Block Containers

The fo:block-container object can be used to create an area with a different writing mode or a different reference orientation. The areas can be part of the flow or absolutely positioned.

This is a normal block container within the flow layout.

BC:A

This block container has a different reference orientation.

BC:B
The areas are stacked normally but the orientation of the area is rotated 90 degrees anti-clockwise. The blocks continue until exhausted as the layout height of this container is fixed in the parent block progression dimension. The clipping of the result is determined by the overflow property. The block progression dimension of this container is effectively infinite.

This block container has a different reference orientation.

BC:B II
The areas are stacked normally but the orientation of the area is rotated 90 degrees clockwise. The blocks continue until exhausted as the layout height of this container is fixed in the parent block progression dimension. The clipping of the result is determined by the overflow property.

This block container has a different reference orientation.

BC:D
This block container behaves as part of the flow except the contents are drawn rotated within the viewport by 180 degrees.

BC:B III
The areas are stacked normally but the orientation of the area is rotated 180 degrees clockwise.

This is a normal block that is confined to the block container.

BC:E
This is a normal block that is confined to the block container.

different writing mode

BC:C
The areas in this block are stacked according to the rl (tb) writing mode.

The next block-container has an absolute position. It does not affect the flow layout of other blocks.

The next block-container has an absolute position. It does not affect the flow layout of other blocks. This time with the reference-orientation set.

End of page.

The next block-container tests the clipping.
The next block-container tests error-if-overflow.