content of a `CharField` called `serialNumber` was unique, implementing `cleanSerialNumber()` would provide the right place to do this.

These hooks also offer another chance for custom cleaning/normalizing of data. If one needs to make a change to the the cleaned value obtained from `cleanedData`, it should return a modifed value, which will be re-inserted into `cleanedData`.

- The Form `clean()` method. This method can perform any validation that requires access to multiple fields from the form at once. This is where you might put in things to check that if field `A` is supplied, field `B` must contain a valid email address and the like. This method can return a completely different object if it wishes, which will be used as the `cleanedData`.

  Since the field validation methods have been run by the time `clean()` is called, you also have access to the form's `errors()`, which contains all the errors thrown by cleaning of individual fields.

  Note that any errors thrown by your `form.clean()` override will not be associated with any field in particular. They go into a special "field" (called `__all__`), which you can access via the `nonFieldErrors()` method if you need to. If you want to attach errors to a specific field in the form, you need to call `BaseForm#addError()`.

These methods are run in the order given above, one field at a time. That is, for each field in the form (in the order they are declared in the form definition), the `Field.clean()` method (or its override) is run, then `clean<Fieldname>()` (or `clean_<fieldName>()`) if defined. Finally, the `form.clean()` method, or its override, is executed whether or not the previous methods have thrown errors.

Examples of each of these methods are provided below.

As mentioned, any of these methods can throw a `ValidationError`. For any field, if the `Field.clean()` method throws a `ValidationError`, any field-specific cleaning method is not called. However, the cleaning methods for all remaining fields are still executed.

3.7.2 Throwing `ValidationError`

In order to make error messages flexible and easy to override, consider the following guidelines:

- Provide a descriptive error `code` to the constructor when possible:

  ```
  forms.ValidationError('Invalid value', {code: 'invalid'})
  ```

- Don't coerce variables into the message; use placeholders and the `params` argument of the constructor:

  ```
  forms.ValidationError('Invalid value: {value}', {params: {value: '42'}})
  ```

Putting it all together:

```
throw forms.ValidationError('Invalid value: {value)', {
  code: 'invalid'
, params: {value: '42'}
})
```

Following these guidelines is particularly useful to others if you write reusable forms and form fields.

If you're at the end of the validation chain (i.e. your form's `clean()`) and you know you will *never* need to override your error message (or even just... because) you can still opt for the less verbose:

```
forns.ValidationError('Invalid value: ' + value)
```

Throwing multiple errors

If you detect multiple errors during a cleaning method and wish to signal all of them to the form submitter, it is possible to pass a list of errors to the `ValidationError` constructor.

It's recommended to pass a list of `ValidationError` instances with `codes` and `params` but a list of strings will also work:

```
throw forms.ValidationError([
  forms.ValidationError('Error 1', {code: 'error1'})
, forms.ValidationError('Error 2', {code: 'error2'})
])

throw forms.ValidationError(['Error 1', 'Error 2'])
```

3.7.3 Using validation in practice

The previous sections explained how validation works in general for forms. Since it can sometimes be easier to put things into place by seeing each feature in use, here are a series of small examples that use each of the previous features.

Using validators

Fields support use of utility functions known as validators. A validator is a function that takes a value and returns nothing if the value is valid, or thriws a `ValidationError()` if not. These can be passed to a field's constructor, via the field's `validators` argument, or defined on the field's `prototype` as a `defaultValidators` property.

Let's have a look at a basic implementation of newforms' `SlugField`:

```
var MySlugField = forms.CharField.extend({
  defaultValidators: [forms.validators.validateSlug]
})
```

As you can see, a basic `SlugField` is just a `CharField` with a customised validator that validates that submitted text obeys some character usage rules. This can also be done on field definition so:

```
var field = new MySlugField()
```

is equivalent to:

```
var field = forms.CharField({validators: [forms.validators.validateSlug]})
```

Common cases such as validating against an email or a regular expression can be handled using existing validators available in newforms. For example, `validateSlug()` is a function created by passing a slug-matching `RegExp` to the `RegexValidator()` function factory.

Form field default cleaning

Let's firstly create a custom form field that validates its input is a string containing comma-separated email addresses:

```
var MultiEmailField = forms.Field.extend({
  /** Normalise data to a list of strings. */
  toJavaScript: function(value) {
    // Return an empty list if no input was given
    if (this.isEmptyValue(value)) {
      return []
```

```
    }
    return value.split(/, ?/g)
  }

  /** Check if value consists only of valid emails. */
, validate: function(value) {
    // Use the parent's handling of required fields, etc.
    MultiEmailField.__super__.validate.call(this, value)
    value.map(forms.validators.validateEmail)
  }
})
```

Let's create a simple ContactForm to demonstrate how you'd use this field:

```
var ContactForm = forms.Form.extend({
  subject: forms.CharField({maxLength: 100})
, message: forms.CharField()
, sender: forms.EmailField()
, recipients: new MultiEmailField()
, ccMyself: forms.BooleanField({required: false})
})
```

Cleaning a specific field attribute

Suppose that in our `ContactForm`, we want to make sure that the `recipients` field always contains the address `"fred@example.com"`. This is validation that is specific to our form, so we don't want to put it into the general `MultiEmailField`. Instead, we write a cleaning function that operates on the `recipients` field, like so:

```
var ContactForm = forms.Form.extend({
  // Everything as before
  // ...

, cleanRecipients: function() {
    var recipients = this.cleanedData.recipients
    if (recipients.indexOf('fred@example.com') == -1) {
      throw forms.ValidationError('You have forgotten about Fred!')
    }

    // Returning the cleaned data is optional - if anything is returned,
    // cleanedData will be updated with the new value.
    return recipients
  }
}
```

If you return anything from a custom field cleaning function, the form's `cleanedData` for the field will be updated with the returned value.

Cleaning and validating fields that depend on each other

Form#clean()

There are two ways to report any errors from this step. Probably the most common method is to display the error at the top of the form. To create such an error, you can throw a `ValidationError` from the `clean()` method. For example:

```
var ContactForm = forms.Form.extend({
  // Everything as before
  // ...

, clean: function() {
    var cleanedData = ContactForm.__super__.clean.call(this)
    var ccMyself = cleanedData.ccMyself
    var subject = cleanedData.subject

    if (ccMyself && subject) {
      // Only do something if both fields are valid so far
      if (subject.indexOf('help') == -1) {
        throw forms.ValidationError(
          "Did not send for 'help' in the subject despite CC'ing yourself.")
      }
    }
  }
}
```

Another approach might involve assigning the error message to one of the fields. In this case, let's assign an error message to both the "subject" and "ccMyself" rows in the form display:

```
var ContactForm = forms.Form.extend({
  // Everything as before
  // ...

, clean: function() {
    var cleanedData = ContactForm.__super__.clean.call(this)
    var ccMyself = cleanedData.ccMyself
    var subject = cleanedData.subject

    if (ccMyself && subject && subject.indexOf('help') == -1) {
      var message = "Must put 'help' in subject when cc'ing yourself."
      this.addError('ccMyself', message)
      this.addError('subject', message)
    }
  }
}
```

The second argument oto `addError()` can be a simple string, or preferably an instance of `ValidationError`. See *Throwing ValidationError* for more details. Note that `addError()` automatically removes the field from `cleanedData`.

Specifying fields used in cross-field validation

New in version 0.9.

To let a form know which fields are used in cross-field validation, specify its `clean()` method as an array of field named followed by the cleaning function itself.

In scenarios where the form is being partially updated, such as when individual field input values are being updated and validated when an `onChange` event fires, if this information is available cross-field cleaning will only be performed if one of the fields it uses is affected.

```
var PersonForm = forms.Form.extend({
  firstName: forms.CharField({required: false, maxLength: 50}),
  lastName: forms.CharField({required: false, maxLength: 50}),
  jobTitle: forms.CharField({required: false, maxLength: 100}),
```

```
  organisation : forms.CharField({required: false}),

  clean: ['firstName', 'lastName', function() {
     if (!this.cleanedData.firstName && !this.cleanedData.lastName) {
       throw forms.ValidationError('A first name or last name is required.')
     }
  }]
})
```

3.8 Widgets

A widget is a representation of an HTML input element. The widget handles the rendering of the HTML, and the extraction of data from a data object that corresponds to how the widget's values(s) would be submitted by a form.

Tip: Widgets should not be confused with the *form fields*. Form fields deal with the logic of input validation and are used directly in templates. Widgets deal with rendering of HTML form input elements on the web page and extraction of raw submitted data. However, widgets do need to be *assigned* to form fields.

3.8.1 Specifying widgets

Whenever you specify a field on a form, newforms will use a default widget that is appropriate to the type of data that is to be displayed. To find which widget is used on which field, see the documentation about *Build-in Field types*.

However, if you want to use a different widget for a field, you can just use the `widget` argument on the field definition. For example:

```
var CommentForm = forms.Form.extend({
  name: forms.CharField()
, url: forms.URLField()
, comment: forms.CharField({widget: forms.Textarea})
})
```

This would specify a form with a comment that uses a larger `Textarea()` widget, rather than the default `TextInput()` widget.

3.8.2 Setting arguments for widgets

Many widgets have optional extra arguments; they can be set when defining the widget on the field. In the following example, we set additional HTML attributes to be added to the `TextArea` to control its display:

```
var CommentForm = forms.Form.extend({
  name: forms.CharField()
, url: forms.URLField()
, comment: forms.CharField({
    widget: forms.Textarea({attrs: {rows: 6, cols: 60}})
  })
})
```

See the *Built-in widgets* for more information about which widgets are available and which arguments they accept.

3.8.3 Widgets inheriting from the Select widget

Widgets inheriting from the `Select()` widget deal with choices. They present the user with a list of options to choose from. The different widgets present this choice differently; the `Select()` widget itself uses a `<select>` HTML list representation, while `RadioSelect()` uses radio buttons.

`Select()` widgets are used by default on `ChoiceField()` fields. The choices displayed on the widget are inherited from the `ChoiceField()` and setting new choices with `ChoiceField#setChoices()` will update `Select.choices`. For example:

```
var CHOICES = [['1', 'First'], ['2', 'Second']]
var field = forms.ChoiceField({choices: CHOICES, widget: forms.RadioSelect})
print(field.choices())
// => [['1', 'First'], ['2', 'Second']]
print(field.widget.choices
// => [['1', 'First'], ['2', 'Second']]
field.widget.choices = []
field.setChoices([['1', 'First and only']])
print(field.widget.choices)
// => [['1', 'First and only']]
```

Widgets which offer a `choices` property can however be used with fields which are not based on choice – such as a `CharField()` – but it is recommended to use a `ChoiceField()`-based field when the choices are inherent to the model and not just the representational widget.

3.8.4 Customising widget instances

Widgets are rendered with minimal markup - by default there are no CSS class names applied, or any other widget-specific attributes. This means, for example, that all `TextInput()` widgets will appear the same on your pages.

Styling widget instances

If you want to make one widget instance look different from another, you will need to specify additional attributes at the time when the widget object is instantiated and assigned to a form field (and perhaps add some rules to your CSS files).

For example, take the following simple form:

```
var CommentForm = forms.Form.extend({
  name: forms.CharField()
, url: forms.URLField()
, comment: forms.CharField()
})
```

This form will include three default `TextInput()` widgets, with default rendering – no CSS class, no extra attributes. This means that the input boxes provided for each widget will be rendered exactly the same:

```
var f = new CommentForm({autoId: false})
print(reactHTML(f.asTable()))
/* =>
<tr><th>Name:</th><td><input type="text" name="name"></td></tr>
<tr><th>Url:</th><td><input type="url" name="url"></td></tr>
<tr><th>Comment:</th><td><input type="text" name="comment"></td></tr>
*/
```

On a real Web page, you probably don't want every widget to look the same. You might want a larger input element for the comment, and you might want the 'name' widget to have some special CSS class. It is also possible to specify the

'type' attribute to take advantage of the new HTML5 input types. To do this, you use the `Widget.attrs` argument when creating the widget:

```
var CommentForm = forms.Form.extend({
  name: forms.CharField({
    widget: forms.TextInput({attrs: {className: 'special'}})
  })
, url: forms.URLField()
, comment: forms.CharField({widget: forms.TextInput({attrs: {size: '40'}})
})
```

Note: Widgets are rendered as `ReactElement` objects – in the example above, we used `className` instead of `class` as React has standardised on the JavaScript-safe versions of attribute names, which avoid conflicting with JavaScript reserved words.

The extra attributes will then be included in the rendered output:

```
var f = new CommentForm({autoId: false})
print(reactHTML(f.asTable()))
/* =>
<tr><th>Name:</th><td><input class="special" type="text" name="name"></td></tr>
<tr><th>Url:</th><td><input type="url" name="url"></td></tr>
<tr><th>Comment:</th><td><input size="40" type="text" name="comment"></td></tr>
*/
```

You can also set the HTML `id` using `Widget.attrs`.

3.8.5 Base Widgets

Base widgets `Widget()` and `MultiWidget()` are extended by all the *built-in widgets* and may serve as a foundation for custom widgets.

`Widget()`

This abstract widget cannot be rendered, but provides the basic attribute `Widget.attrs`. You may also implement or override the `render()` method on custom widgets.

`widget.attrs` An object containing HTML attributes to be set on the rendered widget:

```
var name = forms.TextInput({attrs: {size:10, title: 'Your name'}})
print(reactHTML(name.render('name', 'A name')))
// => <input size="10" title="Your name" type="text" name="name" value="A name">"
```

Key Widget methods are:

`Widget#render()` Returns a `ReactElement` representation of the widget. This method must be implemented by extending widgets, or an `Error` will be thrown.

The 'value' given is not guaranteed to be valid input, therefore extending widgets should program defensively.

`Widget#valueFromData()` Given an object containing input data and this widget's name, returns the value of this widget. Returns `null` if a value wasn't provided.

MultiWidget()

A widget that is composed of multiple widgets. MultiWidget() works hand in hand with the MultiValueField().

MultiWidget has one required argument:

MultiWidget.widgets A list containing the widgets needed.

And one required method:

MultiWidget#decompress() This method takes a single "compressed" value from the field and returns a list of "decompressed" values. The input value can be assumed valid, but not necessarily non-empty.

This method **must be implemented** by the widgets extending MultiWidget, and since the value may be empty, the implementation must be defensive.

The rationale behind "decompression" is that it is necessary to "split" the combined value of the form field into the values for each widget.

An example of this is how SplitDateTimeWidget() turns a Date value into a list with date and time split into two separate values.

Tip: Note that MultiValueField() has a complementary method MultiValueField#compress() with the opposite responsibility - to combine cleaned values of all member fields into one.

Other methods that may be useful to implement include:

MultiWidget#render() The value argument must be handled differently in this method then in Widget#render() because it has to figure out how to split a single value for display in multiple widgets.

The value argument used when rendering can be one of two things:

- A list.
- A single value (e.g., a string) that is the "compressed" representation of a list of values.

If value is a list, the output of MultiWidget#render() will be a concatenation of rendered child widgets. If value is not a list, it will first be processed by the method MultiWidget#decompress() to create the list and then rendered.

When render() runs, each value in the list is rendered with the corresponding widget – the first value is rendered in the first widget, the second value is rendered in the second widget, etc.

Unlike in the single value widgets, render() doesn't have to be implemented by extending widgets.

MultiWidget#formatOutput() Given a list of rendered widgets (as ReactElement objects), returns the list or a ReactElement object containing the widgets. This hook allows you to lay out the widgets any way you'd like.

Here's an example widget which extends MultiWidget() to display a date with the day, month, and year in different select boxes. This widget is intended to be used with a DateField() rather than a MultiValueField(), so we've implemented Widget#valueFromData():

```
var DateSelectorWidget = forms.MultiWidget.extend({
  constructor: function(kwargs) {
    kwargs = extend({attrs: {}}, kwargs)
    widgets = [
```

```
      forms.Select({choices: range(1, 32), attrs: kwargs.attrs})
    , forms.Select({choices: range(1, 13), attrs: kwargs.attrs})
    , forms.Select({choices: range(2012, 2017), attrs: kwargs.attrs})
    ]
    forms.MultiWidget.call(this, widgets, kwargs)
  }

, decompress: function(value) {
    if (value instanceof Date) {
      return [value.getDate(),
              value.getMonth() + 1, // Make month 1-based for display
              value.getFullYear()]
    }
    return [null, null, null]
  }

, formatOutput: function(renderedWidgets) {
    return React.createElement('div', null, renderedWidgets)
  }

, valueFromData: function(data, files, name) {
    var parts = this.widgets.map(function(widget, i) {
      return widget.valueFromData(data, files, name + '_' + i)
    })
    parts.reverse() // [d, m, y] => [y, m, d]
    return parts.join('-')
  }
})
```

The constructor creates several `Select()` widgets in a list. The "super" constructor uses this list to setup the widget.

The `MultiWidget#formatOutput()` method is fairly vanilla here (in fact, it's the same as what's been implemented as the default for `MultiWidget`), but the idea is that you could add custom HTML between the widgets should you wish.

The required method `MultiWidget#decompress()` breaks up a `Date` value into the day, month, and year values corresponding to each widget. Note how the method handles the case where `value` is `null`.

The default implementation of `Widget#valueFromData()` returns a list of values corresponding to each `Widget`. This is appropriate when using a `MultiWidget` with a `MultiValueField()`, but since we want to use this widget with a `DateField()` which takes a single value, we have overridden this method to combine the data of all the subwidgets into a `'yyyy-mm-dd'` formatted date string and returns it for validation by the `DateField()`.

3.8.6 Built-in widgets

Newforms provides a representation of all the basic HTML widgets, plus some commonly used groups of widgets, including *the input of text*, *various checkboxes and selectors*, *uploading files*, and *handling of multi-valued input*.

3.8.7 Widgets handling input of text

These widgets make use of the HTML elements `<input>` and `<textarea>`.

`TextInput()`

Text input: `<input type="text" ...>`

NumberInput()

Text input: `<input type="number" ...>`

EmailInput()

Text input: `<input type="email" ...>`

URLInput()

Text input: `<input type="url" ...>`

PasswordInput()

Password input: `<input type='password' ...>`

Takes one optional argument:

- `PasswordInput.renderValue`

  Determines whether the widget will have a value filled in when the form is re-displayed after a validation error (default is `false`).

Textarea()

Text area: `<textarea>...</textarea>`

HiddenInput()

Hidden input: `<input type='hidden' ...>`

Note that there also is a `MultipleHiddenInput()` widget that encapsulates a set of hidden input elements.

DateInput()

Date input as a simple text box: `<input type='text' ...>`

Takes same arguments as `TextInput()`, with one more optional argument:

- `DateInput.format`

  The format in which this field's initial value will be displayed.

If no `format` argument is provided, the default format is the first format found in the current locale's *DATE_INPUT_FORMATS*.

DateTimeInput()

Date/time input as a simple text box: `<input type='text' ...>`

Takes same arguments as `TextInput()`, with one more optional argument:

- `DateTimeInput.format`

  The format in which this field's initial value will be displayed.

If no `format` argument is provided, the default format is the first format found in the current locale's *DATETIME_INPUT_FORMATS*.

TimeInput()

Time input as a simple text box: `<input type='text' ...>`

Takes same arguments as `TextInput()`, with one more optional argument:

- `TimeInput.format`

  The format in which this field's initial value will be displayed.

If no `format` argument is provided, the default format is the first format found in the current locale's *TIME_INPUT_FORMATS*.

3.8.8 Selector and checkbox widgets

CheckboxInput()

Checkbox: `<input type='checkbox' ...>`

Takes one optional argument:

- `CheckboxInput.checkTest`

  A function that takes the value of the CheckBoxInput and returns `true` if the checkbox should be checked for that value.

Select()

Select widget: `<select><option ...>...</select>`

- `Select.choices`

  This attribute is optional when the form field does not have a `choices` attribute. If it does, it will override anything you set here when the attribute is updated on the `Field()`.

NullBooleanSelect()

Select widget with options 'Unknown', 'Yes' and 'No'

SelectMultiple()

Similar to `Select`, but allows multiple selection: `<select multiple='multiple'>...</select>`

RadioSelect()

Similar to `Select`, but rendered as a list of radio buttons within `<li>` tags:

```
<ul>
  <li><input type='radio' ...></li>
  ...
</ul>
```

For more granular control over the generated markup, you can loop over the radio buttons. Assuming a form `myform` with a field `beatles` that uses a `RadioSelect` as its widget:

```
myForm.boundField('beatles').subWidgets().map(function(radio) {
  return <div className="myRadio">{radio.render()}</div>
})
```

This would generate the following HTML:

```
<div class="myRadio">
  <label for="id_beatles_0"><input id="id_beatles_0" type="radio" name="beatles" value="john"><s
</div>
<div class="myRadio">
  <label for="id_beatles_1"><input id="id_beatles_1" type="radio" name="beatles" value="paul"><s
</div>
<div class="myRadio">
  <label for="id_beatles_2"><input id="id_beatles_2" type="radio" name="beatles" value="george">
</div>
<div class="myRadio">
  <label for="id_beatles_3"><input id="id_beatles_3" type="radio" name="beatles" value="ringo"><
</div>
```

That included the `<label>` tags. To get more granular, you can use each radio button's `tag()`, `choiceLabel` and `idForLabel()`. For example, this code...:

```
myForm.boundField('beatles').subWidgets().map(function(radio) {
  return <label htmlFor={radio.idForLabel()}>
    {radio.choiceLabel}
    <span className="radio">{radio.tag()}</span>
  </label>
})
```

...will result in the following HTML:

```
<label for="id_beatles_0">
  <span>John</span>
  <span class="radio"><input id="id_beatles_0" type="radio" name="beatles" value="john"></span>
</label>
<label for="id_beatles_1">
  <span>Paul</span>
  <span class="radio"><input id="id_beatles_1" type="radio" name="beatles" value="paul"></span>
</label>
<label for="id_beatles_2">
  <span>George</span>
  <span class="radio"><input id="id_beatles_2" type="radio" name="beatles" value="george"></span
</label>
<label for="id_beatles_3">
  <span>Ringo</span>
  <span class="radio"><input id="id_beatles_3" type="radio" name="beatles" value="ringo"></span>
</label>
```

If you decide not to loop over the radio buttons – e.g., if your layout simply renders the `beatles BoundField` – they'll be output in a `<ul>` with `<li>` tags, as above.

CheckboxSelectMultiple()

Similar to `SelectMultiple()`, but rendered as a list of check buttons:

```
<ul>
  <li><input type='checkbox' ...></li>
  ...
</ul>
```

Like `RadioSelect()`, you can loop over the individual checkboxes making up the lists.

3.8.9 File upload widgets

FileInput()

File upload input: `<input type='file' ...>`

ClearableFileInput()

File upload input: `<input type='file' ...>`, with an additional checkbox input to clear the field's value, if the field is not required and has initial data.

3.8.10 Composite widgets

MultipleHiddenInput()

Multiple `<input type='hidden' ...>` widgets.

A widget that handles multiple hidden widgets for fields that have a list of values.

- `MultipleHiddenInput.choices`

  This attribute is optional when the form field does not have a `choices` attribute. If it does, it will override anything you set here when the attribute is updated on the `Field()`.

SplitDateTimeWidget()

Wrapper (using `MultiWidget()`) around two widgets: `DateInput()` for the date, and `TimeInput()` for the time.

`SplitDateTimeWidget` has two optional attributes:

- `SplitDateTimeWidget.dateFormat`

  Similar to `DateInput.format`

- `SplitDateTimeWidget.timeFormat`

  Similar to `TimeInput.format`

SplitHiddenDateTimeWidget()

Similar to `SplitDateTimeWidget()`, but uses `HiddenInput()` for both date and time.

3.9 Formsets

A formset is a layer of abstraction to work with multiple forms on the same page. It can be best compared to a data grid. Let's say you have the following form:

```
var ArticleForm = forms.Form.extend({
  title: forms.CharField()
, pubDate: forms.DateField()
})
```

You might want to allow the user to create several articles at once. To create a formset out of an `ArticleForm` you would use the `formsetFactory()` function:

```
var ArticleFormSet = forms.formsetFactory(ArticleForm)
```

You now have created a formset named `ArticleFormSet`. The formset gives you the ability to iterate over the forms in the formset and display them as you would with a regular form:

```
var formset = new ArticleFormSet()
formset.forms().forEach(function(form) {
  print(reactHTML(form.asTable()))
})
/* =>
<tr><th><label for="id_form-0-title">Title:</label></th><td><input type="text" name="form-0-title" i
<tr><th><label for="id_form-0-pubDate">Pub date:</label></th><td><input type="text" name="form-0-publ
*/
```

As you can see it only displayed one empty form. The number of empty forms that is displayed is controlled by the `extra` parameter. By default, `formsetFactory()` defines one extra form; the following example will display two blank forms:

```
var ArticleFormSet = forms.formsetFactory(ArticleForm, {extra: 2})
```

3.9.1 Using initial data with a formset

Initial data is what drives the main usability of a formset. As shown above you can define the number of extra forms. What this means is that you are telling the formset how many forms to show in addition to the number of forms it generates from the initial data. Let's take a look at an example:

```
var ArticleFormSet = forms.formsetFactory(ArticleForm, {extra: 2})
var formset = new ArticleFormSet({initial: [
  {title: "Django's docs are open source!", pubDate: new Date()}
]})
formset.forms().forEach(function(form) {
  print(reactHTML(form.asTable()))
})
/* =>
<tr><th><label for="id_form-0-title">Title:</label></th><td><input type="text" name="form-0-title" i
<tr><th><label for="id_form-0-pubDate">Pub date:</label></th><td><input type="text" name="form-0-publ
<tr><th><label for="id_form-1-title">Title:</label></th><td><input type="text" name="form-1-title" i
<tr><th><label for="id_form-1-pubDate">Pub date:</label></th><td><input type="text" name="form-1-publ
```

```
<tr><th><label for="id_form-2-title">Title:</label></th><td><input type="text" name="form-2-title" id
<tr><th><label for="id_form-2-pubDate">Pub date:</label></th><td><input type="text" name="form-2-publ
*/
```

There are now a total of three forms showing above. One for the initial data that was passed in and two extra forms. Also note that we are passing in a list of objects as the initial data.

3.9.2 Limiting the maximum number of forms

The `maxNum` parameter to `formsetFactory()` gives you the ability to limit the maximum number of empty forms the formset will display:

```
var ArticleFormSet = forms.formsetFactory(ArticleForm, {extra: 2, maxNum: 1})
var formset = new ArticleFormSet()
formset.forms().forEach(function(form) {
  print(reactHTML(form.asTable()))
})
/* =>
<tr><th><label for="id_form-0-title">Title:</label></th><td><input type="text" name="form-0-title" id
<tr><th><label for="id_form-0-pubDate">Pub date:</label></th><td><input type="text" name="form-0-publ
*/
```

If the value of `maxNum` is greater than the number of existing objects, up to `extra` additional blank forms will be added to the formset, so long as the total number of forms does not exceed `maxNum`.

3.9.3 Formset validation

Validation with a formset is almost identical to a regular `Form`. There's an `isValid()` method on the formset to provide a convenient way to validate all forms in the formset:

```
var ArticleFormSet = forms.formsetFactory(ArticleForm)
var data = {
  'form-TOTAL_FORMS': '1'
, 'form-INITIAL_FORMS': '0'
, 'form-MAX_NUM_FORMS': ''
}
var formset = new ArticleFormSet({data: data})
print(formset.isValid()
// => true
```

If we provide an invalid article:

```
var data = {
  'form-TOTAL_FORMS': '2'
, 'form-INITIAL_FORMS': '0'
, 'form-MAX_NUM_FORMS': ''
, 'form-0-title': 'Test'
, 'form-0-pubDate': '1904-06-16'
, 'form-1-title': 'Test'
, 'form-1-pubDate': '' // <-- this date is missing but required
}
var formset = new ArticleFormSet({data: data})
print(formset.isValid())
// => false
print(formset.errors().map(function(e) { return e.toJSON() }))
// => [{}, {pubDate: [{message: 'This field is required.', code: 'required'}]}]
```

To check how many errors there are in the formset, we can use the `totalErrorCount()` method:

```
formset.totalErrorCount()
// => 1
```

We can also check if form data differs from the initial data (i.e. the form was sent without any data):

```
var data = {
  'form-TOTAL_FORMS': '1'
, 'form-INITIAL_FORMS': '0'
, 'form-MAX_NUM_FORMS': ''
, 'form-0-title': ''
, 'form-0-pubDate': ''
}
var formset = new ArticleFormSet({data: data})
print(formset.hasChanged())
// => false
```

Understanding the ManagementForm

You may have noticed the additional data (`form-TOTAL_FORMS`, `form-INITIAL_FORMS` and `form-MAX_NUM_FORMS`) included in the formset's data above. This data is handled by the `ManagementForm`. This form defines hidden fields which are used to submit information about the number of forms in the formset. It's intended for use when a FormSet's inputs are being used for a regular form submission to be handled on the server-side. If you're using newforms on the server to handle formsets bound to data from an HTTP POST and you don't provide this management data, an Error will be thrown:

```
var data = {
  'form-0-title': ''
, 'form-0-pubDate': ''
}
try {
  var formset = new ArticleFormSet({data: data})
}
catch (e) {
  print(e.message)
}
// => ManagementForm data is missing or has been tampered with
```

It is used to keep track of how many form instances are being displayed. If you are adding new forms via JavaScript, you should increment the count fields in this form as well. On the other hand, if you are using JavaScript to allow deletion of existing objects, then you need to ensure the ones being removed are properly marked for deletion by including `form-#-DELETE` in the `POST` data. It is expected that all forms are present in the `POST` data regardless.

`totalFormCount()` and `initialFormCount()`

`BaseFormSet` has a couple of methods that are closely related to the `ManagementForm`, `totalFormCount` and `initialFormCount`.

`totalFormCount` returns the total number of forms in this formset. `initialFormCount` returns the number of forms in the formset that were pre-filled, and is also used to determine how many forms are required.

3.9.4 Client-side FormSets

When FormSets are used on the client-side, the ManagementForm isn't necessary. The formset's own form management configuration is used whether or not the formset is boound.

Of particular interest is the formset's `extra` property, which can be used to implement "add another" functionality – since this is a common use case, formsets have an `addAnother()` method does this for you.

Formsets also have a `removeForm(index)` method which takes care of the internal details of removing an extra form. *This should only ever be called with the index of an extra form in the formset.* To ensure this, if you're displaying a formset which contains both initial forms for existing data, and extra forms for new data which support deletion, use both `BaseFormSet.initialForms()` and `BaseFormSet.extraForms()` when rendering instead of looping over `BaseFormSet.forms()`.

If you ever have a need to use FormSets on the client side *and* perform a regular HTTP POST request to process the form, you can still render `formset.managmentForm()` – its hidden fields will be kept in sync with any changes made to the forset's form management configuration.

Updating a formset's data

Similar to Forms, a FormSet has a `formset.setData()` method which can be used to update the data bound to the formset and its forms.

This will also trigger validation – updating each form's `form.errors()` and `form.cleanedData`, and returning the result of `formset.isValid()`.

Validating a formset on-demand

To force full validation of the current state of a formset and its forms' input data, call `formset.validate()`.

3.9.5 Custom formset validation

A formset has a `clean()` method similar to the one on a `Form` class. This is where you define your own validation that works at the formset level:

```
var BaseArticleFormSet = forms.BaseFormSet.extend({
  /** Checks that no two articles have the same title. */
  clean: function() {
    if (this.totalErrorCount() !== 0) {
      // Don't bother validating the formset unless each form is valid on its own
      return
    }
    var titles = {}
    this.forms().forEach(function(form) {
      var title = form.cleanedData.title
      if (title in titles) {
        throw forms.ValidationError('Articles in a set must have distinct titles.')
      }
      titles[title] = true
    })
  }
})
var ArticleFormSet = forms.formsetFactory(ArticleForm, {formset: BaseArticleFormSet})
var data = {
  'form-TOTAL_FORMS': '2'
, 'form-INITIAL_FORMS': '0'
, 'form-MAX_NUM_FORMS': ''
, 'form-0-title': 'Test'
, 'form-0-pubDate': '1904-06-16'
, 'form-1-title': 'Test'
```

```
, 'form-1-pubDate': '1912-06-23'
}
var formset = new ArticleFormSet({data: data})
print(formset.isValid())
// => false
print(formset.errors().map(function(e) { return e.toJSON() }))
// => [{}, {}])
print(formset.nonFormErrors().messages())
// => ['Articles in a set must have distinct titles.']
```

3.9.6 Using more than one formset in a <form>

Just like Forms, FormSets can be given a `prefix` to prefix form field names to allow more than one formset to be used in the same `<form>` without their input `name` attributes clashing.

For example, if we had a `Book` form which also had a "title" field - this is how we could avoid field names for `Article` and `Book` forms clashing:

```
var ArticleFormSet = forms.formsetFactory(Article)
var BookFormSet = forms.formsetFactory(Book)

var PublicationManager = React.createClass({
  getInitialState: function() {
    articleFormset: new ArticleFormSet({prefix: 'articles'})
  , bookFormset: new BookFormSet({prefix: 'books'})
  }

  // ...rendering implemented as normal...

, onSubmit: function(e) {
    e.preventDefault()
    var data = forms.formData(this.refs.form.getDOMNode())
    var articlesValid = this.state.articleFormset.setData(data)
    var booksValid = this.state.bookFormset.setData(data)
    if (articlesValid && booksValid) {
      // Do something with cleanedData() on the formsets
    }
    else {
      // Re-render to display validation errors
      this.forceUpdate()
    }
  }
})
```

For server-side usage, it's important to point out that you need to pass `prefix` every time you're creating a new formset instance – on both POST and non-POST cases – so expected input names match up when submitted data is being processed.

3.10 Locales

New in version 0.7.

Newforms comes with two pre-configured locales: `en` and `en_GB`.

The default locale is `en`, which (for backwards-compatibility) expects any forward slash delimited date input to be in month/day/year format and will, by default, format dates as year-month-day for display in inputs.

The en_GB locale is provided as a quick way to switch to day/month/year date input if that's what your application needs.

3.10.1 Adding a new locale

To add a new locale, use forms.addLocale(), providing a language code and an object specifying localisation data. The following properties are expected in the locale object:

Property	Value
b	List of abbreviated month names
B	List of full month names
DATE_INPUT_FORMATS	Accepted date input format strings
DATETIME_INPUT_FORMATS	Accepted date/time input format strings
TIME_INPUT_FORMATS	Accepted time input format strings

For each of the *_INPUT_FORMATS, ISO 8601 standard formats will be automatically be added if they're not already present.

For example, to add a French locale:

```
forms.addLocale('fr', {
  b: 'janv._févr._mars_avr._mai_juin_juil._août_sept._oct._nov._déc.'.split('_')
, B: 'janvier_février_mars_avril_mai_juin_juillet_août_septembre_octobre_novembre_décembre'.split('_'
, DATE_INPUT_FORMATS: [
    '%d/%m/%Y', '%d/%m/%y'
  , '%d %b %Y', '%d %b %y'
  , '%d %B %Y', '%d %B %y'
  ]
, DATETIME_INPUT_FORMATS: [
    '%d/%m/%Y %H:%M:%S'
  , '%d/%m/%Y %H:%M'
  , '%d/%m/%Y'
  ]
})
```

3.10.2 Setting the default locale

To set the defaul locale, use forms.setDefaultLocale():

```
forms.setDefaultLocale('fr')
```

Fields and Widgets which deal with dates and times and haven't been explicitly configured with input/output format strings will pick up their input and output formats from the default locale the first time they need them, caching them for future use.

As such, if you want to switch locales on the fly, any form instances created prior to calling setDefaultLocale() should be re-initialised.

3.11 Forms API

3.11.1 Form

class Form ([*kwargs*])

Extends BaseForm() and registers DeclarativeFieldsMeta() as a mixin to be used to set up Fields when this constructor is extended.

This is intended to be used as the entry point for defining your own forms.

You can do this using its static `extend()` function, which is provided by Concur.

`Form.`**`extend`**(*prototypeProps*[, *constructorProps*])
Creates a new constructor which inherits from Form.

Arguments

- **prototypeProps** (*Object*) – form Fields and other prototype properties for the new form, such as a custom constructor and validation methods.
- **constructorProps** (*Object*) – properties to be set directly on the new constructor function.

`DeclarativeFieldsMeta`(*prototypeProps*[, *constructorProps*])
This mixin function is responsible for setting up form fields when a new Form constructor is being created.

It pops any Fields it finds off the form's prototype properties object, determines if any forms are also being mixed-in via a `__mixins__` property and handles inheritance of Fields from any form which is being directly extended, such that fields will be given the following order of precedence should there be a naming conflict with any of these three sources:

1. Fields specified in `prototypeProps`
2. Fields from a mixed-in form
3. Fields from the Form being inherited from

If multiple forms are provided via `__mixins__`, they will be processed from left to right in order of precedence for mixing in fields and prototype properties.

Forms can prevent fields from being inherited or mixed in by adding a same-named property to their prototype, which isn't a Field. It's suggested that you use `null` as the value when shadowing to make this intent more explicit.

3.11.2 `BaseForm`

class `BaseForm`([*kwargs*])
A collection of Fields that knows how to validate and display itself.

Arguments

- **kwargs** (*Object*) – form options, which are as follows:
- **kwargs.data** (*Object*) – input form data, where property names are field names. A form with data is considered to be "bound" and ready for use validating and coercing the given data.
- **kwargs.files** (*Object*) – input file data.
- **kwargs.validation** – Configures form-wide interactive validation when the user makes changes to form inputs in the browser. This can be a String, or an Object which configures default validation for form inputs.

  If `'manual'`, interactive validation will not be performed – you are responsible for hooking up validation and using methods such as `setData()` and `isValid()` to perform all validation. This is the default setting.

  If an Object is given, it should have the following properties:

  `on` The name of the default event to use to trigger validation. For example, if `'blur'`, text input validation will be performed when the input loses focus after editing. Multiple, space-separated event names can be given.

onChangeDelay A delay, in milliseconds, to be used to debounce performing of `onChange` validation.

If `'auto'`, validation behaviour will be the equivalent of having passed:

..code-block: javascript

validation: {on: 'blur change', onChangeDelay: 369}

If any String but `'manual'` or `'auto'` is given, it will be used as if it were passed as the `on` property of an Object.

For example, passing `{validation: 'change'}` will cause form inputs to trigger validation as soon as the user makes any change.

New in version 0.6.

- **kwargs.controlled** (*Boolean*) – Configures whether or not the form will render controlled components - when using controlled components, you can update the values displayed in the form after its initial render using `form.setData()` or `form.updateData()`

  New in version 0.6.

- **kwargs.onChange** (*Function*) – If interactive validation is configured for a Form or any of its Fields, this callback function **must** be provided, or an Error will be thrown.

  It will be called any time the form's input data or validation state changes as the result of user input.

  Typically, this function should at least force React to update the component in which the Form is being rendered, to display the latest validation state to the user from the last change they made to the form.

  New in version 0.9: Replaces `kwargs.onStateChange`

- **kwargs.onStateChange** (*Function*) – New in version 0.6.

  Deprecated since version 0.9: Pass `kwargs.onChange` instead

- **kwargs.autoId** (*String*) – a template for use when automatically generating `id` attributes for fields, which should contain a `{name}` placeholder for the field name – defaults to `id_{name}`.

- **kwargs.prefix** (*String*) – a prefix to be applied to the name of each field in this instance of the form - using a prefix allows you to easily work with multiple instances of the same Form object in the same HTML `<form>`, or to safely mix Form objects which have fields with the same names.

- **kwargs.initial** (*Object*) – initial form data, where property names are field names – if a field's value is not specified in `data`, these values will be used when initially rendering field widgets.

- **kwargs.errorConstructor** (*Function*) – the constructor function to be used when creating error details. Defaults to `ErrorList()`.

- **kwargs.labelSuffix** (*String*) – a suffix to be used when generating labels in one of the convenience methods which renders the entire Form – defaults to `':'`.

- **kwargs.emptyPermitted** (*Boolean*) – if `true`, the form is allowed to be empty – defaults to `false`.

Instance Properties

Form options documented in `kwargs` above are all set as instance properties.

The following instance properties are also available:

`form.`**`fields`**
Form fields for this instance of the form.

Since a particular instance might want to alter its fields based on data passed to its constructor, fields given as part of the form definition are deep-copied into `fields` every time a new instance is created.

Instances should only ever modify `fields`.

Note: `fields` does not exist until the `BaseForm` constructor has been called on the form instance that's being constructed.

This is important to note when you intend to dynamically modify `fields` when extending a form – you must call the constructor of the form which has been extended before attempting to modify `fields`.

Type Object with field names as property names and Field instances as properties.

`form.`**`isInitialRender`**
Determines if this form has been given input data which can be validated.

`true` if the form has `data` or `files` set.

`form.`**`cleanedData`**
After a form has been validated, it will have a `cleanedData` property. If your data does *not* validate, `cleanedData` will contain only the valid fields.

Type Object with field names as property names and valid, cleaned values coerced to the appropriate JavaScript type as properties.

Prototype Functions

Prototype functions for validating and getting information about the results of validation:

`BaseForm#validate`(*[form]*)
Forces the form to revalidate from scratch. If a `<form>` is given, data from it will be set on this form first. Otherwise, validation will be done with this form's current input data.

Arguments

- **form** – a `<form>` DOM node – if React's representation of the `<form>` is given, its `getDOMNode()` function will be called to get the real DOM node.

Returns `true` if the form's data is valid, `false` otherwise.

New in version 0.6.

Changed in version 0.9: The `form` argument is now optional, to allow forcing validation of the form's current input data.

`BaseForm#reset`(*[initialData]*)
Resets the form to its initial render state, optionally giving it new initial data.

Arguments

- **initialData** (*Object*) – new initial data for the form.

New in version 0.6.

`BaseForm#setData`(*data[, kwargs]*)
Replaces the form's `form.data` with the given data (and flips `form.isInitialRender` to `false`, if necessary) and triggers form cleaning and validation, returning the result of `form.isValid()`.

Arguments

- **data** (*Object*) – new input data for the form
- **kwargs** (*Object*) – data updating options, which are as follows:
- **kwargs.prefixed** (*Boolean*) – pass `true` when updating data in a prefixed form and the field names in `data` are already prefixed – defaults to `false`

  New in version 0.6.

Returns `true` if the form has no errors after validating the updated data, `false` otherwise.

New in version 0.5.

`BaseForm#setFormData` (*formData*)

Replaces with form's input data with data extracted from a `<form>` (i.e. with `formData()`).

When using multiple forms with prefixes, form data will always be prefixed - using this method when working with manually extracted form data should ensure there are no surprises if moving from non-prefixed forms to prefixed forms.

Arguments

- **formData** (*Object*) –

  new input data for the form, which has been extracted from a `<form>`

  New in version 0.6.

`BaseForm#updateData` (*data*[, *kwargs*])

Updates the form's `form.data` (and flips `form.isInitialRender` to `false`, if necessary).

By default, triggers validation of fields which had their input data updated, as well as form-wide cleaning.

Arguments

- **data** (*Object*) – partial input data for the form, field name -> input data.

  If your form has a *prefix*, field names in the given data object must also be prefixed.
- **kwargs** (*Object*) – data updating options, which are as follows:
- **kwargs.prefixed** (*Boolean*) – pass `true` when updating data in a prefixed form and the field names in `data` are already prefixed – defaults to `false`

The follwing options are intended for use with controlled forms, when you're only updating data in order to change what's displayed in the controlled components:

Arguments

- **kwargs.validate** (*Boolean*) – pass `false` if you want to skip validating the updated fields – defaults to `true`. This can be ignored if you're passing known-good data.
- **kwargs.clearValidation** (*Boolean*) – pass `false` if you're skipping validation and you also want to skip clearing of the results of any previous validation on the fields being updated, such as error messages and `cleanedData` – defaults to `true`

New in version 0.6.

`BaseForm#isComplete`()

Determines whether or not the form has errors and valid input data for all required fields, triggering cleaning of the form first if necessary.

This can be used to indicate to the user that a form which is being validated as they fill it in is ready for submission.

The distinction between `isComplete()` and `BaseForm#isValid()` is that a form which has had, for example, a single field filled in and validated is valid according to the partial validation which has been performed so far (i.e. it doesn't have any error messages) but isn't yet complete.

Returns `true` if the form has input data and has no errors, and there is cleanedData present for every required field on the form.

New in version 0.6.

`BaseForm#isValid``()`
Determines whether or not the form has errors, triggering cleaning of the form first if necessary.

When user input is being incrementally validated as it's given, this function gives you the current state of validation (i.e. whether or not there are any errors). It will not reflect the validity of the whole form until a method which performs whole-form validation (`BaseForm#validate()` or `setData()`) has been called.

Returns `true` if the form is has input data and has no errors, `false` otherwise. If errors are being ignored, returns `false`.

`BaseForm#errors``()`
Getter for validation errors which first cleans the form if there are no errors defined yet.

Returns validation errors for the form, as an `ErrorObject()`

`BaseForm#nonFieldErrors``()`

Returns errors that aren't associated with a particular field - i.e., errors generated by `BaseForm#clean()`, or by calling `BaseForm#addError()` and passing `null` instead of a field name. Will be an empty error list object if there are none.

`BaseForm#hasChanged``()`

Returns `true` if data differs from initial, `false` otherwise.

`BaseForm#notEmpty``()`
Determines if a form which is an extra form in a FormSet has changed from its initial values. Extra forms are allowed to be empty, so required fields in them do not become truly required until the form has been modified.

Returns `true` if a form has `emptyPermitted` and has changed from its initial values.

New in version 0.9.

`BaseForm#changedData``()`

Returns a list of the names of fields which have differences between their initial and currently bound values.

`BaseForm#fullClean``()`
Validates and cleans `forms.data` and populates errors and `cleanedData`.

You shouldn't need to call this function directly in general use, as it's called for you when necessary by `BaseForm#isValid()` and `BaseForm#errors()`.

`BaseForm#partialClean`(*fieldNames*)
Validates and cleans `form.data` for the given field names and triggers cross-form cleaning in case any `form.cleanedData` it uses has changed.

Arguments

- **fieldNames** (*Array*) – a list of unprefixed field names.

BaseForm#clean()
Hook for doing any extra form-wide cleaning after each Field's Field#clean() has been called. Any ValidationError() thrown by this method will not be associated with a particular field; it will have a special-case association with the field named '__all__'.

If you override this method and return something from it, the returned value will be used as the new cleanedData.

BaseForm#addError (*field*, *error*)
This function allows adding errors to specific fields from within the form.clean() method, or from outside the form altogether. This is a better alternative to fiddling directly with form._errors, which we shouldn't even be *mentioning* in here, whoops...

The field argument is the name of the field to which the errors should be added. If its value is null the error will be treated as a non-field error as returned by form.nonFieldErrors().

The error argument can be a simple string, or preferably an instance of ValidationError().

Note that form.addError() automatically removes the relevant field from form.cleanedData.

New in version 0.5.

A number of default rendering functions are provided to generate ReactElement representations of a Form's fields.

These are general-purpose in that they attempt to handle all form rendering scenarios and edge cases, ensuring that valid markup is always produced.

For flexibility, the output does not include a <form> or a submit button, just field labels and inputs.

BaseForm#render()
Default rendering method, which calls BaseForm#asTable()

New in version 0.5.

BaseForm#asTable()
Renders the form as a series of <tr> tags, with <th> and <td> tags containing field labels and inputs, respectively.

You're responsible for ensuring the generated rows are placed in a containing <table> and <tbody>.

BaseForm#asUl()
Renders the form as a series of <li> tags, with each <li> containing one field. It does not include the <ul> so that you can specify any HTML attributes on the <ul> for flexibility.

BaseForm#asDiv()
Renders the form as a series of tags, with each containing one field.

New in version 0.5.

Prototype functions for use in rendering form fields.

BaseForm#boundFields ([*test*])
Creates a BoundField() for each field in the form, in the order in which the fields were created.

Arguments

- **test** (*Function(field,name)*) – If provided, this function will be called with field and name arguments - BoundFields will only be generated for fields for which true is returned.

BaseForm#boundFieldsObj ([*test*])
A version of BaseForm#boundFields() which returns an Object with field names as property names and BoundFields as properties.

BaseForm#boundField(*name*)
Creates a `BoundField()` for the field with the given name.

Arguments

- **name** (*String*) – the name of a field in the form.

BaseForm#hiddenFields()

Returns a list of `BoundField()` objects that correspond to hidden fields. Useful for manual form layout.

BaseForm#visibleFields()

Returns a list of `BoundField()` objects that do not correspond to hidden fields. The opposite of the `BaseForm#hiddenFields()` function.

BaseForm#isMultipart()
Determines if the form needs to be multipart-encoded in other words, if it has a `FileInput()`.

Returns `true` if the form needs to be multipart-encoded.

BaseForm#addPrefix(*fieldName*)

Returns the given field name with a prefix added, if this Form has a prefix.

BaseForm#addInitialPrefix(*fieldName*)
Adds an initial prefix for checking dynamic initial values.

3.11.3 BoundField

class BoundField(*form*, *field*, *name*)
A field and its associated data.

This is the primary means of generating components such as labels and input fields in the default form rendering methods.

Its attributes and methods will be of particular use when implementing custom form layout and rndering.

Arguments

- **form** (*Form*) – a form.
- **field** (*Field*) – one of the form's fields.
- **name** (*String*) – the name the field is given by the form.

Instance Attributes

boundField.**form**
The form this BoundField wraps a field from.

Type Form

boundField.**field**
The field this BoundField wraps.

Type Field

boundField.**name**
The name associated with the field in the form.

Type String

`boundField.`**`htmlName`**
A version of the field's name including any prefix the form has been configured with.

Assuming your forms are configured with prefixes when needed, this should be a unique identifier for any particular field (e.g. if you need something to pass as a `key` prop to a React component).

Type String

`boundField.`**`label`**
The label the field is configured with, or a label automatically generated from the field's name.

Type String

`boundField.`**`helpText`**
Help text the field is configured with, othewise an empty string.

Type String

Prototype Functions

`BoundField#errors``()`

Returns validation errors for the field - if there were none, an empty error list object will be returned.

Type `ErrorList()` (by default, but configurable via `BaseForm()` `kwargs.errorConstructor`)

`BoundField#errorMessage``()`
Convenience method for getting the first error message for the field, as a single error message is the most common error scenario for a field.

Returns the first validation error message for the field - if there were none, returns undefined.

`BoundField#errorMessages``()`

Returns all validation error messages for the field - if there were none, returns an empty list.

`BoundField#isHidden``()`

Returns `true` if the field is configured with a hidden widget.

`BoundField#autoId``()`
Calculates and returns the `id` attribute for this BoundField if the associated form has an `autoId` set, or set to `true`. Returns an empty string otherwise.

`BoundField#data``()`

Returns Raw input data for the field or `null` if it wasn't given.

`BoundField#idForLabel``()`
Wrapper around the field widget's `Widget#idForLabel()`. Useful, for example, for focusing on this field regardless of whether it has a single widget or a `MutiWidget()`.

`BoundField#render``(`[*kwargs*]`)`
Default rendering method - if the field has `showHiddenInitial` set, renders the default widget and a hidden version, otherwise just renders the default widget for the field.

Arguments

- **kwargs** (*Object*) – widget options as per `BoundField#asWidget()`.

`BoundField#asWidget``(`[*kwargs*]`)`
Renders a widget for the field.

Arguments

- **kwargs** (*Object*) – widget options, which are as follows:
- **kwargs.widget** (*Widget*) – an override for the widget used to render the field - if not provided, the field's configured widget will be used.
- **kwargs.attrs** (*Object*) – additional HTML attributes to be added to the field's widget.

BoundField#subWidgets()

Returns a list of `SubWidget()` objects that comprise all widgets in this BoundField. This really is only useful for `RadioSelect()` and `CheckboxSelectMultiple()` widgets, so that you can iterate over individual inputs when rendering.

BoundField#asText([*kwargs*])
Renders the field as a text input.

Arguments

- **kwargs** (*Object*) – widget options, which are as follows:
- **kwargs.attrs** (*Object*) – additional HTML attributes to be added to the field's widget.

BoundField#asTextarea([*kwargs*])
Renders the field as a textarea.

Arguments

- **kwargs** (*Object*) – widget options, which are as follows:
- **kwargs.attrs** (*Object*) – additional HTML attributes to be added to the field's widget.

BoundField#asHidden([*kwargs*])
Renders the field as a hidden field.

Arguments

- **kwargs** (*Object*) – widget options, which are as follows
- **kwargs.attrs** (*Object*) – additional HTML attributes to be added to the field's widget.

BoundField#value()
Returns the raw value to display for this BoundField, using data if the form is bound, or the initial value otherwise

BoundField#labelTag([*kwargs*])
Creates a `<label>` for the field if it has an `id` attribute, otherwise generates a text label.

Arguments

- **kwargs** (*Object*) – label customisation options, which are as follows:
- **kwargs.contents** (*String*) – custom contents for the label – if not provided, label contents will be generated from the field itself.
- **kwargs.attrs** (*Object*) – additional HTML attributes to be added to the label tag.
- **kwargs.labelSuffix** (*String*) – a custom suffix for the label.

BoundField#cssClasses([*extraClasses*])
Returns a string of space-separated CSS classes to be applied to the field.

Arguments

- **extraClasses** (*String*) – additional CSS classes to be applied to the field

3.12 Fields API

3.12.1 `Field`

class `Field` ([*kwargs*])

An object that is responsible for doing validation and normalisation, or "cleaning" – for example: an `EmailField()` makes sure its data is a valid e-mail address – and makes sure that acceptable "blank" values all have the same representation.

Arguments

- **kwargs** (*Object*) – field options, which are as follows:
- **kwargs.required** (*Boolean*) – determines if the field is required – defaults to `true`.
- **kwargs.widget** (*Widget*) – overrides the widget used to render the field – if not provided, the field's default will be used.
- **kwargs.label** (*String*) – the label to be displayed for the field - if not provided, will be generated from the field's name.
- **kwargs.initial** – an initial value for the field to be used if none is specified by the field's form.
- **kwargs.helpText** (*String*) – help text for the field.
- **kwargs.errorMessages** (*Object*) – custom error messages for the field, by error code.
- **kwargs.showHiddenInitial** (*Boolean*) – specifies if it is necessary to render a hidden widget with initial value after the widget.
- **kwargs.validators** (*Array.<Function>*) – list of addtional validators to use - a validator is a function which takes a single value and throws a ValidationError if it's invalid.
- **kwargs.cssClass** (*String*) – space-separated CSS classes to be applied to the field's container when default rendering fuctions are used.
- **kwargs.custom** – this argument is provided to pass any custom metadata you require on the field, e.g. extra per-field options for a custom layout you've implemented. Newforms will set anything you pass for this argument in a `custom` instance property on the field.

  New in version 0.5.

- **kwargs.validation** – Configures validation when the user interacts with this field's widget in the browser.

  This can be used to configure validation for only specific fields, or to override any form-wide validation that's been configured.

  Takes the same arguments as *Form's validation configuration*

  If validation configuration is given, the Form containing the Field **must** be configured with an *onChange callback*, or an Error will be thrown.

  New in version 0.6.

- **controlled** (*Boolean*) – Configures whether or not the field will render a controlled component

  This can be used to configure creation of controlled components for only specific fields, or to override any form-wide `controlled` that's been configured.

  New in version 0.6.

Prototype Functions

Field#prepareValue(*value*)
Hook for any pre-preparation required before a value can be used.

Field#toJavaScript(*value*)
Hook for coercing a value to an appropriate JavaScript object.

Field#isEmptyValue(*value*)
Checks for the given value being === one of the configured empty values for this field, plus any additional checks required due to JavaScript's lack of a generic object equality checking mechanism.

This function will use the field's `emptyValues` property for the === check – this defaults to `[null, undefined, '']` via `Field.prototype`.

If the field has an `emptyValueArray` property which is `true`, the value's type and length will be checked to see if it's an empty Array – this defaults to `true` via `Field.prototype`.

Field#validate(*value*)
Hook for validating a value.

Field#clean(*value*)
Validates the given value and returns its "cleaned" value as an appropriate JavaScript object.

Raises `ValidationError()` for any errors.

class CharField([*kwargs*])
Validates that its input is a valid string.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.maxLength** (*Number*) – a maximum valid length for the input string.
- **kwargs.minLength** (*Number*) – a minimum valid length for the input string.

3.12.2 Numeric fields

class IntegerField([*kwargs*])
Validates that its input is a valid integer.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.maxValue** (*Number*) – a maximum valid value for the input.
- **kwargs.minValue** (*Number*) – a minimum valid value for the input.

class FloatField([*kwargs*])
Validates that its input is a valid float.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.maxValue** (*Number*) – a maximum valid value for the input.
- **kwargs.minValue** (*Number*) – a minimum valid value for the input.

class DecimalField([*kwargs*])
Validates that its input is a decimal number.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.maxValue** (*Number*) – a maximum value for the input.
- **kwargs.minValue** (*Number*) – a minimum value for the input.
- **kwargs.maxDigits** (*Number*) – the maximum number of digits the input may contain.
- **kwargs.decimalPlaces** (*Number*) – the maximum number of decimal places the input may contain.

3.12.3 Date/Time fields

class `DateField`([*kwargs*])
Validates that its input is a date.

Normalises to a `Date` with its time fields set to zero.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.inputFormats** (*Array.<String>*) – a list of time.strptime() format strings which are considered valid.

class `TimeField`([*kwargs*])
Validates that its input is a time.

Normalises to a `Date` with its date fields set to 1900-01-01.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.inputFormats** (*Array.<String>*) – a list of time.strptime() format strings which are considered valid.

class `DateTimeField`([*kwargs*])
Validates that its input is a date/time.

Normalises to a `Date`.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.inputFormats** (*Array.<String>*) – a list of time.strptime() format strings which are considered valid.

3.12.4 Format fields

class `RegexField`(*regex*[, *kwargs*])
Validates that its input matches a given regular expression.

Arguments

- **regex** (*RegExp or String*) – a regular expression to validate input against. If a string is given, it will be compiled to a RegExp.
- **kwargs** (*Object*) – field options, as in `CharField()`

class `EmailField`([*kwargs*])
Validates that its input appears to be a valid e-mail address.

Arguments

- **kwargs** (*Object*) – field options, as in `CharField()`

class `IPAddressField`([*kwargs*])
Validates that its input is a valid IPv4 address.

Deprecated since version 0.5: use `GenericIPAddressField()` instead.

class `GenericIPAddressField`([*kwargs*])
Validates that its input is a valid IPv4 or IPv6 address.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `CharField()`
- **kwargs.protocol** (*String*) – determines which protocols are accepted as input. One of:
  - `'both'`
  - `'ipv4'`
  - `'ipv6'`

  Defaults to `'both'`.
- **kwargs.unpackIPv4** (*Boolean*) – Determines if an IPv4 address that was mapped in a compressed IPv6 address will be unpacked. Defaults to `false` and can only be set to `true` if `kwargs.protocol` is `'both'`.

class `SlugField`([*kwargs*])
Validates that its input is a valid slug - i.e. that it contains only letters, numbers, underscores, and hyphens.

Arguments

- **kwargs** (*Object*) – field options, as in `CharField()`

3.12.5 File fields

class `FileField`([*kwargs*])
Validates that its input is a valid uploaded file – the behaviour of this field varies depending on the environmnet newforms is running in:

On the client

Validates that a file has been selected if the field is `required`.

On the server

Validates uploaded file data from `form.files`.

The contents of `form.files` are expected to have a `name` property corresponding to the uploaded file's name and a `size` property corresponding to it size.

You will need write a wrapper to provide this information depending on how you're handling file uploads.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`
- **kwargs.maxLength** (*Number*) – maximum length of the uploaded file anme.
- **kwargs.allowEmptyFile** (*Boolean*) – if `true`, empty files will be allowed – defaults to `false`.

class `ImageField`([*kwargs*])

Validates that its input is a valid uploaded image – the behaviour of this field varies depending on the environment newforms is running in:

On the client

Validates that a file has been selected if the field is `required`.

On the server

Note: As of newform 0.5, server-side image validation has not been implemented yet – `ImageField` performs the same validation as `FileField`.

Adds an `accept="image/*"` attribute to its `<input type="file">` widget.

class `URLField`([*kwargs*])

Validates that its input appears to be a valid URL.

Arguments

- **kwargs** (*Object*) – field options, as in `CharField()`

3.12.6 Boolean fields

class `BooleanField`([*kwargs*])

Normalises its input to a boolean primitive.

Arguments

- **kwargs** (*Object*) – field options, as in `Field()`

class `NullBooleanField`([*kwargs*])

A field whose valid values are `null`, `true` and `false`.

Invalid values are cleaned to `null`.

Arguments

- **kwargs** (*Object*) – field options, as in `Field()`

3.12.7 Choice fields

class `ChoiceField`([*kwargs*])

Validates that its input is one of a valid list of choices.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`:
- **kwargs.choices** (*Array*) – a list of choices - each choice should be specified as a list containing two items; the first item is a value which should be validated against, the second item is a display value for that choice, for example:

```
{choices: [[1, 'One'], [2, 'Two']]}
```

Defaults to `[]`.

Prototype Functions

ChoiceField#choices()
Returns the current list of choices.

ChoiceField#setChoices(*choices*)
Updates the list of choices on this field and on its configured widget.

class TypedChoiceField([*kwargs*])
A ChoiceField which returns a value coerced by some provided function.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `ChoiceField()`:
- **kwargs.coerce** (*Function(String)*) – a function which takes the string value output from `ChoiceField`'s clean method and coerces it to another type – defaults to a function which returns the given value unaltered.
- **kwargs.emptyValue** – the value which should be returned if the selected value can be validly empty – defaults to `''`.

class MultipleChoiceField([*kwargs*])
Validates that its input is one or more of a valid list of choices.

class TypedMultipleChoiceField([*kwargs*])
A MultipleChoiceField} which returns values coerced by some provided function.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in MultipleChoiceField.
- **kwargs.coerce** – (Function)

  function which takes the String values output by MultipleChoiceField's toJavaScript method and coerces it to another type – defaults to a function which returns the given value unaltered.
- **kwargs.emptyValue** – (Object)

  the value which should be returned if the selected value can be validly empty – defaults to `''`.

class FilePathField([*kwargs*])

Note: As of newform 0.5, server-side logic for `FilePathField` hasn't been implemented yet.

As such, this field isn't much use yet and the API documentation below is speculative.

Allows choosing from files inside a certain directory.

Arguments

- **path** (*String*) – The absolute path to the directory whose contents you want listed - this directory must exist.
- **kwargs** (*Object*) – field options additional to those supplied in `ChoiceField()`.
- **kwargs.match** (*String or RegExp*) – a regular expression pattern – if provided, only files with names matching this expression will be allowed as choices. If a string is given, it will be compiled to a `RegExp`.
- **kwargs.recursive** (*Boolean*) – if `true`, the directory will be descended into recursively and all allowed descendants will be listed as choices – defaults to `false`.
- **kwargs.allowFiles** (*Boolean*) – if `true`, files will be listed as choices. Defaults to `true`.

- **kwargs.allowFolders** (*Boolean*) – if `true`, folders will be listed as choices. Defaults to `false`.

3.12.8 Slightly complex fields

class `ComboField` ([*kwargs*])
A Field whose `clean()` method calls multiple Field `clean()` methods.

Arguments

- **kwargs** (*Object*) – field options additional to those specified in `Field()`.
- **kwargs.fields** (*Array.<Field>*) – fields which will be used to perform cleaning, in the order they're given.

class `MultiValueField` ([*kwargs*])
A Field that aggregates the logic of multiple Fields.

Its `clean()` method takes a "decompressed" list of values, which are then cleaned into a single value according to `this.fields`. Each value in this list is cleaned by the corresponding field – the first value is cleaned by the first field, the second value is cleaned by the second field, etc. Once all fields are cleaned, the list of clean values is "compressed" into a single value.

Subclasses should not have to implement `clean()`. Instead, they must implement `compress()`, which takes a list of valid values and returns a "compressed" version of those values – a single value.

You'll probably want to use this with `MultiWidget()`.

Arguments

- **kwargs** (*Object*) – field options
- **kwargs.fields** (*Array.<Field>*) – a list of fields to be used to clean a "decompressed" list of values.
- **kwargs.requireAllFields** (*Boolean*) – when set to `false`, allows optional subfields. The required attribute for each individual field will be respected, and a new `'incomplete'` validation error will be raised when any required fields are empty. Defaults to `true`.

class `SplitDateTimeField` ([*kwargs*])
A MultiValueField consisting of a `DateField()` and a `TimeField()`.

3.13 Validation API

3.13.1 `ValidationError`

ValidationError is part of the validators module, but is so commonly used when implementing custom validation that it's exposed as part of the top-level newforms API.

class `ValidationError` (*message*[, *kwargs*])
A validation error, containing validation messages.

Single messages (e.g. those produced by validators) may have an associated error code and error message parameters to allow customisation by fields.

Arguments

- **message** – the message argument can be a single error, a list of errors, or an object that maps field names to lists of errors.

  What we define as an "error" can be either a simple string or an instance of ValidationError with its message attribute set, and what we define as list or object can be an actual list or object, or an instance of ValidationError with its errorList or errorObj property set.

- **kwargs** (*Object*) – validation error options.
- **kwargs.code** (*String*) – a code identifying the type of single message this validation error is.
- **kwargs.params** (*Object*) – parameters to be interpolated into the validation error message. where the message contains curly-bracketed {placeholders} for parameter properties.

Prototype Functions

`ValidationError#messageObj``()`
Returns validation messages as an object with field names as properties.

Throws an error if this validation error was not created with a field error object.

`ValidationError#messages``()`
Returns validation messages as a list. If the ValidationError was constructed with an object, its error messages will be flattened into a list.

3.13.2 Validators

Newforms depends on the validators module and exposes its version of it as `forms.validators`.

Constructors in the validators module are actually validation function factories – they can be called with or without `new` and will return a Function which performs the configured validation when called.

class `RegexValidator`(*kwargs*)
Creates a validator which validates that input matches a regular expression.

Arguments

- **kwargs** (*Object*) – validator options, which are as follows:
- **kwargs.regex** (*RegExp or String*) – the regular expression pattern to search for the provided value, or a pre-compiled `RegExp`. By default, matches any string (including an empty string)
- **kwargs.message** (*String*) – the error message used by `ValidationError` if validation fails. Defaults to `"Enter a valid value"`.
- **kwargs.code** (*String*) – the error code used by `ValidationError` if validation fails. Defaults to `"invalid"`.
- **kwargs.inverseMatch** (*Boolean*) – the match mode for `regex`. Defaults to `false`.

class `URLValidator`(*kwargs*)
Creates a validator which validates that input looks like a valid URL.

Arguments

- **kwargs** (*Object*) – validator options, which are as follows:
- **kwargs.schemes** (*Array.<String>*) – allowed URL schemes. Defaults to `['http', 'https', 'ftp', 'ftps']`.

class `EmailValidator`(*kwargs*)
Creates a validator which validates that input looks like a valid e-mail address.

Arguments

- **kwargs** (*Object*) – validator options, which are as follows:
- **kwargs.message** (*String*) – error message to be used in any generated `ValidationError`.
- **kwargs.code** (*String*) – error code to be used in any generated `ValidationError`.
- **kwargs.whitelist** (*Array.<String>*) – a whitelist of domains which are allowed to be the only thing to the right of the `@` in a valid email address – defaults to `['localhost']`.

validateEmail (*value*)
Validates that input looks like a valid e-mail address – this is a preconfigured instance of an `EmailValidator()`.

validateSlug (*value*)
Validates that input consists of only letters, numbers, underscores or hyphens.

validateIPv4Address (*value*)
Validates that input looks like a valid IPv4 address.

validateIPv6Address (*value*)
Validates that input is a valid IPv6 address.

validateIPv46Address (*value*)
Validates that input is either a valid IPv4 or IPv6 address.

validateCommaSeparatedIntegerList (*value*)
Validates that input is a comma-separated list of integers.

class **MaxValueValidator** (*maxValue*)
Throws a ValidationError with a code of `'maxValue'` if its input is greater than `maxValue`.

class **MinValueValidator** (*minValue*)
Throws a ValidationError with a code of `'minValue'` if its input is less than `maxValue`.

class **MaxLengthValidator** (*maxLength*)
Throws a ValidationError with a code of `'maxLength'` if its input's length is greater than `maxLength`.

class **MinLengthValidator** (*minLength*)
Throws a ValidationError with a code of `'minLength'` if its input's length is less than `minLength`.

3.14 Widgets API

3.14.1 Widget

class **Widget** ([*kwargs*])
An HTML form widget.

A widget handles the rendering of HTML, and the extraction of data from an object that corresponds to the widget.

This base widget cannot be rendered, but provides the basic attribute `widget.attrs`. You must implement the `Widget#render`()` method when extending this base widget.

Arguments

- **kwargs** (*Object*) – widget options, which are as follows:
- **kwargs.attrs** (*Object*) – HTML attributes for the rendered widget.

Instance Properties

`widget.attrs`
Base HTML attributes for the rendered widget.

Type Object

Prototype Properties

`Widget#isHidden`
Determines whether this corresponds to an `<input type="hidden">`.

Type Boolean

`Widget#needsMultipartForm`
Determines whether this widget needs a multipart-encoded form.

Type Boolean

`Widget#needsInitialValue`
Determines whether this widget's render logic always needs to use the initial value.

Type Boolean

`Widget#isRequired`
Determines whether this widget is for a required field.

Type Boolean

Prototype Functions

`Widget#subWidgets`(*name*, *value*[, *kwargs*])
Yields all "subwidgets" of this widget. Used by:

- `RadioSelect()` to allow access to individual radio inputs.
- `CheckboxSelectMultiple()` to allow access to individual checkbox inputs.

Arguments are the same as for `Widget#render()`.

`Widget#render`(*name*, *value*[, *kwargs*])
Returns a rendered representation of this Widget as a `ReactElement` object.

The default implementation throws an `Error` – extending widgets must provide an implementation.

The `value` given is not guaranteed to be valid input, so inheriting implementations should program defensively.

Arguments

- **name** (*String*) – the name to give to the rendered widget, or to be used as the basis for other, unique names when the widget needs to render multiple inputs.
- **value** – the value to be disaplyed in the widget.
- **kwargs** (*Object*) – rendering options, which are:
- **kwargs.attrs** (*Object*) – additonal HTML attributes for the rendered widget.
- **kwargs.controlled** (*Boolean*) – `true` if the Widget should render a controlled component.
- **kwargs.initialValue** – if the widget has `Widget#needsInitialValue` configured to true, its initial value will always be passed

`Widget#buildAttrs`(*kwargAttrs*, *renderAttrs*)
Helper function for building an HTML attributes object using `widget.attrs` and the given arguments.

Arguments

- **kwargsAttrs** (*Object*) – any extra HTML attributes passed to the Widget's `render()` method.
- **renderAttrs** (*Object*) – any other attributes which should be included in a Widget's HTML attributes by default – provided by the `render()` method for attributes related to the type of widget being implemented.

`Widget#valueFromData` (*data*, *files*, *name*)
Retrieves a value for this widget from the given form data.

Returns a value for this widget, or `null` if no value was provided.

`Widget#idForLabel` (*id*)
Determines the HTML `id` attribute of this Widget for use by a `<label>`, given the id of the field.

This hook is necessary because some widgets have multiple HTML elements and, thus, multiple ids. In that case, this method should return an id value that corresponds to the first id in the widget's tags.

class `SubWidget` (*parentWidget*, *name*, *value*[, *kwargs*])
Some widgets are made of multiple HTML elements – namely, `RadioSelect()`. This represents the "inner" HTML element of a widget.

Prototype Functions

`SubWidget#render`()
Calls the parent widget's render function with this Subwidget's details.

3.14.2 `MultiWidget`

class `MultiWidget` (*widgets*[, *kwargs*])
A widget that is composed of multiple widgets.

You'll probably want to use this class with `MultiValueField()`.

Arguments

- **widgets** (*Array*) – the list of widgets composing this widget.
- **kwargs** (*Object*) – widget options.

Prototype Functions

`MultiWidget#render` (*name*, *value*[, *kwargs*])

Arguments

- **name** (*String*) – the name be used as the basis for unique names for the multiple inputs this widget must render.
- **value** – the value to be disaplyed in the widget – may be a list of values or a single value which needs to be split for display.
- **kwargs** (*Object*) – rendering options, which are:
- **kwargs.attrs** (*Object*) – additonal HTML attributes.

`MultiWidget#formatOutput` (*renderedWidgets*)
Creates an element containing a given list of rendered widgets.

This hook allows you to format the HTML design of the widgets, if needed – by default, they are wrapped in a `<div>`.

Arguments

- **renderedWidgets** (*Array*) – a list of rendered widgets.

MultiWidget#decompress (*value*)
This method takes a single "compressed" value from the field and returns a list of "decompressed" values. The input value can be assumed valid, but not necessarily non-empty.

This method **must be implemented** when extending MultiWidget, and since the value may be empty, the implementation must be defensive.

The rationale behind "decompression" is that it is necessary to "split" the combined value of the form field into the values for each widget.

An example of this is how `SplitDateTimeWidget()` turns a `Date` value into a list with date and time split into two separate values.

3.14.3 Text input widgets

class Input ([*kwargs*])
An `<input>` widget.

class TextInput ([*kwargs*])
An `<input type="text">` widget

class NumberInput ([*kwargs*])
An `<input type="number">` widget

New in version 0.5.

class EmailInput ([*kwargs*])
An `<input type="email">` widget

New in version 0.5.

class URLInput ([*kwargs*])
An `<input type="url">` widget

New in version 0.5.

class PasswordInput ([*kwargs*])
An `<input type="password">` widget.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.renderValue** (*Boolean*) – if `false` a value will not be rendered for this field – defaults to `false`.

class HiddenInput ([*kwargs*])
An `<input type="hidden">` widget.

class Textarea ([*kwargs*])
A `<textarea>` widget.

Default `rows` and `cols` HTML attributes will be used if not provided in `kwargs.attrs`.

3.14.4 Date-formatting text input widgets

class DateInput ([*kwargs*])
An `<input type="text">` which, if given a Date object to display, formats it as an appropriate date string.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.format** (*String*) – a time.strftime() format string for a date.

class `DateTimeInput` ([*kwargs*])
An `<input type="text">` which, if given a Date object to display, formats it as an appropriate datetime string.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.format** (*String*) – a time.strftime() format string for a datetime.

class `TimeInput` ([*kwargs*])
An `<input type="text">` which, if given a Date object to display, formats it as an appropriate time string.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.format** (*String*) – a time.strftime() format string for a time.

3.14.5 Selector and checkbox widgets

class `CheckboxInput` ([*kwargs*])
An `<input type="checkbox">` widget.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.checkTest** (*Function*) – a function which takes a value and returns `true` if the checkbox should be checked for that value.

class `Select` ([*kwargs*])
An HTML `<select>` widget.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.choices** (*Array*) – choices to be used when rendering the widget, with each choice specified as pair in `[value, text]` format – defaults to `[]`.

class `NullBooleanSelect` ([*kwargs*])
A `<select>` widget intended to be used with `NullBooleanField()`.

Any `kwargs.choices` provided will be overrridden with the specific choices this widget requires.

class `SelectMultiple` ([*kwargs*])
An HTML `<select>` widget which allows multiple selections.

Arguments

- **kwargs** (*Object*) – widget options, as per `Select()`.

class `RadioSelect` ([*kwargs*])
Renders a single select as a list of `<input type="radio">` elements.

Arguments

- **kwargs** (*Object*) – widget options

- **kwargs.renderer** (*Function*) – a custom `RadioFieldRenderer()` constructor.

Prototype Functions

`RadioSelect#getRenderer` (*name*, *value*[, *kwargs*])

Returns an instance of the renderer to be used to render this widget.

`RadioSelect#subWidgets` (*name*, *value*[, *kwargs*])

Returns a list of `RadioChoiceInput()` objects created by this widget's renderer.

class `RadioFieldRenderer` (*name*, *value*, *attrs*, *choices*)
An object used by `RadioSelect()` to enable customisation of radio widgets.

Arguments

- **name** (*String*) – the field name.
- **value** (*String*) – the selected value.
- **attrs** (*Object*) – HTML attributes for the widget.
- **choices** (*Array*) – choices to be used when rendering the widget, with each choice specified as an Array in `[value, text]` format.

`RadioFieldRenderer#choiceInputs`()
gets all `RadioChoiceInput` inputs created by this renderer.

`RadioFieldRenderer#choiceInput`(*i*)
gets the i-th `RadioChoiceInput` created by this renderer.

class `RadioChoiceInput` (*name*, *value*, *attrs*, *choice*, *index*)
An object used by `RadioFieldRenderer()` that represents a single `<input type="radio">`.

Arguments

- **name** (*String*) – the field name.
- **value** (*String*) – the selected value.
- **attrs** (*Object*) – HTML attributes for the widget.
- **choice** (*Array*) – choice details to be used when rendering the widget, specified as an Array in `[value, text]` format.
- **index** (*Number*) – the index of the radio button this widget represents.

class `CheckboxSelectMultiple` ([*kwargs*])
Multiple selections represented as a list of `<input type="checkbox">` widgets.

Arguments

- **kwargs** (*Object*) – widget options
- **kwargs.renderer** (*Function*) – a custom `CheckboxFieldRenderer()` constructor.

Prototype Functions

`CheckboxSelectMultiple#getRenderer` (*name*, *value*[, *kwargs*])

Returns an instance of the renderer to be used to render this widget.

`CheckboxSelectMultiple#subWidgets` (*name*, *value*[, *kwargs*])

Returns a list of `CheckboxChoiceInput()` objects created by this widget's renderer.

class `CheckboxFieldRenderer` (*name*, *value*, *attrs*, *choices*)
An object used by `CheckboxSelectMultiple()` to enable customisation of checkbox widgets.

Arguments

- **name** (*String*) – the field name.
- **value** (*Array*) – a list of selected values.
- **attrs** (*Object*) – HTML attributes for the widget.
- **choices** (*Array*) – choices to be used when rendering the widget, with each choice specified as an Array in `[value, text]` format.

`CheckboxFieldRenderer#choiceInputs`()
gets all `CheckboxChoiceInput` inputs created by this renderer.

`CheckboxFieldRenderer#choiceInput`(*i*)
gets the i-th `CheckboxChoiceInput` created by this renderer.

class `CheckboxChoiceInput`(*name*, *value*, *attrs*, *choice*, *index*)
An object used by `CheckboxFieldRenderer()` that represents a single `<input type="checkbox">`.

Arguments

- **name** (*String*) – the field name.
- **value** (*Array*) – a list of selected values.
- **attrs** (*Object*) – HTML attributes for the widget.
- **choice** (*Array*) – choice details to be used when rendering the widget, specified as an Array in `[value, text]` format.
- **index** (*Number*) – the index of the chckbox this widget represents.

3.14.6 File upload widgets

class `FileInput`([*kwargs*])
An `<input type="file">` widget.

class `ClearableFileInput`([*kwargs*])
A file widget which also has a checkbox to indicate that the field should be cleared.

3.14.7 Composite widgets

class `MultipleHiddenInput`([*kwargs*])
A widget that handles `<input type="hidden">` for fields that have a list of values.

class `SplitDateTimeWidget`([*kwargs*])
Splits Date input into two `<input type="text">` elements.

Arguments

- **kwargs** (*Object*) – widget options additional to those specified in `MultiWidget()`.
- **kwargs.dateFormat** (*String*) – a time.strftime() format string for a date.
- **kwargs.timeFormat** (*String*) – a time.strftime() format string for a time.

class `SplitHiddenDateTimeWidget`([*kwargs*])
Splits Date input into two `<input type="hidden">` elements.

3.15 Formsets API

3.15.1 `BaseFormSet`

class `BaseFormSet` ([*kwargs*])

A collection of instances of the same Form.

Arguments

- **kwargs** (*Object*) – configuration options.
- **kwargs.data** (*Array.<Object>*) – list of input form data for each form, where property names are field names. A formset with data is considered to be "bound" and ready for use validating and coercing the given data.
- **kwargs.files** (*Array.<Object>*) – list of input file data for each form.
- **kwargs.autoId** (*String*) – a template for use when automatically generating `id` attributes for fields, which should contain a `{name}` placeholder for the field name. Defaults to `id_{name}`.
- **kwargs.prefix** (*String*) – a prefix to be applied to the name of each field in each form instance.
- **kwargs.onChange** (*Function*) – A callback to indicate to the a React component that the formset has changed, e.g. when another form is added to the formset.

  This will be passed as the *Form constructor's onChange argument* when creating the formset's forms.

  New in version 0.9: Replaces `kwargs.onStateChange`
- **kwargs.onStateChange** (*Function*) – New in version 0.6.

  Deprecated since version 0.9: Pass `kwargs.onChange` instead
- **kwargs.initial** (*Array.<Object>*) – a list of initial form data objects, where property names are field names – if a field's value is not specified in `data`, these values will be used when rendering field widgets.
- **kwargs.errorConstructor** (*Function*) – the constructor function to be used when creating error details - defaults to `ErrorList()`.
- **kwargs.validation** (*Function*) – A value to be passed as the *Form constructor's validation argument* when creating the formset's forms – defaults to `null`.

  New in version 0.6.
- **kwargs.managementFormCssClass** (*String*) – a CSS class to be applied when rendering `BaseFormSet#managementForm()`, as default rendering methods place its hidden fields in an additonal form row just for hidden fields, to ensure valid markup is generated.

Instance Properties

Formset options documented in `kwargs` above are set as instance properties.

The following instance properties are also available:

`formset.`**`isInitialRender`**

Determines if this formset has been given input data which can be validated, or if it will display as blank or with configured initial values the first time it's redered.

`false` if the formset was instantiated with `kwargs.data` or `kwargs.files`, `true` otherwise.

Prototype Functions

Prototype functions for retrieving forms and information about forms which will be displayed.

BaseFormSet#managementForm()
Creates and returns the ManagementForm instance for this formset.

A ManagementForm contains hidden fields which are used to keep track of how many form instances are displayed on the page.

Browser-specific On the browser, ManagementForms will only ever contain `initial` data reflecting the formset's own configuration properties.

BaseFormSet#totalFormCount()
Determines the number of form instances this formset contains, based on either submitted management data or initial configuration, as appropriate.

Browser-specific On the browser, only the formset's own form count configuration will be consulted.

BaseFormSet#initialFormCount()
Determines the number of initial form instances this formset contains, based on either submitted management data or initial configuration, as appropriate.

Browser-specific On the browser, only the formset's own form count configuration will be consulted.

BaseFormSet#forms()
Returns a list of this formset's form instances.

BaseFormSet#addAnother()
Increments `formset.extra` and adds another form to the formset.

BaseFormSet#removeForm(*index*)
Decrements `formset.extra` and removes the form at the specified index from the formset.

You must ensure the UI never lets the user remove anything but extra forms.

New in version 0.9.

BaseFormSet#initialForms()
Returns a list of all the initial forms in this formset.

BaseFormSet#extraForms()
Returns a list of all the extra forms in this formset.

BaseFormSet#emptyForm()
Creates an empty version of one of this formset's forms which uses a placeholder `'__prefix__'` prefix – this is intended for cloning on the client to add more forms when newforms is only being used on the server.

Prototype functions for validating and getting information about the results of validation, and for retrieving forms based on submitted data:

BaseFormSet#validate([*form*])
Forces the formset to revalidate from scratch. If a `<form>` is given, data from it will be set on the formset's forms. Otherwise, validation will be done with each form's current input data.

Arguments

- **form** – a `<form>` DOM node – if React's representation of the `<form>` is given, its `getDOMNode()` function will be called to get the real DOM node.

Returns `true` if the formset's forms' data is valid, `false` otherwise.

New in version 0.9.

BaseFormSet#setData(*data*)
Updates the formset's `formset.data` (and `formset.isInitialRender`, if necessary) and triggers form cleaning and validation, returning the result of `formset.isValid()`.

Arguments

- **data** (*Object*) – new input data for the formset.

Returns `true` if the formset has no errors after validating the updated data, `false` otherwise.

New in version 0.5.

BaseFormSet#setFormData(*formData*)
Alias for `BaseFormSet#setData()`, to keep the FormSet API consistent with the Form API.

New in version 0.6.

BaseFormSet#cleanedData()
Returns a list of `form.cleanedData` objects for every form in `BaseFormSet#forms()`.

Changed in version 0.9: No longer returns cleaned data for extra forms which haven't been modified.

BaseFormSet#deletedForms()
Returns a list of forms that have been marked for deletion.

BaseFormSet#orderedForms()
Returns a list of forms in the order specified by the incoming data.

Throws an Error if ordering is not allowed.

BaseFormSet#addError(*errpr*)
Adds an error that isn't associated with a particular form.

The `error` argument can be a simple string, or an instance of `ValidationError()`.

New in version 0.9.

BaseFormSet#nonFormErrors()
Returns an `ErrorList()` of errors that aren't associated with a particular form – i.e., from `BaseFormSet#clean()` or externally via `BaseFormSet#addError()`.

Returns an empty `ErrorList()` if there are none.

BaseFormSet#errors()
Returns a list of form error for every form in the formset.

BaseFormSet#totalErrorCount()
Returns the number of errors across all forms in the formset.

BaseFormSet#isValid()
Returns `true` if every form in the formset is valid.

BaseFormSet#fullClean()
Cleans all of this.data and populates formset error objects.

BaseFormSet#clean()
Hook for doing any extra formset-wide cleaning after `BaseForm.clean()` has been called on every form.

Any `ValidationError()` raised by this method will not be associated with a particular form; it will be accesible via :js:func:BaseFormSet#nonFormErrors

BaseFormSet#hasChanged()
Returns `true` if any form differs from initial.

A number of default rendering functions are provided to generate `ReactElement` representations of a FormSet's fields.

These are general-purpose in that they attempt to handle all form rendering scenarios and edge cases, ensuring that valid markup is always produced.

For flexibility, the output does not include a `<form>` or a submit button, just field labels and inputs.

`BaseFormSet#render``()`
Default rendering method, which calls `BaseFormSet#asTable()`

New in version 0.5.

`BaseFormSet#asTable``()`
Renders the formset's forms as a series of `<tr>` tags, with `<th>` and `<td>` tags containing field labels and inputs, respectively.

`BaseFormSet#asUl``()`
Renders the formset's forms as a series of `<li>` tags, with each `<li>` containing one field.

`BaseFormSet#asDiv``()`
Renders the formset's forms as a series of `<div>` tags, with each `<div>` containing one field.

New in version 0.5.

Prototype functions for use in rendering forms.

`BaseFormSet#getDefaultPrefix``()`
Returns the default base prefix for each form: `'form'`.

`BaseFormSet#addFields` (*form*, *index*)
A hook for adding extra fields on to a form instance.

Arguments

- **form** (*Form*) – the form fields will be added to.
- **index** (*Number*) – the index of the given form in the formset.

`BaseFormSet#addPrefix` (*index*)
Returns a formset prefix with the given form index appended.

Arguments

- **index** (*Number*) – the index of a form in the formset.

`BaseFormSet#isMultipart``()`
Returns `true` if the formset needs to be multipart-encoded, i.e. it has a `FileInput()`. Otherwise, `false`.

3.15.2 `formsetFactory`

`formsetFactory` (*form*[, *kwargs*])
Returns a FormSet constructor for the given Form constructor.

Arguments

- **form** (*Function*) – the constructor for the Form to be managed.
- **kwargs** (*Object*) – arguments defining options for the created FormSet constructor - all arguments other than those defined below will be added to the new formset constructor's `prototype`, so this object can also be used to define new methods on the resulting formset, such as a custom `clean` method.

- **kwargs.formset** (*Function*) – the constructuer which will provide the prototype for the created FormSet constructor – defaults to `BaseFormSet()`.
- **kwargs.extra** (*Number*) – the number of extra forms to be displayed – defaults to `1`.
- **kwargs.canOrder** (*Boolean*) – if `true`, forms can be ordered – defaults to `false`.
- **kwargs.canDelete** (*Boolean*) – if `true`, forms can be deleted – defaults to `false`.
- **kwargs.maxNum** (*Number*) – the maximum number of forms to be displayed – defaults to `DEFAULT_MAX_NUM`.
- **kwargs.validateMax** (*Boolean*) – if `true`, validation will also check that the number of forms in the data set, minus those marked for deletion, is less than or equal to `maxNum`.
- **kwargs.minNum** (*Number*) – the minimum number of forms to be displayed – defaults to `0`.
- **kwargs.validateMin** (*Boolean*) – if `true`, validation will also check that the number of forms in the data set, minus those marked for deletion, is greater than or equal to `minNum`.

DEFAULT_MAX_NUM
The default maximum number of forms in a formet is `1000`, to protect against memory exhaustion.

3.16 Utilities

Newforms exposes various utilities you may want to make use of when working with forms, as well as some implementation details which you may need to make use of for customisation purposes.

formData (*form*)
Creates an object representation of a form's elements' contents.

Arguments

- **form** – a form DOM node or a String specifying a form's `id` or `name` attribute.

  If a String is given, `id` is tried before `name` when attempting to find the form in the DOM. An error will be thrown if the form can't be found.

Returns an object representing the data present in the form, with input names as properties. Inputs with multiple values or duplicate names will have a list of values set.

validateAll (*form*, *formsAndFormsets*)
Extracts data from a `<form>` using `formData()` and validates it with a list of Forms and/or FormSets.

Arguments

- **form** – the `<form>` into which any given forms and formsets have been rendered – this can be a React `<form>` component or a real `<form>` DOM node.
- **formsAndFormsets** (*Array*) – a list of Form and/or FormSet instances to be used to validate the `<form>`'s input data.

Returns `true` if the `<form>`'s input data are valid according to all given forms and formsets

`util.`**formatToArray** (*str*, *obj*[, *options*])
Replaces `'{placeholders}'` in a string with same-named properties from a given Object, but interpolates into and returns an Array instead of a String.

By default, any resulting empty strings are stripped out of the Array before it is returned. To disable this, pass an options object with a `'strip'` property which is `false`.

This is useful for simple templating which needs to include `ReactElement` objects.

Arguments

- **str** (*String*) – a String containing placeholder names surrounded by `{ }`
- **obj** (*Object*) – an Object whose properties will provide replacements for placeholders
- **options** (*Object*) – an options Object which can be used to disable stripping of empty strings from the resulting Array before it is returned by passing `{strip: false}`

`util.`**`makeChoices`**(*list*, *submitValueProp*, *displayValueProp*)

Creates a list of [submitValue, displayValue] *choice pairs* from a list of objects.

If any of the property names correspond to a function in an object, the function will be called with the object as the `this` context.

Arguments

- **list** (*Array*) – a list of objects
- **submitValueProp** (*String*) – the name of the property in each object holding the value to be submitted/returned when it's a selected choice.
- **displayValueProp** (*String*) – the name of the property in each object holding the value to be displayed for selection by the user.

class `ErrorObject`(*errors*)

A collection of field errors that knows how to display itself in various formats.

Prototype Functions

`ErrorObject#set`(*field*, *error*)

Sets a field's errors.

`ErrorObject#get`(*field*)

Gets errors for the given field.

`ErrorObject#hasField`(*field*)

Returns `true` if errors have been set for the given field.

`ErrorObject#length`()

Returns the number of fields errors have been set for.

`ErrorObject#isPopulated`()

Returns true if any fields have error details set.

`ErrorObject#render`()

Default rendering is as a list.

`ErrorObject#asUl`()

Displays error details as a list. Returns `undefined` if this object isn't populated with any errors.

`ErrorObject#asText`()

Displays error details as text.

`ErrorObject#asData`()

Creates an "unwrapped" version of the data in the ErrorObject - a plain Object with lists of ValidationErrors as its properties.

`ErrorObject#toJSON`()

Creates a representation of all the contents of the ErrorObject for serialisation, to be called by `JSON.stringify()` if this object is passed to it.

class `ErrorList`(*list*)

A list of errors which knows how to display itself in various formats.

Prototype Functions

`ErrorList#extend`(*errorList*)
Adds more errors from the given list.

`ErrorList#first`()
Returns the first error message held in the list, or undefined if the list was empty.

New in version 0.9.

`ErrorList#messages`()
Returns the list of error messages held in the list, converting them from ValidationErrors to strings first if necessary.

`ErrorList#length`()
Returns the number of errors in the list.

`ErrorList#isPopulated`()
Returns `true` if the list contains any errors.

`ErrorList#render`()
Default rendering is as a list.

`ErrorList#asUl`()
Displays errors as a list. Returns `undefined` if this list isn't populated with any errors.

`ErrorList#asText`()
Displays errors as text.

`ErrorList#asData`()
Creates an "unwrapped" version of the data in the ErrorList - a plain Array containing ValidationErrors.

`ErrorList#toJSON`()
Creates a representation of all the contents of the ErrorList for serialisation, to be called by `JSON.stringify()` if this object is passed to it.

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