

Creating and Removing Editors

The `textboxio` JavaScript global enables you to create, modify and interact with instances of the editor. This is the starting point for any integration. This global is available immediately after the editor's JavaScript file has been loaded on the page.

The `replace` and `editor.restore` methods are the two most important methods in the API. They enable editor instances to be created and removed.

Creating Editors

The `replace` method is used to create a Textbox.io editor. The method takes a [CSS3 selector](#) as an argument, which identifies a target element on the page, and then replaces it with an editor. This target element must be either a `<div>` or `<textarea>` element. The target element's contents are automatically loaded into the new Textbox.io editor.

This method returns an instance of `textboxio.editor`. See [Textbox.io API Reference](#) for more information on using `textboxio.editor`.

Create customized instances of Textbox.io by providing an [editor configuration](#) as a second argument. See the [Customizing the Editor Developer Guide](#) for more information.



Form Handling / Editor Contents

When used in conjunction with a `<textarea>` in an HTML `<form>` the content contained within Textbox.io will be submitted as part of the form's POST operation.

To retrieve the editor contents using JavaScript see [Setting and Getting Content](#).

Restoring the source element (Removing the editor)

The `editor.restore` method enables you to remove Textbox.io instances from the page, restoring the original target element. When called, `editor.restore` updates the target element's HTML content to match the HTML content of the Textbox.io editor.