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How can I add a css class to an updatepanel in ASP.Net?

Ask Question



How can I add a css class to an updatepanel in the c# code behind file of asp.net

30





2





Gavin Miller 34.3k 18 106 169

asked Jul 29 '09 at 19:05



ErnieStings

2,803 15 40 52

maybe you need to clarify your question a bit.... a (pure) class cannot be added to an updatepanel (control) you add controls to the updatepanel – Jaime Jul 29 '09 at 19:09

What do you mean by "class"? Css class? class that inherits from System.Web.UI.Control? type with some data you want to keep track of?

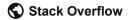
– Joel Coehoorn Jul 29 '09 at 19:10

5 a css class. the update panel renders as a div so it should be able to be assigned a css class – ErnieStings Jul 29 '09 at 19:16

6 Answers

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20

As you've seen the update panel doesn't have a css class property. So since it can't be done directly you need a work around; there are two (Grabbed from UpdatePanel and CSS) that can get the behavior you desire.



One is to surround the update panel with a div:



The other is to apply a css selector based on the update panel's id:

```
<style type="text/css">
#<%=UpdatePanel1.ClientID%> {
    visibility: hidden;
    position: absolute;
}
</style>
```

Yet another way not mentioned in the article is surround the panel in a div and style the update panel based on it rendering as a div:

edited Jul 29 '09 at 19:23

answered Jul 29 '09 at 19:10





CodeBehind:

UpdatePanel panel = new UpdatePanel();



panel.Attributes.Add("class", "your-css-class");

HTML Result:

```
<div id="..." class="your-css-class"></div>
```

answered Aug 21 '17 at 14:21



Tristar

21

HTML

0

<asp:UpdatePanel ID="UpdatePanel1" runat="server"></asp:UpdatePanel>



CSS

```
<style type="text/css">
  #UpdatePanel1 { position: relative; }
</style>
```

answered Nov 13 '14 at 11:03



Please explain the downvote. - krlzlx Nov 11 '16 at 15:34

OP is asking for adding a class. Not for targeting by ID. – Sebazzz Mar 15 at 6:23



4



You could also do as I have and just create a new class that inherits the UpdatePanel. I got the basis for this somewhere else but I don't remember where so I can't credit fully but I only tweaked it for this idea. I'm about to do the same for HTML Attributes (since the .attributes() collection is for css on the UpdatePanel instead of raw HTML attributes as with most other web.ui.controls).

UPDATED: I've updated to include some other customization I've made that allow for ANY attribute to be added. Really this duplicates the first customization except that the 1st creates a fairly standard approach where this is completely flexible (thus not standard).

```
Set(BvVal value As String)
        cssClass = value
    End Set
End Property
' Hide the base class's RenderMode property since we don't us
<Browsable(False)>
<EditorBrowsable(EditorBrowsableState.Never)>
<DesignerSerializationVisibility(DesignerSerializationVisibil)</pre>
Public Shadows Property RenderMode() As UpdatePanelRenderMode
    Get
        Return MyBase.RenderMode
    End Get
    Set(ByVal value As UpdatePanelRenderMode)
        MyBase.RenderMode = value
    End Set
End Property
<DefaultValue(HtmlTextWriterTag.Div)>
<Description("The tag to render for the panel.")>
Public Property Tag() As HtmlTextWriterTag
    Get
        Return _tag
    End Get
    Set(ByVal value As HtmlTextWriterTag)
        tag = value
    End Set
End Property
Protected Overrides Sub RenderChildren(ByVal writer As HtmlTc
    If IsInPartialRendering Then
        ' If the UpdatePanel is rendering in "partial" mode
        ' it's the top-level UpdatePanel in this part of the
        ' it doesn't render its outer tag. We just delegate
        ' class to do all the work.
        MyBase.RenderChildren(writer)
    Else
        ' If we're rendering in normal HTML mode we do all the
        ' rendering. We then go render our children, which is
        ' normal control's behavior is.
        writer.AddAttribute(HtmlTextWriterAttribute.Id, Clie
        If CssClass.Length > 0 Then
            writer.AddAttribute(HtmlTextWriterAttribute.[Class
        End If
        If HtmlAttributes.Count > 0 Then
            For Each ha As HtmlAttribute In HtmlAttributes
                writer.AddAttribute(ha.AttrName, ha.AttrVal)
```

```
Next
            End If
            writer.RenderBeginTag(Tag)
            For Each child As Control In Controls
                child.RenderControl(writer)
            Next
            writer.RenderEndTag()
        End If
    End Sub
End Class
Public Class HtmlAttribute
    Private PAttrName As String
   Private PAttrVal As String
   Public Sub New(AttrName As String, AttrVal As String)
        PAttrName = AttrName
        PAttrVal = AttrVal
    End Sub
    Public Property AttrName() As String
        Get
            Return PAttrName
        End Get
        Set(value As String)
            PAttrName = value
        End Set
    End Property
   Public Property AttrVal() As String
        Get
            Return PAttrVal
        End Get
        Set(value As String)
            PAttrVal = value
        End Set
    End Property
End Class
Public Class HtmlAttributes
   Inherits CollectionBase
    Public ReadOnly Property Count() As Integer
        Get
```

```
Return List.Count
            End Get
        End Property
        Default Public Property Item(ByVal index As Integer) As Html
                Return CType(List.Item(index), HtmlAttribute)
            End Get
            Set(ByVal Value As HtmlAttribute)
                List.Item(index) = Value
            End Set
        End Property
        Public Function Add(ByVal item As HtmlAttribute) As Integer
            Return List.Add(item)
        End Function
        Public Sub Remove(ByVal index As Integer)
            If index < List.Count AndAlso List.Item(index) IsNot Not</pre>
                List.RemoveAt(index)
            Else
                Throw New Exception(String.Concat("Index(", index.To:
valid. List only has ", List.Count.ToString, " items."))
            End If
        End Sub
        Public Sub Remove(ByRef hAttribute As HtmlAttribute)
            If List.Count > 0 AndAlso List.IndexOf(hAttribute) >= 0
                List.Remove(hAttribute)
            Else
                Throw New Exception("Object does not exist in collec-
            End If
        End Sub
    End Class
End Namespace
```

C# conversion via http://www.developerfusion.com/:

```
using Microsoft.VisualBasic;
using System;
using System.Collections;
using System.Collections.Generic;
using System.Data;
```

```
using System.Diagnostics;
using System.ComponentModel;
using System.Web.UI;
namespace Controls
    public class UpdatePanelCss : UpdatePanel
       private string cssClass;
       private HtmlTextWriterTag tag = HtmlTextWriterTag.Div;
        public HtmlAttributes HtmlAttributes = new HtmlAttributes();
        [DefaultValue("")]
        [Description("Applies a CSS style to the panel.")]
       public string CssClass {
            get { return cssClass ?? String.Empty; }
            set { cssClass = value; }
       // Hide the base class's RenderMode property since we don't u
        [Browsable(false)]
        [EditorBrowsable(EditorBrowsableState.Never)]
        [DesignerSerializationVisibility(DesignerSerializationVisibil
        public new UpdatePanelRenderMode RenderMode {
            get { return base.RenderMode; }
            set { base.RenderMode = value; }
        [DefaultValue(HtmlTextWriterTag.Div)]
        [Description("The tag to render for the panel.")]
       public HtmlTextWriterTag Tag {
            get { return tag; }
            set { tag = value; }
        protected override void RenderChildren(HtmlTextWriter writer
            if (IsInPartialRendering) {
               // If the UpdatePanel is rendering in "partial" mode
               // it's the top-level UpdatePanel in this part of the
               // it doesn't render its outer tag. We just delegate
                // class to do all the work.
                base.RenderChildren(writer);
            } else {
               // If we're rendering in normal HTML mode we do all
                // rendering. We then go render our children, which
```

```
// normal control's behavior is.
            writer.AddAttribute(HtmlTextWriterAttribute.Id, Clie
            if (CssClass.Length > 0) {
                writer.AddAttribute(HtmlTextWriterAttribute.Class
            if (HtmlAttributes.Count > 0) {
                foreach (HtmlAttribute ha in HtmlAttributes) {
                    writer.AddAttribute(ha.AttrName, ha.AttrVal)
                }
            writer.RenderBeginTag(Tag);
            foreach (Control child in Controls) {
                child.RenderControl(writer);
            }
            writer.RenderEndTag();
public class HtmlAttribute
   private string PAttrName;
   private string PAttrVal;
   public HtmlAttribute(string AttrName, string AttrVal)
        PAttrName = AttrName;
        PAttrVal = AttrVal;
   public string AttrName {
        get { return PAttrName; }
        set { PAttrName = value; }
   public string AttrVal {
        get { return PAttrVal; }
        set { PAttrVal = value; }
public class HtmlAttributes : CollectionBase
```

```
public int Count {
            get { return List.Count; }
        public HtmlAttribute this[int index] {
            get { return (HtmlAttribute)List[index]; }
            set { List[index] = value; }
        public int Add(HtmlAttribute item)
            return List.Add(item);
        public void Remove(int index)
            if (index < List.Count && List[index] != null) {</pre>
                List.RemoveAt(index);
            } else {
                throw new Exception(string.Concat("Index(", index.To!
valid. List only has ", List.Count.ToString(), " items."));
        public void Remove(ref HtmlAttribute hAttribute)
            if (List.Count > 0 && List.IndexOf(hAttribute) >= 0) {
                List.Remove(hAttribute);
            } else {
                throw new Exception("Object does not exist in collec-
```

edited Mar 22 '13 at 20:08

answered Mar 22 '13 at 19:05



1 Though this answer is useful, the question was asked with C# tag, not VB.NET. – Ed Schwehm Mar 22 '13 at 19:27

It's all good. I upvoted your answer, no need to get upset. – Ed Schwehm Mar 25 '13 at 13:30

Thank you Ed. Deleting my last. - rainabba Apr 18 '13 at 20:19

No worries. We're all friends here. - Ed Schwehm Apr 19 '13 at 13:01



you can use single class html attribute

20

<asp:UpdatePanel ID="UpdatePanel1" runat="server" class="MyCssClass
</asp:UpdatePanel>



answered Aug 16 '11 at 21:33



Milox

,604 4 21 34

- This works in .NET 4, but the earlier .NET parser blows up when you try to do this with System.Web.HttpParseException: Type 'System.Web.UI.UpdatePanel' does not have a public property named 'class' - bdukes Jan 30 '12 at 16:45
- 9 This is because UpdatePanel doesn't implement IAttributeAccessor in .NET 3.5, but does in .NET 4 (so you can't event programmatically add the class via the Attributes property, because that was added in .NET 4, as well). bdukes Jan 30 '12 at 17:44 IATTRIBUTE

This should be the accepted answer. – Sebazzz Mar 15 at 6:23

An update panel can render as a div or span (depending on mode).



Easiest way to achieve what you want is to wrap the UpdatePanel in a standard Panel:



```
<asp:Panel ID="Panel1" runat="Server">
     <asp:UpdatePanel ID="UpdatePanel1" runat="server">
      </asp:UpdatePanel>
</asp:Panel>
```

The you can just do this in codebehind:

```
Panel1.CssClass = "myCssClass";
```

You could also use a div, like LFSR Consulting said, and add runat="server" and then change the class attribute. But Panel is a bit easier to work with (a Panel just renders as a div).

answered Jul 29 '09 at 19:31

