

final, inherited

hashCode → `int`
The hash code for this object. [...]
@nonVirtual, read-only, inherited

key → `Key?`
Controls how one widget replaces another widget in the tree. [...]
final, inherited

mainAxisAlignment → `MainAxisAlignment`
How the children should be placed along the main axis. [...]
final, inherited

mainAxisSize → `MainAxisSize`
How much space should be occupied in the main axis. [...]
final, inherited

runtimeType → `Type`
A representation of the runtime type of the object.
read-only, inherited

textBaseline → `TextBaseline?`
If aligning items according to their baseline, which baseline to use. [...]
final, inherited

textDirection → `TextDirection?`
Determines the order to lay children out horizontally and how to interpret `start` and `end` in the horizontal direction. [...]
final, inherited

verticalDirection → `VerticalDirection`
Determines the order to lay children out vertically and how to interpret `start` and `end` in the vertical direction. [...]
final, inherited

Methods

createElement() → `MultiChildRenderObjectElement`
RenderObjectWidgets always inflate to a **RenderObjectElement** subclass.
inherited

createRenderObject(BuildContext context) → `RenderFlex`
Creates an instance of the **RenderObject** class that this **RenderObjectWidget** represents, using the configuration described by this **RenderObjectWidget**. [...]
inherited

debugDescribeChildren() → `List<DiagnosticsNode>`
Returns a list of `DiagnosticsNode` objects describing this node's children. [...]
@protected, inherited

debugFillProperties(DiagnosticPropertiesBuilder properties) → `void`
Add additional properties associated with the node. [...]
inherited

didUnmountRenderObject(covariant `RenderObject` renderObject) → `void`
A render object previously associated with this widget has been removed from the tree. The given **RenderObject** will be of the same type as returned by this object's **createRenderObject**.
@protected, inherited

getEffectiveTextDirection(BuildContext context) → `TextDirection?`
The value to pass to **RenderFlex.textDirection**. [...]
@protected, inherited

noSuchMethod(Invocation invocation) → `dynamic`
Invoked when a non-existent method or property is accessed. [...]
inherited

toDiagnosticsNode(String? name, DiagnosticsTreeStyle? style) → `DiagnosticsNode`
Returns a debug representation of the object that is used by debugging tools and by **DiagnosticsNode.toStringDeep**. [...]
inherited

toString((DiagnosticLevel minLevel = DiagnosticLevel.info)) → `String`
A string representation of this object. [...]
inherited

toStringDeep((String prefixLineOne = "", String? prefixOtherLines, DiagnosticLevel minLevel = DiagnosticLevel.debug)) → `String`
Returns a string representation of this node and its descendants. [...]
inherited

toStringShallow((String joiner = ', ', DiagnosticLevel minLevel = DiagnosticLevel.debug)) → `String`
Returns a one-line detailed description of the object. [...]
inherited

toStringShort() → `String`
A short, textual description of this widget.
inherited

updateRenderObject(BuildContext context, covariant `RenderFlex` renderObject) → `void`
Copies the configuration described by this **RenderObjectWidget** to the given **RenderObject**, which will be of the same type as returned by this object's **createRenderObject**. [...]
inherited

Operators

operator ==(Object other) → `bool`
The equality operator. [...]
@nonVirtual, inherited