

# message

Display a message banner in the editor UI with `editor.message()`.

A message banner may be of one of three types: info (blue), warning (orange), or error (red). If you so choose, you may display more than one message at a time.



## Example

```
editor.message(type, timeout, message)  
  
// Replace the element with id 'replaceMe'  
var editor = textbboxio.replace( '#replaceMe' );  
  
// Display an informational message in the editor UI for 5 seconds  
editor.message('info', 5000, 'This editor is ready to use.');
```

## Parameters

type	String	Specify the message type: info, warning, or error.
timeout	Integer	Specify time in msec before the editor message is automatically dismissed. <i>Note: Specifying 0 will cause the message to be displayed indefinitely.</i>
message	String	The text to be displayed in the message.

## Returns

The message function returns an object with a `hide` function. This can be used to create a message that is hidden by some other action, instead of by a timeout.

## Example

### **editor.message(type, timeout, message)**

```
// Replace the element with id 'replaceMe'
var editor = textboxio.replace( '#replaceMe' );

// Display a warning message that doesn't hide automatically
var msg = editor.message('warning', 0, 'Connection lost');

... later ...

// Hide the message
msg.hide();
```