Custom Containers

```html
<section id="titlechart">
	<div id="description">
		<h1 class="badge gsap">Custom Containers</h1>
		<h2>One page can have multiple scroll containers.</h2>
		<p>
			A scroll container can be any element (usually a div though), that has scrolling happening inside of it.
		</p>
		<p>
			While textareas have scrolling enabled by default, it needs to be explicitly set for divs, using the css style <code>overflow: scroll</code>.
		</p>
		<a href="#" class="viewsource">view source</a>
	</div>
</section>
<div class="spacer s2"></div>
<div class="spacer s0"></div>
<section class="demowrap">
	<div id="container1" class="scrollContainer" style="width: 500px; height: 300px; border: 1px solid blue;">
		<section class="demo">
			<div class="spacer s2"></div>
			<div class="spacer s0" id="trigger1"></div>
			<div class="animated box1 red disablePointerEvents">
				<p>Wait for green.</p>
				<a href="#" class="viewsource">view source</a>
			</div>
			<div class="spacer s3"></div>
			<script>
				$(function () { // wait for document ready
					// init controller
					var controller1 = new ScrollMagic.Controller({container: "#container1"});

					// build scene
					var scene = new ScrollMagic.Scene({triggerElement: "#trigger1", duration: 300})
						.addTo(controller1)
						.setTween(TweenMax.to("#container1 .animated", 0.5, {backgroundColor: "green"}))
						.addIndicators() // add indicators (requires plugin)
						.setPin("#container1 .animated");
				});
			</script>
		</section>
	</div>
</section>
<div class="spacer s3"></div>
<div class="spacer s0"></div>
<section class="demowrap">
	<div id="container2" class="scrollContainer horizontal" style="width: 500px; height: 300px; border: 1px solid blue;">
		<section class="demo">
			<div class="spacer s4"></div>
			<div class="spacer s0" id="trigger2"></div>
			<div class="animated box1 red disablePointerEvents">
				<p>Wait for green.</p>
				<a href="#" class="viewsource">view source</a>
			</div>
			<div class="spacer s4"></div>
			<script>
				$(function () { // wait for document ready
					// init controller
					var controller2 = new ScrollMagic.Controller({container: "#container2", vertical: false});

					// build scene
					var scene2 = new ScrollMagic.Scene({triggerElement: "#trigger2", duration: 300})
						.addTo(controller2)
						.addIndicators() // add indicators (requires plugin)
						.setTween(TweenMax.to("#container2 .animated", 0.5, {backgroundColor: "green"}))
						.setPin("#container2 .animated");
				});
			</script>
		</section>
	</div>
</section>
<div class="spacer s5"></div>
```