

getContent Method

This function retrieves the contents of the EditLive! applet, **according to the [returnBodyOnly](#) setting**.

 This method is new in EditLive! 8.1.

Syntax

JavaScript

```
String editliveInstance.getContent([jsFunct],[blnUploadImages]);
```

Parameters

jsFunct

This parameter is optional.

The JavaScript function which receives the retrieved EditLive! applet contents.

blnUploadImages

This parameter is optional.

This is a boolean which indicates whether images should be uploaded to the server when this function is called. The uploading of images will occur immediately before the content is retrieved.

The default value is *false*.

Returns

The contents of the EditLive! editor. This will either be a full HTML document, or the contents within the <body> tag, according to the [returnBodyOnly](#) setting.

Synchronous Example (EditLive 8.1+)

Calling **getContent** synchronously returns the appropriate contents of the editor as a string. This example retrieves the contents of the editor and then saves the retrieved contents to a <textarea> with the ID of *contents*. Images will be uploaded to the server when **getContent** is called as *blnUploadImages* is set to true. The name of the EditLive applet is *editlive_js*.

```
document.getElementById('contents').value = editlivejs.getContent();
```

Asynchronous Example (EditLive 8.1+)

When calling **getContent** asynchronously you must provide a JavaScript function as the callback parameter for the **getContent** method. In this example the *retrieveContent* callback function receives the appropriate contents of the editor as a string. Images will be uploaded to the server when **getContent** is called as *blnUploadImages* is set to true. The name of the EditLive applet is *editlive_js*.

```
editlive_js.getContent("retrieveContent", true);
```

The *retrieveContent* function receives the contents of the editor and then saves the retrieved contents to a <textarea> with the name *bodyContents*.

```
function retrieveContent(src){
    document.exampleForm.bodyContent.value = src;
}
```

Remarks

When uploading locally stored images to a web server for an instance of EditLive!, ensure that the *blnUploadImages* parameter is set to *true* when calling this method.

See Also

- [getBody Method](#)
- [getDocument Method](#)
- [getContentForEditableSection Method](#)
- [setReturnBodyOnly Method](#)