CTD Intro Week 11

CSS Layout



```
modifier_ob
 mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
irror_mod.use_x = True
mirror_mod.use_y = False
__mod.use_z = False
 operation == "MIRROR_Y"
lrror_mod.use_y = True
 "Irror_mod.use_z = False
 operation == "MIRROR_Z";
  rror_mod.use_x = False
 lrror_mod.use_y = False
  rror_mod.use_z = True
 melection at the end -add
   _ob.select= 1
  er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   irror ob.select = 0
  bpy.context.selected_obje
  lata.objects[one.name].sel
  int("please select exactle
  OPERATOR CLASSES ----
     X mirror to the selected
   ject.mirror_mirror_x"
 ext.active_object is not
```

Navigation Menu

- How to link within a page
 - Hint, use id
- Missing the header for navigation jumps?
 - Scroll-margin-top

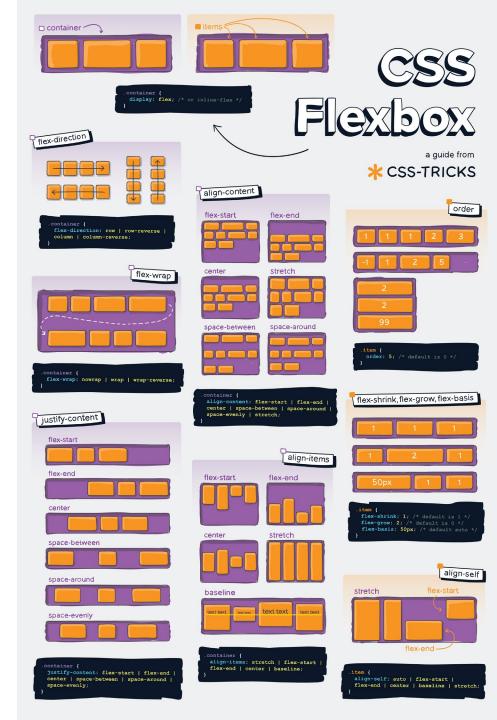


Sticky/Fixed Styling

- Use css position and top specifications
 - Position fixed, top:0

Flexbox and CSS Grid

- Flexbox vs CSS grid
 - Flexbox is 1D
 - CSS Grid is 2D
- Grid for larger layouts
 - Full pages, landing pages...
- Flexbox for smaller scale layouts
 - e.g. nav menus
 - Specified via display: flex (not flexbox)
- They can be combined





Media Queries

- Mobile, Browser
- Example:
 - @media only screen and (min-width: <some-width>px) {<any styling override> }
- Testing/debugging media aware layouts
 - Right-click->Inspect
- For next week's lesson

Questions

Previous lessons?

