

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.

by 180 degrees.
within the viewport
drawn rotated
contents are
flow except the
as part of the

BC:D
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.

clockwise
180 degrees
area is rotated
orientation of the
normally but the
are stacked
The areas

BC:B III
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.