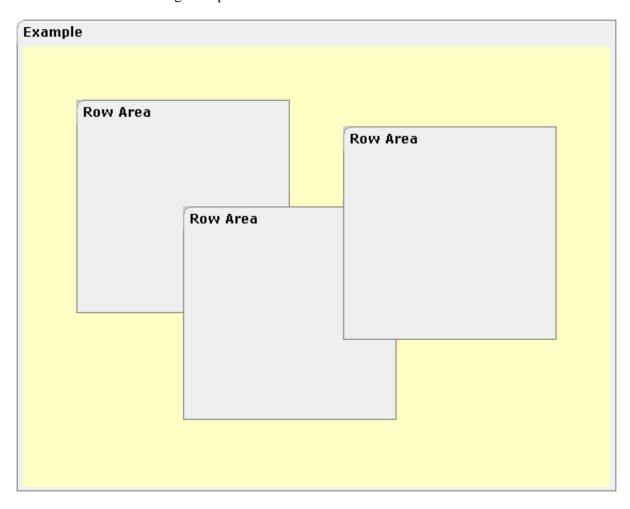
## **ROWDIV** and **INNERDIV**

The ROWDIV container represents an area with a defined size. Inside this area you can arrange INNERDIV containers. The INNERDIV containers have a defined x-, y- and z-position inside the ROWDIV area, and they have a defined width and height. INNDERDIV containers can overlap; by using the z-position, you can define which INNERDIV container is on top of which other INNERDIV container. Inside an INNERDIV container, you can arrange any other container or control - just as with normal containers.

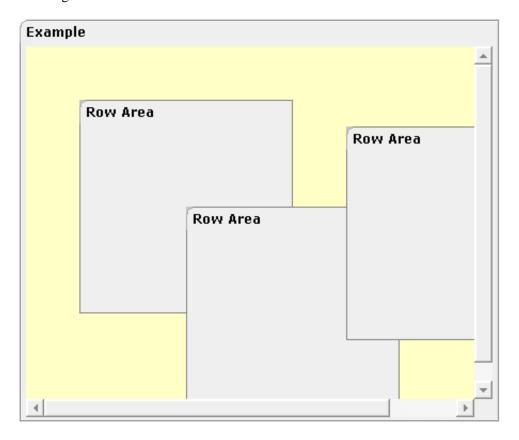
Have a look at the following example:



Inside a ROWAREA container, a ROWDIV container is arranged. Inside the ROWDIV container, three INNERDIV containers are arranged - each one holding a ROWAREA.

The XML layout definition looks as follows:

If the ROWDIV area is too small to hold the INNERDIV containers, then the ROWDIV area starts scrolling:



The following topics are covered below:

- When to Use ROWDIV and INNERDIV Containers
- ROWDIV Properties
- INNERDIV Properties

## When to Use ROWDIV and INNERDIV Containers

The typical usage scenarios of ROWDIV and INNERDIV containers is:

ROWDIV Properties ROWDIV and INNERDIV

• when you want to place a certain area at a certain position on the screen - without wanting to explicitly define VDIST/HDIST elements;

• when you want to explicitly work with overlapping areas.

Note that the parallel usage of pixel and percentage sizing is not supported with ROWDIV and INNERDIV in the same way as supported with normal containers (for example, ROWAREA and COLAREA). With normal containers, you can specify scenarios like the following: the left container occupies 200 pixels, the right container occupies 100%. The table rendering is clever enough to render the result accordingly. With INNERDIV containers, the percentage definitions are always in relation to the height and width of the surrounding ROWDIV control.

Consequence: Do not use ROWDIV and INNERDIV for the basic structuring of containers inside your page, but only use them for the two usage aspects mentioned before.

## **ROWDIV Properties**

Basic			
height	Height of the control.	Obligatory	100
	There are three possibilities to define the height:		150
	(A) You do not define a height at all. As consequence		200
	the control will be rendered with its default height. If the control is a container control (containing) other controls		250
	then the height of the control will follow the height of its content.		300
	(B) Pixel sizing: just input a number value (e.g. "20").		250
	(C) Percentage sizing: input a percantage value (e.g.		400
	"50%"). Pay attention: percentage sizing will only bring up correct results if the parent element of the control		50%
	properly defines a height this control can reference. If you specify this control to have a height of 50% then the parent element (e.g. an ITR-row) may itself define a		100%
	height of "100%". If the parent element does not specify a width then the rendering result may not represent what you expect.		

ROWDIV and INNERDIV INNERDIV Properties

style	CSS style definition that is directly passed into this control.	Optional	
	With the style you can individually influence the rendering of the control. You can specify any style sheet expressions. Examples are:		
	border: 1px solid #FF0000		
	background-color: #808080		
	You can combine expressions by appending and separating them with a semicolon.		
	Sometimes it is useful to have a look into the generated HTML code in order to know where direct style definitions are applied. Press right mouse-button in your browser and select the "View source" or "View frame's source" function.		
divclass	CSS style class definition that is directly passed into this control.	Optional	
	The style class can be either one which is part of the "normal" CIS style sheet files (i.e. the ones that you maintain with the style sheet editor) - or it can be one of an other style sheet file that you may reference via the ADDSTYLESHEET property of the PAGE tag.		
comment	Comment without any effect on rendering and behaviour. The comment is shown in the layout editor's tree view.	Optional	

## **INNERDIV** Properties

ъ :	
Basic	
Dasic	

width	Width of the control.	Obligatory	100
	There are three possibilities to define the width:		120
	(A) You do not define a width at all. In this case the width of		140
	the control will either be a default width or - in case of container controls - it will follow the width that is occupied by its content.		160
	(B) Pixel sizing: just input a number value (e.g. "100").		180
	(C) Percentage sizing: input a percantage value (e.g. "50%").		200
	Pay attention: percentage sizing will only bring up correct results if the parent element of the control properly defines a		50%
	width this control can reference. If you specify this control to have a width of 50% then the parent element (e.g. an ITR-row) may itself define a width of "100%". If the parent element does not specify a width then the rendering result may not represent what you expect.		100%
height	Height of the control.	Obligatory	100
	There are three possibilities to define the height:		150
	(A) You do not define a height at all. As consequence the		200
	control will be rendered with its default height. If the control is a container control (containing) other controls then the height of		250
	the control will follow the height of its content.		300
	(B) Pixel sizing: just input a number value (e.g. "20").		250
	(C) Percentage sizing: input a percantage value (e.g. "50%"). Pay attention: percentage sizing will only bring up correct		400
	results if the parent element of the control properly defines a height this control can reference. If you specify this control to		50%
	have a height of 50% then the parent element (e.g. an ITR-row) may itself define a height of "100%". If the parent element does not specify a width then the rendering result may not represent what you expect.		100%
left	Left position of control. Either define a pixel value ("100") or a percentatge value ("30%").	Obligatory	
top	Top position of control. Either define a pixel value ("100") or a percentatge value ("30%").	Obligatory	
zindex	Z-index of the control. If two controls overlap then the one with	Optional	1
	the higher z-index is drawn in front of the other one.		2
			3
			int-value
comment	Comment without any effect on rendering and behaviour. The comment is shown in the layout editor's tree view.	Optional	

Appearance			
leftdistance	If set to "true" then a small distance (3px) is kept between the left border of the control and its content. Default is "false".	Optional	true false
rightdistance	If set to "true" then a small distance (3px) is kept between the right border of the control and its content. Default is "false".	Optional	true false
style	CSS style definition that is directly passed into this control.  With the style you can individually influence the rendering of the control. You can specify any style sheet expressions.  Examples are:  border: 1px solid #FF0000  background-color: #808080  You can combine expressions by appending and separating them with a semicolon.  Sometimes it is useful to have a look into the generated HTML code in order to know where direct style definitions are applied. Press right mouse-button in your browser and select the "View source" or "View frame's source" function.	Optional	
Binding			
widthprop	Name of adapter parameter that dynamically prvides the width of the control. Must return a valid width.	Optional	
leftprop	Name of adapter parameter that dynamically provides the left position of the control. Must return a valid value for 'left position'.	Optional	
dropwidthprop	Name of the adapter parameter that dynamically provides the width of the drop target.	Optional	
dropoffsetprop	Name of the adapter parameter that dynamically provides the offset used for the drop target.	Optional	
dropmethod	Name of the event that is sent to the adapter when the user is dragging another DROPICON control over this control and drops it there. Do not use this parameter if this control should not accept other DROPICON controls within a drag and drop process (i.e. is not a drop target).	Optional	